

**THE
ULTIMATE**

MENTALIST



STEVEN S. LONG

THE **ULTIMATE** **MENTALIST**

An Ultimate Book for the HERO System

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SPECIAL THANKS:

We'd like to thank all the fans who posted a comment describing what they'd like in the book, or offering suggestions and ideas for things we should include. You're all Heroes!



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Printed in the Canada. First printing November 2006
Produced and distributed by DOJ, Inc. d/b/a Hero Games.
Stock Number: DOJHERO114 • ISBN Number: 1-58366-062-3
<http://www.herogames.com>

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INTRODUCTION



For centuries the concept of mental powers has fascinated humanity. People have often dreamed of employing vast psychic powers — reading thoughts, foreseeing the future, mentally controlling other people, moving physical objects with the sheer power of the mind — for their own benefit, or the benefit of mankind.

With the advent of modern-day fantastic fiction, this fascination has continued; mental powers are a part of many novels, films, television shows, and comic books. Science Fiction characters from Luke Skywalker to Deanna Troi have possessed mental powers. The wizards of Fantasy can ordain the future and invoke other mental powers with their magic. Mental abilities even creep into Horror fiction on occasion; the terrible havoc they wreak, and the fright that having your mind invaded inspires, serve as a perfect springboard for a horror author's work.

Mental powers have seen their greatest elaboration in comic books. Superhuman mentalists use all of the standard mental powers, such as telepathy and telekinesis, but often go beyond them to teleport themselves, telekinetically manipulate molecules, and exhibit dozens of other powers that stretch the definition of “mental powers” to the breaking point. Indeed, some of these characters simply use the term “mental powers” to describe the origin of their abilities, not any particular restriction on or concept for those abilities.

Whatever type of mentalist character you like to play, *The Ultimate Mentalist* has something to offer you. It deals with all facets of *HERO System* mental powers, from the “mechanical” aspects of creating them, to how to use them in your campaign without letting them ruin it, to structuring entire campaigns around them. It includes plenty of sample powers, psionic gadgets, and other elements you can drop right into your campaign.

Chapter One, *Mentalist Characters*, discusses the broad topic of creating characters with mental powers, and how those powers work. After reviewing mentalist archetypes and related topics, it has an extensive section on the Mental Powers (which lie at the heart of most mentalist character con-

cepts) as well as related Powers. It also covers other *HERO System* elements such as Skills, Talents, and Power Modifiers as they apply to mentalism. That information and discussion gets applied in **Chapter Two, *Mentalist Powers***, which has over 250 pre-built powers, abilities, and gadgets for just about any psionic character you can think of (and most of those powers have one or more options, resulting in thousands of possible powers for your mentalist characters). Some of these powers appear in *The UNTIL Superpowers Databases* or other *HERO System* products, but many are new, revised, or updated just for this book.

Chapter Three, *Mentalists Genre By Genre*, briefly reviews how mentalists and mental powers tend to function in various major genres, such as superheroes, Fantasy, and Science Fiction. It includes one or more sample character for each of the major genres; you can use these as sample PCs, NPCs to pit against your heroes, or just colorful encounters for the heroes.

Chapter Four, *Mental Combat*, takes a detailed look at how mentalists use their powers to fight. In addition to explaining how the standard *HERO System* Combat Maneuvers and related elements apply in Mental Combat, it has special rules for Mind-To-Mind Combat featuring new *Mental Maneuvers*, and rules for the *Mind Zone*, a “psychic realm” where mentalists fight each other at the speed of thought.

Chapter Five, *Campaigning With Mentalists*, provides advice and guidance for the GM who has one or more mentalist characters in his campaign. First it covers the nature of mental powers themselves — issues the GM should consider when defining how mentalism works in his campaign, such as where mental powers come from and how society views them. Then it discusses *psionics campaigns* (games in which all the PCs are mentalists, and mental powers are a central element in the setting and adventures), and problems that mentalists may create in the campaign and how the GM can solve them.

Prepare to have your mind expanded by *The Ultimate Mentalist*!

chapter one:



MENTALIST CHARACTERS

MENTALIST BASICS



For the purposes of this book and the *HERO System*, a “mental power” is any psionic or psychic type ability a character possesses — a power involving the use of “mental force” or mental manipulation, so to speak. The classic examples are things like telepathy, mental control, altering memories, psychokinesis, and inflicting mental pain, but that’s just the tip of the iceberg. In some genres characters can define virtually any ability in mental terms. A “mentalist” (also referred to as a psionic, a psi, or the like) is a character who possesses such abilities. The term “mental powers” (uncapitalized) is not the same as Mental Powers (capitalized); the latter is a category of Powers in the *HERO System*, whereas the former is a term for a broad group of abilities. Virtually all mentalists have abilities built with one or more Mental Powers, but it’s not required.

Because of the potential breadth of the terms “mental powers” and “mentalist,” creating a mentalist character isn’t always an easy thing to do. For this reason, the first and largest chapter of *The Ultimate Mentalist* covers the topic of creating mentalist characters.

Mental Powers Versus mental powers

When *The Ultimate Mentalist* uses the term “Mental Powers” (capitalized) it refers to the standard *HERO System* Mental Powers (Ego Attack, Mental Illusions, Mind Control, Mind Link, Mind Scan, Telepathy) and any other powers a GM wants to include in that group. The term “mental powers” (not capitalized) refers to any power with a “mentalism” or “psionic” special effect, such as any of the powers in Chapter Two.



MENTALIST BACKGROUNDS

The first way to add depth and breadth to your mentalist character is to determine his background (in *Champions* campaigns, his “origin”). In short, you have to answer the question, “Where did my character get his mental powers and abilities?” A mentalist’s background usually relates to the special effects or nature of his powers, and may relate to his personality or archetype. Here are some classic backgrounds for mentalists:

ALTERATION

Some sort of process has permanently altered the character’s brain. This might have been intentional (which means someone knows the secret of inducing mental powers and can create mentalists at will), but more likely it was accidental — the character suffered an overdose of mind-altering drugs, was hit in the head by lightning, was exposed to radiation, was zapped with a spell as a bystander to a duel between wizards, or the like. The effects of the alteration are permanent (or at least as permanent as anything can be in an adventure campaign).

MAGIC

The character has somehow discovered or gained access to a magical power source that he can call upon to give him mental powers. For example, maybe the goddess Athena granted him mental powers as a gift for some reason. Since it’s magic, no more explanation may be required, though in some games determining the precise origin or nature of the magic could be important. And don’t forget Clarke’s Law — any sufficiently-advanced technology can *seem* like magic....

Alternately, a mentalist may either guided by or imbued with some sort of mystical spirit related to something smart or wise. Examples include an Owl totem, or the personification or cosmic avatar of some abstract entity related to mental processes (such as Thought, Intellect, Sentience, or the like).

MENTAL CONTROL

It’s said that most people use only a fraction of the potential power of their brain (and that the human brain controls the body much more than people suspect). A mentalist might have an evolved, trained, enhanced, or altered brain that allows him to use pure thought power for both mental and physical purposes, such as causing pain, exerting mental control, or moving objects without touching them. He might also have absolute mental control

over his physical self, allowing him to heighten his metabolism, increase his speed and reaction time, neutralize poisons and diseases, precisely control every muscle in his body, overcome the ordinary limitations of the human form, or the like. (This is sometimes known as “neurokinesis,” or, more broadly, “biokinesis,” and in its full form is beyond the scope of this book; see *The Ultimate Metamorph* and *The Ultimate Speedster* for many ideas for powers and abilities that biokinetic characters might possess.)

MUTATION

The character is a step above mere humans in the evolutionary chain. Mutants are born with their powers, though their abilities may only start to manifest under stressful circumstances (such as puberty or being involved in a disaster). Mutation is an origin found almost entirely in comic books, and thus it's a common feature of many *Champions* campaigns. Since mutation involves changing the body in some way, including augmenting its existing capabilities, it's perfectly logical for a mutation to grant many types of mentalism powers. Some of the best-known mutants in the comics, such as Marvel Comics's Professor X and Jean “Marvel Girl/Phoenix” Grey, are mentalists.

The most important question for a Mutant origin is: when do the character's mental powers manifest? Typically they emerge in adolescence or later, in which case the character may have an easier time adjusting to his powers (but the adjustment period may not have ended by the time the campaign begins). On the other hand, a child who develops mentalist powers at an early age may suffer all kinds of problems — he wreaks psychokinetic havoc, attracts unwanted attention, causes accidents, abuses his powers by mind-controlling his teachers, and so on — but by the time the campaign begins he's probably had years to get used to his abilities.

Another important issue is whether the character has any other mutant abilities. In many cases mutant powers come with unusual side effects or restrictions, particularly early in the character's career. For example, a mutant's psionic powers may only work when he ingests certain rare chemicals. Mentalism may be one aspect of a broad suite of related powers, such as biokinesis or an overall superhuman body.

In the *Champions* Universe and many other settings, a Mutant character has to take a Distinctive Feature, *Mutant*, to reflect the fact that others can perceive his mutant nature with special scanners and the like. This is worth 10 points (Not Concealable; Always Noticed; Detectable Only By Unusual Senses). In many campaigns, people view mutant characters (regardless of their powers or actions) with suspicion or hatred, which may entitle the character to take a Social Limitation. Since mental powers also often cause social hostility (see page 268), a mutant mentalist may suffer a double dose of trouble.

TECHNOLOGY AND OTHER ENHANCEMENTS

The character's physiology isn't any different than normal (or not radically different), but he possesses technology (or some other external force) that enhances his mental abilities or grants him mental abilities he wouldn't otherwise have. Examples include “cerebro-helmets” that provide mental powers when worn, cyberkinetic “control packs” that let a character psychokinetically manipulate machines, or a magical amulet that makes the character precognitive. This background differs from Alteration in that the effects (a) depend upon an external force or object that can usually be taken away from the character (and possibly used by other people), and (b) may be temporary or heavily restricted.

RACIAL

The character is non-Human, and his species possesses mental powers. Not everyone from this species might be the same — for example, each member might have a slightly different suite of mental powers, or his level or power (or skill at using his powers) might differ — but unlike Humans that species naturally has psionic powers in some percentage of the population. Examples include the Vulcans and Betazoids from *Star Trek* (and many, many other Science Fiction species) and the Deryni of Katherine Kurtz's Fantasy novels.

MENTALIST PERSONALITIES

While mentalists are often a diverse lot, certain personality types tend to crop up frequently as the result of having or using psionic powers. They include:

THE CONTROLLER

Typically a villain or criminal, but in some milder forms possibly a hero, this personality type represents a mentalist who likes to use his powers to control and manipulate others. Usually this involves Mind Control or empathic powers, but in some cases Mental Illusions or “psionic surgery” Transforms also apply. The character likes to make others do his bidding, subtly influence peoples' behavior to benefit himself, make people look foolish or inflict emotional turmoil for his own amusement, and so forth. In extreme cases the Controller may see himself as a puppeteer and everyone else as nothing more than his potential puppets.

THE CURIOUS TELEPATH

Having access to what amounts to one or more extra senses (telepathy, ESP, and so forth) is a temptation this character just can't resist. He loves to snoop around in other peoples' minds just for the fun of seeing what he can find. He doesn't usually intend any harm, but at the very least he's intruding on peoples' privacy. On the other hand, he may sometimes stumble across vital information that serves as a plot hook, such as a criminal's plans to commit a murder.



THE DETACHED TELEPATH

Some telepaths have difficulty keeping other peoples' thoughts from "intruding" on theirs in a way that's distracting, or even painful. (See the *Telepathic Bleed* Physical Limitation on page 84.) To minimize this problem they minimize contact with society — and in some settings, the authority governing psionics may even *require* them to do this. If they still have to mingle with other people, they often dress in clothes that cover them from head to toe, including gloves on the hands. (This is particularly common if telepathy in the setting requires, or can accidentally be triggered by, skin-to-skin contact.) In more extreme cases they may withdraw from society altogether, living as recluses and only interacting with people long-distance via their psionic powers.

THE EMPATH

The Empath (who typically also falls into the *Empath* archetype described below) feels emotions deeply — and not just his own. Besides being a very passionate person himself, he tends to "feed on" or "adopt" the emotions of people around him. For example, if he's in a place where everyone's happy, he becomes happy (or at least happier) even if he was miserable when he came in. In some cases this behavior is so extreme it qualifies for a Psychological Limitation (*Mental Adaptive*, page 85).

THE PSYCHIC VAMPIRE

This character uses his mental powers to "feed" off others in some way, whether he "consumes" their "mental essence," their "psychic potential," their personality, their soul/spirit, their emotions, or something similar. Usually he does this without their permission, and possibly even sadistically, causing as much pain, suffering, or anguish as he can in the process. In rarer cases the Psychic Vampire is a gentler, even heroic, person who only "feeds" with permission.

MENTALIST ARCHETYPES

As with any other character type, mentalists often fit into one (or more) of several "archetypes." Players should use these archetypes as inspiration when thinking of what type of mentalist they want to play, and how they want to portray the character.

Mentalist archetypes generally derive either from the particular types of powers a mentalist possesses, or how he tends to use them. They're not as well-defined as archetypes for many other character types — mental powers tend to allow for a wide range of abilities, and that often makes it difficult to fit a mentalist into a single category. Players can pick and choose among these archetypes as they prefer; some characters are "pure" examples of a particular archetype, while others display aspects of several archetypes.

THE "BRAIN IN A TANK"

This archetype, used more often for villains or NPC heroes than for PCs, is a mentalist with severe physical handicaps. The character is usually able to compensate for or overcome his handicaps with his mental powers, but it's not always an exchange the character enjoys. Examples include the stereotypical mad scientist's mutated brain trapped in a tank of nutrient fluid (see *The HERO System Bestiary*, pages 202-03); Professor X of Marvel Comics's *The Uncanny X-Men*, who is a paraplegic; or a character whose body is trapped in an unbreakable coma but whose brain is very much alive and active in its fleshy prison (and possibly insane as a result).

See *The Ultimate Metamorph*, pages 78-80, for more information on creating this type of character (and related types) in *HERO System* terms.

THE CLAIRVOYANT

This mentalist possesses powers primarily related to clairvoyance and other psychic abilities. His mental combat abilities and psychokinetic powers are often minimal, but his mental senses are second to none. He may employ his powers as a fortuneteller or seer, or (in the case of villains) use them solely for his own profit (being able to accurately predict stock market activity or roulette wheel results is, after all, a sure ticket to riches). Another possibility is to combine this archetype with the Parapsychologist/Psionic Investigator (see below), particularly if the Clairvoyant's powers include psychometric abilities or the sort of "sensitivity" displayed by spirit mediums.

THE DISEMBODIED MIND

This type of mentalist has no physical form. He exists as pure mental energy, often moving from body to body so he can experience physical sensations as well as mental ones. Sometimes he shares a body willingly (and with the permission of its “owner”); at other times he lurks inside it without the “owner” knowing or takes it over without regard for the “owner’s” wishes in the matter. See *The Ultimate Metamorph*, pages 78-80, for more information on creating this type of character (and related types) in *HERO System* terms.

THE EMPATH

An Empath is a mentalist whose powers relate to emotions: he can detect them, project them, and sometimes even alter them. Empaths are also known for a unique form of healing in which they heal an injured or sick person by transferring that person’s wounds or disease to themselves (or sometimes to another willing subject).

THE ESP-IONAGE AGENT

This is a mentalist who uses his abilities to commit acts of espionage. Mindreading and mental control powers can make for the perfect spy — but the ESPionage agent has to be wary of enemy agents who have mental powers themselves! Clairvoyant ESPionage agents use their powers in ways that are less flashy ways (such as tracking enemy satellites, submarines, and agents) but even more important to modern intelligence gathering. ESPionage Agents often form the basis for a type of Psionics Campaign (refer to Chapter Five for details). You can find a good example of this sort of thing in Brian Lumley’s book *Necroscope*.

THE MENTAL PARASITE

The Mental Parasite, often known as a “psychic vampire,” is a character defined in terms of his relationships with and approaches to other people. Milder forms of this archetype simply enjoy affecting others with their mental powers. More extreme forms actually leech psychic energy from their targets, or cruelly manipulate them and take advantage of them. Examples of this archetype include Puppetman from the “Wild Cards” series of books and Marvel Comics’s Empath.

THE MULTIPLE MIND

This archetype represents a mentalist whose power derives from having multiple minds in the same body. This may be the result of natural processes (for example, a race of two-headed aliens with mental powers) or external factors. It can lead to a number of interesting psychological maladies in addition to vast mental powers.

THE PARAPSYCHOLOGIST/PSIONIC INVESTIGATOR

This character, whether he possesses mental powers himself, is often a staple of stories involving mentalists and psychic/supernatural phenomena. He specializes in investigating these subjects, and is usually quite knowledgeable about them. If he

has mental powers, they are often of the sort that assist him in his work (for example, Clairvoyance, Precognition, Danger Sense, and the like). In many cases the Investigator also combats criminal or evil mentalists, whether using his own powers to counteract theirs or his knowledge of their weaknesses to defeat them.

THE PRECOGNITIVE

This character’s psionic powers all relate to his ability to foresee the future. Some Precogs can only see a few seconds into the future and have to find clever ways to use this ability to their benefit; others can foretell events days, weeks, months, or years into the future.

THE PSIONIC ADEPT

This type of mentalist usually only possesses one or two mental powers, but is *extremely* skilled in their use. He often has a Power Framework that lets him use his power in all of its aspects. Psychokinetic Adepts are perhaps the most common form of Psionic Adepts, but other types are possible. An example of this archetype is Marvel Comics’s Mastermind, who wields potent Mental Illusion-type powers.

THE PSIONIC GADGETEER/COMPUTER

Some mentalists derive their powers from gadgets that give them mental powers. The usual gadget is a helmet or headband, but a clever gadgeteer can probably think up many other mentalism devices. Of course, a Psionic Gadgeteer needs to know SS: Psionic Engineering (see page 16) and many other Skills related to electronics, neurology, and so forth. He may also have innate mental abilities relating to machines.

Similarly, in some cases, a sentient computer or robot develops mental powers. The *Star Trek* episode “Return Of The Archons,” featuring the sentient, mind-controlling computer Landru, is a good example. Psionic computers often have Mental Powers that can affect both the Human and Machine classes of minds. Psionic Computers and Robots are usually villains, but there’s no reason one couldn’t become a hero.

THE PSIONIC MAGE

Wizards are often depicted as having mental powers in addition to (or as an aspect of) their mystical abilities. Their mental powers may be relatively weak (but possibly improvable with magic) or they may be extremely powerful to begin with. Alternately, a PsiMage may simply be a mage who specializes in spells that mimic “normal” mental powers. In some settings, such as the one depicted in Katherine Kurtz’s Deryni novels, magic is defined almost entirely in terms of mental powers.

THE TELEKINETIC

Also known as the Psychokinetic, this character has powers based around Telekinesis and other psychokinetic effects: he can use mental power to manipulate physical objects (and, in some cases, types of energy). Telekinetics display a broad range of powers in addition to simple



Telekinesis: they can, for example, create telekinetic force blasts and force screens (Energy Blast, Force Field); attack their enemies with telekinetic “spears” (Ranged Killing Attack); rip them apart from the inside or kill them by preventing their hearts or lungs from moving (Ranged Killing Attack, NND, Does BODY); shatter and break objects with telekinetic force (various forms of Killing Attack, Dispel, and so forth); dissipate gases and similar substances (Dispel gas-based attacks); and so on. The list is practically endless; see Chapter Two for dozens of examples.

In some settings the concept of “telekinetic” is broadened to include the mental ability to control other phenomena. Most other “kinetics” are identified by the type of substance or energy their power affects. They include:

- **Biokinetics:** Biokinetics control biological functions, whether their own or those of others. A bio-kinetic can, for example, improve his reaction time, cause someone to suffer a heart attack or epileptic seizures, heal broken bones, and so forth.
- **Cryokinetics:** Cryokinetics manipulate cold, ice, and frost. They can lower temperatures, generate ice storms and ice structures, and so forth.

- **Cyberkinetics:** A cyberkinetic can read, reprogram, and control machines, primarily computers, with mental power. His powers are defined as working against the Machine class of minds.

- **Electrokinetics:** Electrokinetics control electricity. They can generate lightning bolts, short out electrical circuits, and so forth. They may also have some cyberkinetic powers.

- **Pyrokinetics:** Pyrokinetics can create and manipulate heat and flame.

There are plenty of telekinetic characters in the source literature, such as Marvel Comics’s *Marvel Girl* (*a.k.a.* Jean Grey), who possesses a wide variety of telekinetic abilities. Larry Niven’s *Gil Hamilton* is a good example of a character with very low-power Telekinesis.

THE TELEPATH

A Telepath is a mentalist whose primary powers relate to reading minds and projecting thoughts into the minds of others. Since this includes Telepathy (the ability to invade peoples’ mental privacy) and Mind Control, Telepaths are often among the most feared and despised types of mentalists.

CHARACTERISTICS



For the most part, the *HERO System* Characteristics work the same for mentalists as for any other type of character, but a few deserve some additional discussion.

EGO

Since EGO determines both a character's ECV and how easy it is to affect him with continuing-effect Mental Powers, virtually all mentalists have high EGOS. Even in Heroic campaigns it's rare to find a mentalist with less than EGO 20, and in Superheroic games EGOS of 30 or higher aren't unheard of. Here are a few additional rules and rules clarifications pertaining to EGO.

NEGATIVE EGO

If a character has a negative EGO, continuing-effect Mental Powers apply to EGO 0, not to his current EGO total. For purposes of being attacked with or affected by Mental Powers, the lowest EGO a character can have is 0. Thus, if a character has -10 EGO, and is hit with a Mind Control with an Effect Roll of 20, the effect is an "EGO +20" effect, not EGO +30.

If a character has EGO -30, which means he'll follow any order given him, another character can override that with Mind Control. Mind Control successfully applied requires the character to obey only the person Mind Controlling him.

If a character has *both* INT -30 and EGO -30, the GM should apply the more general negative INT result. Even Mind Control can't override the -30 INT rule because the character lacks the capacity to understand orders given him by any means. Another character could physically force him to do something (e.g., "puppeteer" him with STR or Telekinesis), but any orders given to him fall on uncomprehending ears.

A Mental Transform used against a character with 0 or negative EGO only needs to roll 1 point of effect to Transform the target.

EGO AND PRESENCE ATTACKS

The *HERO System* rules allow a character to use either EGO or PRE to resist the effects of Presence Attacks. Mentalists frequently have high EGOS, but this may have little or nothing to do with their bravery or ability to resist being startled or impressed by a Presence Attack. To simulate this, GMs running psionics campaigns (or who have mentalists in other games) can either rule that characters can only use PRE to resist Presence Attacks, or he can allow mentalists to buy EGO that *Does Not Protect Against Presence Attacks* (-¼). A mentalist may only apply this Limitation to any EGO he buys above his PRE.

ALTERING THE COST OF EGO

The standard cost of 2 Character Points per point of EGO works well for many campaigns, where a mentalist is just one character type among many. But in other campaigns the GM may want to consider decreasing or increasing the cost to better reflect the type of game he wants to run, the nature of mentalism in the game, and other factors.

If EGO costs less — typically 1 Character Point per point — two effects may occur. First, the average mentalist's EGO, and thus ECV, becomes much higher. The average ECV rises from about 7-8 to 10-12 for about the same number of points, making it even easier for mentalists to affect non-mentalists. For some campaigns this is a desirable outcome (since it makes it somewhat easier for mentalists to affect "normals"), for others it may cause real balance problems. Second, it becomes easier for non-mentalists to buy up their EGOS to the point where they can have enough EGO to withstand continuing-effect Mental Powers. Mentalists can still hit them easily (since the mentalists' average ECV has also risen), but getting an EGO +X result becomes harder with the same number of dice.

If EGO costs more — such as 3 Character Points per point — relatively high ECVs become rarer, even among mentalists. This may lead to greater differentiation among mentalists, which GMs in some campaigns consider desirable. On the other hand, it becomes even less likely that other types of characters will buy increased EGO, leaving them relatively vulnerable to continuing-effect Mental Powers and with only DECV 3 to resist mental attacks.

Alternately, instead of raising the price of EGO across the board, GMs in Heroic campaigns can lower the Normal Characteristic Maxima cost increase threshold for EGO. If the cost of EGO doubles at, say, 15 or 18 instead of 20, only mentalists who *really* want a high ECV will pay for it.

OTHER CHARACTERISTICS

PHYSICAL CHARACTERISTICS

When it comes to physical Characteristics like STR, CON, BODY, and DEX, there are two mentalist stereotypes. The first, often seen in Pulp-style Science Fiction, is that of a strong mind in a weakened (even atrophied) physical form. The character relies so much on his psionic powers that he neglects his physical side, with a resulting loss of function. (If his species is psionic, it may even



have evolved into this physically weak form.) In game terms, he usually sells back some or all of his physical Characteristics to represent this weakness. The other stereotype is the “sound mind in a sound body” character. The training that gained him his mental powers also involves some sort of meditation, martial arts, or exercise that requires him to keep his body fit. In *HERO System* terms it’s usually enough to leave the physical Characteristics at 10 to represent this, but it’s a valid justification for buying them up a bit if the character wants.

MENTAL DEFENSE

In some campaigns, particularly psionics campaigns or games in settings featuring lots of Mental Powers, the GM may want to make Mental Defense a Figured Characteristic calculated as EGO/5, with each +1 point of Mental Defense costing +1 Character Point. This ensures that everyone has at least *some* resistance to mental attacks.

SPEED

A character’s SPD, even for using Mental Powers and engaging in mental combat, depends on his DEX. You do not calculate a character’s “mental SPD” from his EGO, INT, or anything else; SPD does not differ for physical versus mental purposes. He just has a regular SPD, based on his DEX, and uses that. That raises several interesting possibilities.

Limited SPD

Because “the speed of thought” is far faster than any physical velocity, mentalist characters sometimes want the ability to attack more often than characters who depend on physical abilities. With the GM’s permission, such characters may buy extra points of SPD, *Only To Use Mental Powers*. In most campaigns this has a value of -1, but in mentalist-oriented games the GM may reduce it to -½ instead. This could represent the relative swiftness of mental combat, having two minds in one body, or the like.

A mentalist with this type of Limited SPD can only use Mental Powers or engage in Mind-To-Mind Combat (page 252) on the extra Phases he receives. (See *The Ultimate Speedster*, page 18, for general rules pertaining to Limited SPD, including which Segments the extra Phases occur in.) At the GM’s option, he can also use BOECV powers, provided they don’t have a primarily physical effect — for example, a BOECV Drain would probably be allowed, but Psychokinesis would not be. He cannot physically move, take any physical actions (such as Dodging, pulling the trigger of a gun with his finger, making a PER Roll, Aborting to improve his DCV or physical defensiveness, or using most Skills), or use any physical abilities or attacks.

Mental SPD

In a psionic campaign, maybe characters *do* have Mental Speed (MSPD) as an additional Figured Characteristic. In effect, each character has two types of SPD — regular SPD that he can only use for physical actions, and MSPD that he can only use for mental actions.

Characters calculate their MSPD from their EGO. It has a base value of (1 + (EGO/10)); every +1 MSPD costs 10 Character Points, and the same rules for buying additional SPD apply to buying additional MSPD. This works well in campaigns that increase the cost of EGO to 3 Character Points per point (see above), since it makes the calculation of SPD and MSPD identical.

If a character has a SPD Phase and an MSPD Phase in the same Segment, he can take *both* Actions. He gets a full Phase’s worth of physical actions (possibly including making a physical attack) and a full Phase’s worth of mental actions (possibly including making a mental attack). This can result in his getting two attacks in a single Segment, provided one is physical and one mental. Making a physical attack ends the character’s SPD Phase as usual, but doesn’t affect his MSPD Phase, and vice-versa.

SKILLS



Here are some additional rules and notes about how Skills interact with mentalists and mental powers.

EGO-BASED SKILLS

Other than the optional new Skills described below, and perhaps some forms of the *Power* Skill, the *HERO System* doesn't have any Skills based on EGO. However, the GM may decide to use EGO to calculate Skill Rolls, either as a campaign default rule or on a case-by-case basis. This most often applies to Intellect and Interaction Skills. For example, in a psionics game where characters can use their mental powers to try to get information from a captive, it may make more sense to base Interrogation on EGO than PRE. If a character subtly uses his mental powers to make people like him, his Conversation or Persuasion rolls might work better as EGO-Based Skills ("Willpower Skills," if you will).

INTERACTION SKILLS

At the GM's option, mentalists who possess Interaction Skills can use some Mental Powers (primarily Mind Control) to "enhance" those Skills. In essence the character subtly "boosts" the Skill with his Mental Power. This provides a bonus to the Skill Roll: +1 to the roll for every 10 points of Mental Power used to enhance it. The mentalist must pay the standard END cost for any Mental Power used to enhance an Interaction Skill.

Using a Mental Power to enhance an Interaction Skill is perceivable with Mental Awareness. It also allows the target of the Skill to use his Mental Defense (if any) as a bonus to whatever Skill Roll he makes to counteract, avoid, or fight off the Skill.

Example: *Brainstorm* wants to use his *Persuasion* to convince a guard to let him go. He decides to mentally enhance his *Persuasion* with 40 points' worth of his *Mind Control*, giving him +4 to his *Persuasion* 12- (total 16-). This costs him 4 END. The GM rules that the guard will try to resist the attempted persuasion with an EGO Roll. His base roll is 11- and he has 5 points of Mental Defense. This adds to his EGO Roll, giving him a 16- roll to resist *Brainstorm's Persuasion* roll.

Even if a character uses a Mental Power to enhance an Interaction Skill, he can't use that Skill to do anything more than he could with a normal use of that Skill — though with the bonuses involved, making Extraordinary Skill Rolls may become much easier. To achieve greater effects, mentalists must purchase Mental Powers; see Chapter Two for many ideas and sample powers along these lines. In some cases a character may even purchase a Skill (or Skill Levels) to represent a low-level, subtle, or sub-conscious use of psionic powers to influence and affect the world around him.

In most cases the appropriate power for enhancing an Interaction Skill is Mind Control. Mental Illusions or Telepathy may be better suited to some tasks or situations; the final call on which Power to use is up to the GM. A character can only use a single Mental Power to enhance a particular use of an Interaction Skill.

More Enhancement

The GM may, at his discretion, expand the use of Mental Powers to enhance Skills other than Interaction Skills. For example a psychometric power (Retrocognition) might enhance some uses of Criminology or Forensic Medicine, while Telepathy (*i.e.*, reading the "trace thoughts" that linger on a physical object) might enhance Skills like Demolitions, Lipreading, or Cryptography. Agility Skills, Background Skills, and Combat Skills usually cannot be enhanced psionically, though this may depend on the situation.

Psionic Familiarity

In some campaigns the GM wants to use the "enhancing Interaction Skills" rules, but not for free. In that case, to psionically enhance a Skill, a character must buy a *Psionic Familiarity*, or PF. Each PF costs 1 Character Point (or more), and a separate PF must be purchased for each Skill-Power combination. Thus, a character's ability to enhance his Oratory with his Mind Control is a 1 point PF; his ability to enhance his Oratory with his Mental Illusions is a separate 1 point PF; and his ability to use his Mind Control to enhance his Persuasion is a third 1 point PF.

NEW SKILLS

The following Skills, all based on EGO, are new Skills for mentalists. They're intended for campaigns in which the GM uses the rules for mental traces and signatures (see page 264).

CLOAK

Cloak is in essence a form of "Mental Stealth." A character can use it to hide the traces of his mental attack, thus making his mental traces and signatures (see page 264) harder to locate. If a mentalist succeeds with a Cloak roll when using a Mental Power on someone, another mentalist trying to locate his signature or traces with Telepathy must win a Skill Versus Skill Contest pitting his PER Roll against the first mentalist's Cloak roll.

Cloak also allows a character to make a subtle, stealthy mental attack, one that characters with Mental Awareness do not perceive. This requires a Half Phase Action and success in a Cloak Versus PER Roll Contest. If the character succeeds, the other character does not perceive the use of a Mental Power as he normally would. (He could still perceive the mental signature and traces after the character uses the power, but that would require the use of Telepathy and another PER Roll, perhaps in opposition to another Cloak roll.)

A character cannot use Cloak to hide a mental attack from the target being attacked, nor to hide a Mental Power with the *Visible* Limitation. Cloak only hides the use of a Mental Power from the appropriate Mental Sense Group Senses while the power is in use. Of course, as with normal Stealth, if someone who can sense mental powers looks directly at the attack, Cloak won't hide it or render it "invisible" to him. (See also *The Perceivability Of Mental Powers* on page 26.)

FACADE

Facade is in essence a form of "Mental Disguise." A character uses it to change the "appearance" of his mental signatures and traces (see page 264). If he succeeds with a Facade roll, he may make his mental signatures or traces resemble those of another mentalist or power. Of course, to mimic someone else's signature, the character must have knowledge of that signature (either from having "seen" it before, or from having used Telepathy on that person). Alternately, a character can use Facade simply to muddle a mental signature or trace to the point that it's unrecognizable.

Another mentalist using Telepathy to search for a signature or trace that has been covered up with Facade must first win a PER Roll Versus Facade Contest to detect the fact that the signature or trace has been altered. If he does so and wants to remove the "disguise" and see the true signature or trace, he must use his own *Facade* Skill to do so; this also requires victory in a Skill Versus Skill Contest.

Characters can more reliably hide mental traces and signatures with psionic surgery (see page 70) or with the *Invisible Power Effects* (No Mental

Signature/Trace) (+¼) Advantage.

A character can also use Facade to "mask" his surface thoughts from a telepathic scan. He must win a Skill Versus Skill Contest against the telepath's EGO Roll. If he succeeds, he may disguise his surface thoughts to look like someone else's (he can even "mimic" another character's thought patterns, if he's read them before or otherwise has knowledge of them; he must make another Facade roll to determine how accurate his imitation is). Characters cannot hide memories, deep, hidden thoughts, or subconscious thoughts this way.

VEIL

Veil is in essence a form of "Mental Concealment." Mentalists use it to hide mental signatures and traces (see page 264). If the character succeeds with his Veil roll, the mental signature and all mental traces he leaves are hidden. Another mentalist looking for them must beat the Veil roll's result in a PER Roll Versus Veil Contest to perceive the signature/traces.

EXISTING SKILLS

INTELLECT SKILLS

Just about any Intellect Skill, particularly ones like Deduction and Cramming, is appropriate for a mentalist. Mentalists are often thought of as having high intelligence and "strong" minds, and having Intellect Skills may reflect that, or the general ease with which mentalists learn things.

ANALYZE

In psionics campaigns, or campaigns with active Psionic Worlds, mentalists sometimes buy this Skill as *Analyze Mental Powers*. It allows a character to evaluate the mental powers of another character, and has several specific uses.

First, a character who observes another character using a mental power (with Mental Awareness or some other ability) can make an *Analyze Mental Powers* roll to identify that power.

Second, a character who has mental powers himself can employ *Analyze Mental Powers* in the standard fashion for the *Analyze* Skill: to evaluate another character's power relative to his own, deduce who trained him, and perhaps to gain a tactical advantage over him. With a successful *Analyze Mental Powers* roll, a character might identify another mentalist's mentor or school, how well or poorly trained he is, and perhaps even figure out secret aspects of his mental powers or gain a tactical advantage.

AUTOFIRE SKILLS

At the GM's option, if a character buys Autofire for a mental attack or attacks, he can buy mental versions of the various Autofire Skills. If bought for use with mental powers, these Skills cannot be used with physical powers, and vice-versa.



COMBAT SKILL LEVELS

A character can buy a 2-point Combat Skill Level (CSL) to grant +1 OECV with any single mental power or Mental Power-based ability. This is the only way a 2-point CSL can affect a mental power; it can't increase DECV or effect.

A character can buy a 3-point CSL with any three mental powers or Mental Maneuvers, a tightly-defined group of Mental Powers (such as all the mental powers in a Multipower), or the like. This CSL can apply to increase OECV, DECV, or effect.

A character can buy a 5-point CSL with "Mental Combat" (*i.e.*, any mental power or Mental Maneuver). This CSL can apply to increase OECV, DECV, or effect. A character can also buy a 5-point CSL to increase his DECV against all Mental attacks.

A character may apply 8-point CSLs with "All Combat" to the use of mental powers in combat and to MTM Combat.

In both Heroic and Superheroic campaigns, using CSLs to "increase the effect" of a mental power requires two CSLs per amount of effect. Every two CSLs applied to increase Mental effect adds $+\frac{1}{2}d6$ of damage to an Ego Attack or $+1d6$ of effect to a continuing-effect mental power. BOECV powers are affected as they normally would be (*e.g.*, 2 CSLs used to increase a BOECV Energy Blast's damage in a Heroic campaign adds +1 Damage Class, in a Superheroic campaign it adds +1 BODY or +3 STUN).

As noted in the main rulebook, characters can't apply CSLs with "Ranged Combat" or the like to mental powers. They have to buy Levels with

mental powers separately from Levels with physical Powers, unless the GM rules otherwise.

KNOWLEDGE SKILL

Many KSs are appropriate for mentalists, but a few deserve special mention.

Knowledge Skill: Psionic Etiquette

In psionic campaigns or other games where mental powers are commonplace, there may exist an etiquette for asking someone if you can use mental powers on them, for conversing telepathically, and so forth. This Knowledge Skill gives a character knowledge of this etiquette. In some situations it may be replaced by, or act as a Complementary Skill to, High Society.

Knowledge Skill: The Psionic World

This Knowledge Skill gives a character information about the Psionic World — the subculture of mentalists and mentalism. Mentalists often tend to be very private and secretive (especially in societies with strong anti-mentalist prejudices), and even a high Streetwise roll may not be enough to locate one without the use of this Skill. Since the Psionic World exists to some extent "in the mentalists' heads" (*i.e.*, they may meet and interact mentally, rather than physically), using Streetwise to find out information about them may not even be possible. KS: The Psionic World tells the character who's who in the Psionic World, where to find these persons, and what types of powers they are known to have (and their power level). Characters may take more limited KSs (such as "KS: The European Psionic World") to narrow their knowledge of this subculture.

MARTIAL ARTS

Characters cannot buy Ranged Martial Arts (from *The Ultimate Martial Artist*) for use with mental powers. See Chapter Four regarding mental combat in general, and Mental Maneuvers specifically.

POWER: MENTALISM

Also known as *Psionics*, *Mentalism* is a form of the *Power* Skill that allows characters to use their mental powers in unusual ways to perform “tricks,” “power stunts,” and other such impromptu abilities. It’s applicable in both Superheroic and Heroic campaigns, since many Heroic campaigns feature mentalists with strong mental powers.

Chapter Two has hundreds of powers suitable for mentalists. Most of them list a *Mentalism* Roll Penalty, in case the GM wants to allow the character to use his *Mentalism* Skill to try one of them. As usual, characters shouldn’t use the *Power* Skill as if it were a Variable Power Pool. Allowing a mentalist to attempt a particular “power stunt” once or twice during a campaign is fine, but if a character wants to use the same stunt repeatedly, he should pay Character Points for it.

Depending on the nature of a mentalist’s powers, he may have more than one *Power* Skill, or may have to rename this one. For example, a psychokinetic probably has Telekinesis Tricks rather than *Mentalism*.

In addition to its use in combat, at the GM’s option *Mentalism* also imparts a general knowledge about the types of mental powers known to exist, how they work, and so forth.

PROFESSIONAL SKILL: MEDITATION

Characters who can enter calming meditative states buy this PS, which for 3 Character Points can be based on EGO. It’s often used as a Required Skill Roll for certain mental powers in low-level Heroic games. Characters who are *really* good at entering trances often also buy the Talent *Simulate Death*.

RAPID ATTACK

Since characters can Rapid Fire mental attacks (see Chapter Four), the GM can let them buy a new form of Rapid Attack, *Mental*, to do so as only a Half Phase Action.

SCIENCE SKILL

Many different SSs could relate to or impart knowledge of mental powers in some respect. Examples include:

Neurology: This is a branch of medicine dealing with the brain and nervous system, and as such may be of intense interest to mentalists... or those who oppose them. Characters can also buy related SSs like Neurobiology, Neurosurgery, and the like.

Pharmacology/Psychopharmaceuticals: This is the study of the effects and properties of drugs which effect emotions and behavior (so-called “psychoactive” drugs). Characters with this SS know how to create and administer such drugs, what their effects are, and how to counteract them.

Psionic Engineering: In some settings, characters need Psionic Engineering if they want to build devices that provide Mental Powers to the user. It’s not usually needed to build a gadget that creates Mental Defense; any gadgeteer can build such a gadget.

Psionic Surgery: In psionics campaigns, this is the science of altering memories, thoughts, and emotions (whether for positive or negative effects). It’s often used as a Required Skill Roll for Mental Transforms (see page 70).

Psychology: Knowledge of, and ability to analyze, human/sentient behavior and motivations, and to treat mental disturbances. In a setting where psionic powers often cause, or go hand-in-hand with, insanity, this SS may be crucial for keeping PCs functioning.

SKILL LEVELS

Skill Levels with a character’s EGO Roll (or any other single Characteristic Roll) are 2-point Levels. This is so even if the character has several powers or abilities that require him to make an EGO Roll to use them. However, GMs should be extremely wary about allowing characters to buy Skill Levels with their EGO Rolls, since they make Breakout Rolls much easier, and are thus a cheap way to avoid the effects of many Mental Powers.

With the GM’s permission, characters can buy Negative Skill Levels to reduce a target’s EGO Roll for breaking out of Mental Powers. They cost 3 Character Points each, and typically also have the *Ranged* Advantage. If applied simultaneously with a Mental Power (because they’re Linked to that Power or the character makes a multiple-power attack), the penalty doesn’t apply to the first Breakout Roll the target makes, but does affect all subsequent rolls to Breakout of any Mental Power affecting the target. If the Negative Skill Levels are applied on the target in any Segment after the Segment in which the character attacks that target with a Mental Power, they apply to all Breakout Rolls made (even the very first one, if the target hasn’t made it yet).

Characters may apply Overall Skill Levels to Breakout Rolls.

PERKS AND TALENTS



For the most part, the Perks and Talents work the same for mentalists as for any other character. Here's some information about a few that deserve special mention.

PERKS

Various Perks may become important to mentalists in campaigns where mental powers are known to exist. For example, in many Science Fiction settings, telepaths have to register with the government, possibly even on pain of death. In game terms, that means buying a Fringe Benefit, *Licensed Telepath*. Of course, this assumes there's some benefit to being licensed (like the ability to use one's powers without violating the law). If registration doesn't help the character in any way (all it does is make information about him known to the authorities), the "perk" should cost 0 Character Points or might even be a Disadvantage.

TALENTS

Many Talents are common purchases for mentalists. Combat Sense could simulate a subconscious ability to perceive minds and presences around the character even when he can't see. (This might mean redefining the Talent as belonging to the Mental Sense Group, though.) The strength of mind possessed by mentalists provides an excellent justification for buying Eidetic Memory and Lightning Calculator. A character who subconsciously reads minds all the time might be able to understand or speak to anyone regardless of language (Universal Translator). See Chapter Two for examples.

DANGER SENSE

Danger Sense, in the form of premonitions or flashes of impending peril that appear in the character's "mental eye," is a classic power for precognitives and many other psionics. The "precognition" form of the Talent can be bought just about any way the character desires.

In some cases a mentalist's Danger Sense depends on his ability to subconsciously read the minds of people near him. This type of psionic Danger Sense usually only works in the immediate vicinity (at most) and only applies against dangers the character could "read" in someone's mind. It takes the $\frac{1}{4}$ Limitation *Psonic* to reflect this fact, since it means the character can't perceive dangers like avalanches, traps, and the like. A more powerful mentalist might sense the "mental traces" of the person who planted the trap (or the like) and thus be able to sense such dangers; in that case reduce the Limitation's value to -0.

Either form of "mental Danger Sense" should be considered as belonging to the Mental Sense Group.

LATENT MENTALIST

In some campaign settings, GMs require characters to choose whether they're mentalists or not. There's no way to develop mental powers after the game begins, so the decision to have them must occur at character creation. But in some cases characters can buy this Talent, which represents a latent psionic potential that becomes active after the campaign begins. (In other words, whenever the character feels like paying the Character Points for the powers.)

Latent Mentalist costs however much the character wants to spend on it, with a minimum cost of 1 Character Point. When the character realizes his mental potential, he converts the Latent Mentalist points into points spent on psionic powers (including relevant Skills, such as Mentalism). The GM determines how and when he can make the change, including the rate at which Talent points become points in powers or Skills — depending on the campaign and the situation, this might vary from "all the points at once" to 1 point per day, per game session, or whatever other rate the GM prefers.

Latent Mentalist does not provide a character with Mental Awareness. On the other hand, drugs and attacks that "only affect mentalists" generally do not affect a character with Latent Mentalist, though the final decision on that is up to the GM.

LIGHTNING REFLEXES: SPEED OF THOUGHT

Since the *Lightning Reflexes* Talent increases a character's effective DEX for purposes of acting first, it has no bearing on Mental Combat or Mental Powers, which use EGO to determine who acts first. With the GM's permission mentalists can buy a related Talent, *Speed Of Thought*, that applies to EGO rather than DEX. A +1 EGO for acting first with a single Mental Power, Mental Combat Maneuver, or the like costs 1 Character Point; +2 EGO to act first with all Mental Powers and Mental Combat attacks costs 2 Character Points.

But the standard *Lightning Reflexes* Talent can also serve well in a mentalist-oriented campaign. Differences between EGO and DEX can cause confusion in the order of actions, and if a mentalist's EGO is higher than his DEX (a not uncommon occurrence) he loses the opportunity to make a Half Move if he chooses to attack when his EGO comes up in the initiative order. If a mentalist buys *Lightning Reflexes* to make his DEX equal his EGO, these problems disappear.

MENTAL POWERS



At the heart of virtually every mentalist's design are one or more of the *Mental Powers* — Ego Attack, Mental Illusions, Mind Control, Mind Link, Mind Scan, and Telepathy. All of these Powers commonly represent a character's ability to use mental energies or the power of his mind to accomplish things. For ease of reference, this section of *The Ultimate Mentalist* includes the complete text of these Powers from *The HERO System 5th Edition, Revised* rulebook, with additional information to cover subjects and situations not addressed by the main rules.

Mental Powers define a character's mental, rather than physical, abilities. They directly affect the target's mind, ignoring conventional defenses. Characters target Mental Powers with EGO Combat Value (ECV), using an ECV Attack Roll:

$$\text{ECV Attack Roll} = \\ 11 + \text{Attacker's ECV} - \text{Defender's ECV}$$

The character must roll equal to or less than this number on 3d6 to hit a target with a Mental Power. A willing target can voluntarily lower his ECV to 0, making it easy for a friendly mentalist to “lock on,” or can lower his Mental Defense to 0 (or not “turn it on” if it's not already in use) (see below). A sleeping or unconscious mind has ECV 0. (See Chapter Four for more information on Mental Combat in general.)

A character who purchases any Mental Power receives Mental Awareness (page 62) for free, unless the rules note otherwise. His Mental Awareness functions whenever he wants it to, even if the Mental Power is a slot in a Power Framework, unless the GM rules otherwise. The character can buy Sense Modifiers for his free Mental Awareness at the usual cost for such Modifiers without having to pay for the Mental Awareness itself.

Mental Illusions, Mind Control, Mind Link, and Telepathy are sometimes referred to collectively as *continuing-effect Mental Powers*, since their effects continue beyond the Phase in which a character makes an attack with them, and can sometimes be altered by the character using them.

WILLING TARGETS

For various reasons, sometimes a character will *want* to be affected by a Mental Power. Mental Powers are not automatically more effective on a willing target (the mentalist still has to make his ECV Attack Roll and Effect Roll), but typically the willing target of a Mental Power can lower his ECV (by any amount, even all the way to 0) and/or his Mental Defense (if any) so the mentalist has an

easier time “hitting” him.

A character who voluntarily lowers his ECV (and/or Mental Defense) may choose to do so for one particular power used by one particular person. Other powers used by that person, and any power used by another person, work against the character's full DECV — unless he chooses to lower it for them, too.

When a character voluntarily lowers his ECV (and/or Mental Defense) to allow another character easy access to his mind, he cannot thereafter “reactivate” his ECV or his Mental Defense as to that character and that power unless his attacker does something to change the nature/use of the Mental Power (e.g., trying to alter the level of effect or feeding the power END to keep the Breakout Roll from improving). Having chosen to expose himself to the attack, the character has to live with the consequences of his actions. The GM may choose to alter this rule in the interest of common sense, dramatic sense, and considerations of game balance.

With the GM's permission, a character can lower his EGO (to 0 or otherwise) to make it easier for a mentalist to achieve a successful Effect Roll against him. This works just like lowering ECV, as described above.

With the GM's permission, a character could in some cases use less than his full EGO to make a Breakout Roll, much in the same way he can use less than his full STR to try to break out of an Entangle if he wants to. This isn't appropriate for all situations (such as when the character's trying to weasel out of an enemy's Mind Control with the help of a friendly mentalist), but works well in others. However, doing so lowers the character's EGO for *all* purposes and power as to all attackers — in short, it leaves him vulnerable to other mental attacks for as long as he keeps it lowered. Unless the GM permits him to, a character cannot choose not to make his Breakout Rolls.

LINE OF SIGHT

Mental Powers do not have the standard Range (5" x Active Points) — a character can use them to attack any character within his *Line Of Sight* (LOS). LOS means the character has direct perception of or can perceive any part of the target with a Targeting Sense. A character can establish LOS with any Targeting Sense. The Range Modifier does not apply to Mental Powers.

Don't read the term “line of sight” literally. First, a character can establish LOS with Targeting Senses other than Sight. Second, he cannot attack any speck on the horizon with his Mental Powers just because he can perceive it. He must at least

recognize the target as a being with a mind of some sort that's susceptible to mental attack before he can attack it with Mental Powers. Third, a character doesn't literally have to "keep his eye on" a target at all times to maintain LOS; he just has to be able to do so if he's perceiving in that direction.

Conventional barriers don't stop Mental Powers. For example, a mentalist with N-Ray Perception (which lets him see through walls) could use his Ego Attack to attack a target through a wall, as long as he could establish LOS to the target. Once a continuing-effect Mental Power is established, a character doesn't need to maintain LOS for its effects to continue, to continue feeding END to the power, or to change the level of effect.

In some cases the GM may require a character to make an appropriate PER Roll or EGO Roll (perhaps with a modifier, usually a bonus of +3 or more) to make sure he has sufficient LOS to use a Mental Power — after all, people move around a lot in combat, and the mentalist's target may move behind someone or something just as the mentalist is about to attack! This is particularly appropriate if Change Environment, Images, or environmental conditions impose penalties on a Targeting Sense's PER Roll. If he fails the roll, either no LOS exists, or the level of recognizability is "fuzzy." In the latter case, the GM might consider imposing the Range Modifier on the mental attack, to simulate the difficulty the character has "locking on" to the target.

At the GM's option, a character with a Mental Power may make a successful mental attack even if he doesn't have LOS. If the character attacks a target he cannot perceive, but of whose location he's reasonably sure, halve his OECV. If he lacks LOS but has a fairly precise idea of where a target is (for example, he knows someone's hiding in a particular closet or the trunk of a car), his OECV might only suffer a -1 to -3 penalty. To use this rule, the character must have some reasonable idea of the location of the target mind — he can't just lash out at random, hoping to hit something with half OECV. The GM determines whether a character can attempt an attack when he lacks LOS.

ALTERNATE DEFINITIONS FOR LINE OF SIGHT

The standard definition for LOS, discussed above, is that the character "must at least recognize the target as a being with a mind of some sort that's susceptible to mental attack[.]" In some campaigns the GM may wish to change this definition. Several approaches exist.

First, there's the "speck on the horizon" method. With this rule, if the mentalist can perceive the target with a Targeting Sense at all, he can use Mental Powers against it. He doesn't have to recognize the target as being susceptible to mental attack, all he has to do is perceive it, however slightly. This definition has the advantage of being a literal interpretation of the phrase "line of sight." However, it can lead to the "mentalist sniper" syndrome, in which the mentalist stays a mile away from the combat zapping enemies while remaining effectively immune to counterattack.

Second, you can use the "personal recognizability" method. Under this approach, LOS only extends to the point where the mentalist could recognize the target as an individual person (he doesn't have to actually recognize him, just be within range to recognize him if he knew him). This approach reins in the "mentalist sniper" syndrome considerably, but also denies mentalists much of the advantage of having powers with no Range Modifiers. In most cases "recognizability range" isn't going to extend beyond about 20', and in adverse conditions (such as fog or rain) it may be much less.

ESTABLISHING LINE OF SIGHT

A mentalist can establish LOS with any Targeting Sense, though it's almost always established by Sight. With the GM's permission, a mentalist can buy a Targeting Sense *Only For Establishing LOS* (-½), but this is not recommended.

A mentalist can establish LOS on any part of the body — he doesn't have to perceive the whole target, or even a majority of the target's physical form. If a target hides behind a corner and only his left foot is visible, the mentalist can make an attack based on LOS, because part of the character is within his LOS (alternately, the GM could use the rules for lack of LOS, discussed above). However, a mentalist should remember that it can be risky to use an attack on someone he can't positively identify — that left foot may belong to someone he'd rather not attack.

Situations may occur in which the mentalist can see parts of two bodies, but believes they both belong to the same body. In this case, the GM should roll randomly to determine which body part forms the primary basis of the mentalist's LOS, and apply the mental attack to that person; the other person is unaffected.

There may also be cases in which a mentalist has LOS on what he thinks is part of a person, but which is not (for example, a shoe with no foot in it). In this case, the mentalist can make a mental attack as normal, but it's a complete waste of time, and the mentalist realizes after making the attack that no mind exists for him to attack.

Generally, a target cannot "fool" LOS with a disguise or an illusion which makes him look like someone else. The target still has a mind, and a mentalist can affect that mind even if the target's outward appearance changes. But of course, the disguise/illusion may convince the mentalist that that person isn't someone he wants to attack.

Sensory Aids

A character must establish LOS with his "naked eye" — with his Targeting Senses unaided by any outside enhancements. Thus, he could use his innate Telescopic Sight to establish LOS, but not binoculars. Characters cannot establish LOS through Clairsentience, television, or similar methods. However, there's no restriction on the Range of a Mental Power targeted by a character's innate Targeting Senses. For example, if Lancer has purchased enough Telescopic Vision to view people on the surface of the Moon, she can use her Mind

Control 8d6 on those targets; she isn't limited to a maximum range of 200" (40 Active Points x 5").

Alternately, the GM could use the rules for lack of LOS (see above) when characters try to establish LOS with artificial aids — in other words, using artificial aids might make establishing LOS more difficult, but not impossible. Additionally, in the GM's discretion, a character could establish LOS with Clairsentience if he applies the *Indirect* (+½) Advantage to that power. However, if the GM allows that, he should also consider imposing limits on the "range" of Mental Powers aimed that way. The GM could also require characters to link Mind Scan with their Clairsentience to achieve this effect.

Senses Other Than Sight

A mentalist can establish LOS with any Targeting Sense. For example, if he's bought the *Targeting Sense* Sense Modifier for his Normal Hearing, he can use Normal Hearing to establish LOS. This works just fine for cinematic campaigns. However, in campaigns that stress "realism," Line Of Hearing or Line Of Smell would probably be shorter than Line Of Sight — perhaps no more than 10-15" for Smell and 30-40" for Hearing. At the GM's option, a Mental Power that a character only or primarily targets through Line Of Smell/Hearing might be entitled to a -¼ Limitation to reflect its shorter range. For ease of game play, physical obstacles would still block Line Of Smell/Hearing like they do Sight in most cases, but the GM could sometimes allow them to work around obstacles in a limited fashion (which would be one good reason for keeping the Limitation value low).

BREAKING LINE OF SIGHT

Whether and how the target of a Mental Power can break a mentalist's Line Of Sight is up to the GM, but usually the circumstances and location make it obvious. Typically all the victim has to do is move to a position where there's an obstacle (a wall, a large tree, or the like) between himself and the mentalist to prevent the mentalist from seeing him. Moving to another dimension, or through time, breaks LOS for the purposes of maintaining Mental Powers unless the GM rules otherwise. For example, if a character uses Extra-Dimensional Movement to move to a "dimension" like the Macreverse, the Speed Zone, or inside an unbreakable force-shield, that might not break LOS.

Breaking Line Of Sight does not entirely break the "mental contact" between a target and a character using a continuing-effect Mental Power. Even though he now lacks LOS, the mentalist can continue to feed END to the power to keep the victim's Breakout Rolls from improving (see below) or attempt to change the level of effect.

CLASSES OF MINDS

At their base level, all Mental Powers (including Ego Attack) affect only one class of minds. The basic classes include Human, Animal, Machine, and Alien; the GM can add other classes or alter these as he sees fit (see below for more information). A character's Mental Powers operate against other minds like his as a default; for example, unless specified otherwise, a human's Mental Powers work on Human minds, not on Animal minds or Machine minds. When a character purchases Mental Powers, he may specify that they work against a different class of minds.

A character who wishes to have Mental Powers that affect, for example, computers and other machines must buy the Powers at full cost, defined as affecting that class of minds. He cannot buy Mental Powers that affect Human minds and take a Limitation on them (such as *Only Affects Computers*).

Mental Powers may affect more than one class of mind if purchased with an Adder, and limited types of minds if purchased with a Limitation; see *Advantages And Adders* and *Limitations*, below. Alternately, at the GM's discretion a character can use his Mental Powers against a class of minds he can't normally affect at -3 to all ECV Attack Rolls and -10 to all Effect Rolls (except for Ego Attack, which only suffers a -5).

Classes Of Minds Are Not A Defense

The class of minds rules are intended to provide flavor and intriguing options for Mental Powers. They're *not* a cheap way for abusive players to try to make their characters immune to most mental attacks. Unless the GM indicates otherwise, all player characters in the campaign are affected as if they belong to the Human class of minds, regardless of their nature, where they come from, or the like. For example, a PC who's an android is a machine, but if he's smart enough and self-willed enough to function like a human being, he should probably be affected as both the Human and Machine classes of minds (for which he may be allowed to take a Physical Limitation; see page 85).

DEFINING THE CLASSES OF MINDS

In most cases, the class of mind a target belongs to is obvious, but here are a few notes on distinctions between the classes:

Human

The "Human" category includes the character's own sentient species (typically humans, since most characters are sentient beings from Earth). If the character is a Dwarf, then his "Human" is other Dwarves; to him, Elves, Humans, and Halflings belong to the Alien class of minds. (See below for more information on defining "Alien.")

In some campaigns the GM may want to expand the definition of "Human" slightly. For example, if your campaign features an Atlantis where the inhabitants were once Human, but have since somehow evolved into a distinct species, they might count as Alien. Or you might

rule that because they come from Human stock, they still count as Human for the purposes of Mental Powers.

Animal

This category includes nonsentient creatures such as dogs, fish, birds, horses, insects, and wolves. Characters with mental powers that work against animals are sometimes known as *theriopaths*.

Machine

This category includes computers and other electronic and mechanical equipment that's subject to mental manipulation. Hydraulics and engines, for example, generally are not susceptible to psionic manipulation (though they can be telekinetically manipulated). Characters with mental powers which work against machines are known as *cyberkinetics* or *cyberpaths*.

When using Mental Powers on machines that have INT but not EGO, substitute INT for EGO as appropriate. If a machine has neither INT nor EGO, usually Mental Powers won't work on it, but the GM might assign a device an "EGO" just for cyberkinetic purposes.

Alien

"Alien" refers to any sentient species other than the character's own. Thus, to a Per-seid psionic, other Perseids are in the "Human" class of minds; Humans, Toractans, Mon'dabi, and other sentient species all have "Alien" class minds.

But that's not necessarily the end of the issue. Because of the prevalence of Alien minds in many campaigns (such as Space Opera *Star Hero* games or High Fantasy settings), the GM needs to decide how characters buy the ability to affect the Alien class of minds. One extreme is that each sentient species requires its own *Multiple Classes Adder*. Just as Humans can only affect Humans by default, if a Human in, say, a Fantasy campaign buys the ability to affect an Alien class of minds, he must define exactly which species he can affect: Dwarves, Elves, or Orcs. If he chooses Elves, his Mental Powers can affect them, but not Orcs or Dwarves. If he wants to affect Dwarves, he must buy another *Multiple Classes Adder*. This could get very expensive very quickly.

The middle ground, which is appropriate for most campaigns, is for the GM to establish multiple "Alien" class of minds categories based on some criteria (such as species stock, region of the Galaxy the species come from, or the like). For example, maybe all sentient races descended from a specific

category of animals (reptilian, mammalian, and so forth) have minds so similar that Mental Powers work normally within that category. Thus, characters would have to cope with a framework including Mammalian Alien, Reptilian Alien, Ichthyoid Alien, and so forth. The Human class of minds would become the Alien classification appropriate to the character. A Human psionic, for example, would belong to the Mammalian Alien class of minds, and could affect other mammalian sentients normally with his Mental Powers. He could not, however, affect any other types of aliens unless he paid for the standard *Multiple Classes Adder*.

At the other extreme, buying the Alien class of minds may give a character the ability to affect *all* sentient species other than his own. This option works well for highly cinematic campaigns.

Changing Class Of Minds

Generally a character cannot change the class(es) of minds he belongs to, but there are two possible ways to do this.

The preferred method is *Multiform*.

Typically if a character changes to an alternate form that would belong to another class of minds, this does *not* change his class of mind. For example, consider a Human who changes form into a wolf. Ordinary wolves belongs to the Animal class of minds, not Human. But if in wolf form the character retains his Human intellect and the like, he's still got a Human mind. If not (if he becomes completely wolf-like mentally [to the point where his INT and EGO drop to wolf levels, and so forth], or loses his personality to the effects of the *Personality Loss Limitation*), then he belongs to the Animal class of minds (at least temporarily). However, a character can buy a *Multiform specifically* to change his class of mind and nothing else.

The alternate form is exactly the same as he is, it just has a different class of mind (which he chooses when he buys the power and cannot change thereafter).

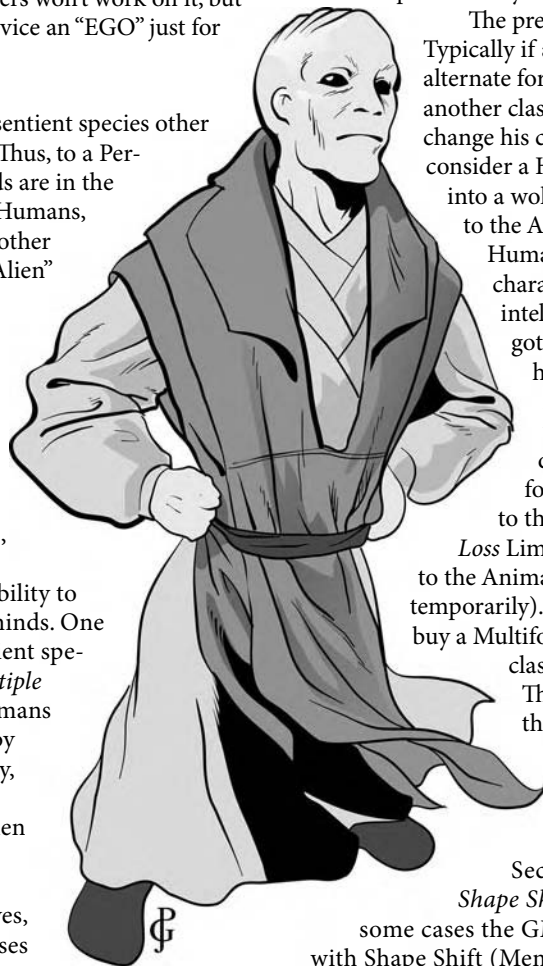
Second, as discussed under *Shape Shift* on pages 75-76, in

some cases the GM will allow a character with *Shape Shift* (Mental Group) to change his class of minds.

As noted below under *Physical Limitation*, a character can take that Disadvantage to reflect the fact that he's subject to Mental Powers affecting either of two (or more) classes of minds.

Additional Classes

In some campaigns the GM might want to add additional classes of minds to the standard four described above. Usually this reflects something about the nature of the campaign setting, the beings



who live in it, or the way psionic powers work in the game. Some possibilities include:

- Draconic
- Elemental
- Energy Beings
- Spirit
- Undead

OTHER CLASS OF MINDS OPTIONS

For some campaigns, the classes of minds rules work best if slightly tweaked or adjusted. Some possibilities include:

No Classes

In cinematic games, the GM may want to ignore the classes of minds rule, allowing any character with Mental Powers to affect any other character normally, regardless of class of minds or species. This may or may not apply to Animals and Machines; some GMs may want to let characters affect them normally, while others may prefer to maintain the classes of minds distinctions regarding them.

Reduced Effect

Instead of having no effect on other classes of minds, a character's Mental Powers may have a reduced effect. The rules above suggest one possible option — -3 to ECV Attack Rolls and -10 to Effect Rolls — but the GM can alter those numbers or establish other rules if he wants to. In a psionics campaign, the GM may even vary the effectiveness of Mental Powers from class to class. A Mammalian Alien character might affect other mammalian minds normally, Reptilian Alien and Avian Alien minds at -3 ECV/-10 Effect Roll, other flesh-and-blood alien classes at -5 ECV/-20 Effect Roll, and mineral- or energy-based aliens at -8 ECV/-30 Effect Roll. Applying a *Multiple Classes Adder* would negate any penalties for the chosen class.

Reduced Cost Adder

A GM who wants to use the normal classes of minds rules, but also wants to encourage characters to create psionic powers that can affect other classes of minds, could reduce the cost for the *Multiple Classes Adder*. Instead of +10 points, it might cost +5 points, or even as little as +3 or +1 points.

Effect Roll Modifier

Rather than requiring character to buy a *Multiple Classes Adder*, the GM can allow them to affect additional classes of minds with a modifier to the Effect Roll. For some predefined Effect Roll modifier (typically +5 or +10) the character can use his Mental Powers on a class of minds he can't normally effect (if he's bought the *Multiple Classes Adder*, he doesn't use the modifier — he can automatically affect any class he's bought an Adder for).

In some cases the Effect Roll modifier may vary depending on the type of mind the character wants to affect. For example, perhaps the character can affect other sentient humanoid species with a +5 Effect Roll modifier; Animal and non-humanoid sentient minds are +10; energy beings and other bizarre lifeforms are +15; and Machines are +20.

EFFECT ROLLS

After a character succeeds with an ECV Attack Roll he makes an *Effect Roll*. The *HERO System* rates Mental Powers in a number of dice of effect. Roll these dice, total them, and subtract the target's Mental Defense (if any).

For Ego Attacks, the total rolled on the Effect Roll minus the target's Mental Defense equals the STUN damage inflicted on the target.

For other Mental Powers, such as Mental Illusions, the attacker declares the effect he wants to cause. Then he makes his Effect Roll, and the GM subtracts the target's Mental Defense (if any) and compares the result to the target's EGO on the Effects Table for each Power. If the Effect Roll exceeds the target's EGO plus a modifier based on the desired effect, the attack succeeds.

If the Effect Roll doesn't exceed the target's EGO by at least 1 (for the lowest level of effect, with no modifiers) or at least equal the target's EGO plus any modifiers (for a modified low level of effect or any higher levels of effect), the attack fails. Typically, if the roll fails but could achieve a lesser degree of effect (for example, if the character needs an EGO +40 result to succeed and only gets EGO +33), the attack fails altogether. However, the GM may, in his discretion, allow the character to achieve a lesser degree of effect instead.

Mind Link requires no Effect Roll.

INCREASED EFFECT DIFFERENTIATION

The GM can, if he wishes, allow for greater differentiation of dice of effect for Mental Powers than just whole and half dice. This provides more incentive for characters to put odd amounts of points into such abilities, and also allows for greater variation among characters in Heroic genres.

Using this system, Active Point values for Mental Powers ending in 0 or 5 remain whole dice, and values ending in 3 or 8 (or 5 for Ego Attack) remain the half-die breakpoint. Additionally, values ending in 2 or 7 add +1 point of damage, and values ending in 4 or 9 use the next highest die but subtract 1 point of damage. The accompanying table provides an example for 10-20 points' worth

EFFECT DIFFERENTIATION

Points	Ego Attack	Continuing-Effect Mental Power
10	1d6	2d6
11	1d6	2d6
12	1d6	2d6+1
13	1d6+1	2½d6
14	1d6+1	3d6-1
15	1½d6	3d6
16	1½d6	3d6
17	1½d6	3d6+1
18	2d6-1	3½d6
19	2d6-1	4d6-1
20	2d6	4d6

of a Mental Power.

RESISTING AND BREAKING FREE FROM MENTAL POWERS

The target can attempt to resist a successful Mental Illusions, Mind Control, Mind Scan, or Telepathy attack with a modified EGO Roll called a *Breakout Roll*.

Starting on the target's next Phase after being successfully attacked with a continuing-effect Mental Power, he may attempt to break free from the Power. These attempts are subconscious and take no time — whether he succeeds or fails, he may still act in that Phase. Since he can only react to the effects of a Mental Power on his own Phases, and he gets to make his first Breakout Roll on his first Phase after being successfully attacked with a Mental Power, a character *always* gets one (but only one) Breakout Roll before he suffers the effects of a Mental Power.

In the rare instance when a mentalist issues a command the character would have to perform before his next Phase after being attacked, such as a Mind Control command to “Abort your Phase to Dodge!”, the victim gets his Breakout Roll as soon as the mentalist gives the order. The same might also apply to a Mental Illusion of fog that would interfere with a character's ability to perceive something he needs to perceive (such as a crucial clue or an enemy escaping). However, when possible the GM should simply describe or characterize the situation in a way that permits the standard rule to be used. For example, with the Mental Illusion of fog, perhaps the mentalist's lock on the character's mind wasn't yet firm enough to fully control his perceptions, and he saw whatever he needed to see — even though he doesn't make his Breakout Roll until his next Phase, it's assumed for game purposes that he wasn't ever affected, even if “by the clock” a second or two passed before he made his Breakout Roll.

Example: *Darkmind, a mentalist with SPD 6 and EGO 28, uses his Mind Control on Firelord, SPD 6 and DEX 24, in Segment 4. Since Darkmind's EGO is higher than Firelord's DEX, Darkmind acts first on Segment 4. Darkmind's ECV Attack Roll and Effect Roll both succeed. Since Firelord hasn't acted yet in Segment 4, Phase 4 is his “first Phase after being successfully attacked with a Mental Power,” and he gets to make a Breakout Roll. His roll succeeds. Since Breakout Rolls take no time, he has his full Phase in which to act.*

Darkmind survives Firelord's counterattack and decides to go after easier prey. He chooses Firelord's companion Nebula (SPD 5, DEX 23). In Segment 6 Darkmind Mind Controls her to “Attack Firelord!” Since Nebula has SPD 5, she can only respond to and follow this order on Segments 3, 5, 8, 10, and 12 (i.e., she does not act on Segment 6 just because the order was given in that Segment). Therefore, Segment 8 is her first Phase since being Mind Controlled,

so she gets her Breakout Roll then. (She's not entitled to a Breakout Roll in Segment 6 just because she was attacked in that Segment.) She fails, and immediately launches an energy blast at the hapless Firelord!

A character's Breakout Roll equals his EGO Roll (9 + (EGO/5)). Modify the Breakout Roll by -1 for every 5 points of effect rolled over the minimum needed to achieve the desired level of effect on the Effects Table. For example, if a mentalist tries to achieve an EGO +20 effect and rolls EGO +30 for his Effect Roll, the Breakout Roll is at -2.

After the initial attempt to break free, the victim can re-attempt the Breakout Roll at +1 for each step on the Time Chart. The character thus gets to roll at +1 after 1 Turn has passed, +2 after 1 Minute has passed, and so forth. (The victim does *not* get to make a Breakout Roll on each of his Phases — only when specified by the Time Chart.)

In some cases one or more Segments will pass between when a character's attacked with a continuing-effect Mental Power and when he gets to make his Breakout Roll (since he doesn't get a Phase until then). During this “lag time” he can't take any Actions, any more than he ordinarily could, and it's possible that another mentalist might use Mind Link, Telepathy, or possibly Mental Awareness (see page 62) to check on his “mental status.” If so, any successful ECV Attack Roll with such a power tells the other mentalist that the character has been successfully attacked and is presently struggling to overcome the effects. The other mentalist may assist this effort, or may try to augment the Mental Power; see *Competing Mental Powers* and *Complementary Mental Powers*, below)

For ease of play, some GMs prefer to let a target character make his Breakout Roll immediately — i.e., as soon as the attacking mentalist successfully uses his power. In that case, the target character does *not* get to make another Breakout Roll in his first available Phase after being attacked — his next Breakout Roll cannot be made until one Turn after his first available Phase after being attacked.

If (for whatever reason) a character's Breakout Roll for a Mental Power is reduced to 2 or less, he still succeeds with a Breakout Roll if he rolls a 3. However, any penalties to the roll still apply for purposes of counteracting bonuses for the passage of time or other factors — 3 is not a “floor” below which nothing can sink, it's the minimum roll a character can have after all bonuses and penalties are applied.

PREVENTING DETERIORATION

A character can prevent his continuing-effect Mental Power from growing weaker (i.e., keep the target from getting progressive bonuses to his Breakout Roll) by continuing to pay END for the Power on each of his Phases. As long as the character pays END on each of his own Phases, the target gets no EGO Roll bonuses for the passage of time (but he does get to roll).



A character cannot feed END to a power this way unless he maintains “mental contact” with the target. (He does not have to maintain LOS.) For example, if he uses a Mental Power that’s a slot in a Multipower and then switches to a different slot, or if he’s Stunned or Knocked Out, he can no longer feed END to the power. When a character stops paying END to prevent deterioration, the victim makes Breakout Rolls from that point forward — he gets a roll at +1 one Turn later (he already got his first Breakout Roll at +0 when the mentalist attacked him), another at +2 one Minute later, and so forth.

In some cases a character may want to start paying END to prevent deterioration from progressing after some deterioration has already occurred — for example, after 1 Minute has passed (at which point the target has a +2 bonus to his Breakout Rolls). In that case the target gets to keep making Breakout Rolls at whatever bonus applied to his last roll. Paying END keeps the deterioration from getting worse, but doesn’t “heal” or counteract the deterioration that’s already taken place.

A character may pay END to keep a Mental Power from deteriorating even if the Mental Power is bought to cost half END or 0 END. He must pay the Power’s full normal END cost (1 END per 10 Active Points used) to do so. Buying Reduced Endurance (0 END) for a Mental Power does not prevent the Breakout Roll from improving over time; the END cost for preventing deterioration and for the Power itself are separate.

Maintaining a continuing-effect Mental Power by paying END each Phase does not prevent a character from using the same Mental Power on another target.

Long-Term Breakout Rolls

See page 44 regarding the *Long-Term Control* Advantage for Mind Control, which affects how often Breakout Rolls are made and at what penalty. With the GM’s permission characters can apply this Advantage to other continuing-effect Mental Powers.

Decreasing The Endurance Cost

At the GM’s option, if a character wants to reduce the END required to keep a Mental Power from deteriorating, he must buy *Reduced Endurance* as a naked Advantage for the power with the *Limitation Only Applies To Endurance Spent To Maintain Effect* (-¼). This is separate from any Reduced Endurance bought to reduce the END for using the power in the first place, and requires GM’s permission.

INSTANT AND CONSTANT MENTAL POWERS

With two exceptions, Mental Powers are Instant Powers. A character pays END when he uses a Mental Power, regardless of whether it succeeds. Once a character successfully uses a continuing-effect Mental Power, he need not pay END to maintain the effect — the target continues to follow the order, see the illusion, or communicate at the same level until he resists the effect with a successful Breakout Roll. If a character using a continuing-effect Mental Power is Stunned or Knocked Out, the Power continues to affect the target. If a character has a continuing-effect Mental Power in a Multipower or Variable Power Pool, he may use the Power on a target, then switch to another slot or Power

without “erasing” the effects of the Power. However, he would have to recover from being Stunned, wake up, or switch the Framework back to that Power, and then succeed with an ECV Attack Roll against the target, to change the Power in any way or to keep paying END to prevent the target from getting bonuses to his Breakout Roll. If the character loses his LOS on the target, the Power continues to affect the target and the character may continue to feed it END or attempt to change the level of effect.

If a character uses a continuing-effect Mental Power on a target, and some time after being affected the victim succeeds with a Breakout Roll, the character does not automatically know that his victim has shaken off the Power’s effect. (The exceptions are Telepathy and Mind Scan, since breaking out shuts off the ongoing “mental communication” or breaks the lock-on; this does not apply to Telepathic Mind Control.) In most cases the fact that the victim “broke out” is obvious based on the victim’s conduct, but the attacker might not be around to observe that. Therefore, a victim might have the chance to fake that he’s still subject to the Mental Power. However, if the character with a continuing-effect Mental Power feeds it END to keep it from deteriorating, or otherwise actively maintains some sort of “mental connection” between himself and the victim, he does know that the victim has broken free as soon as the Breakout Roll succeeds. (The *Telepathic Advantage* for Mind Control doesn’t create ongoing mental contact sufficient to alert the attacker to a successful Breakout Roll by the victim.)

CHANGING THE EFFECT

To give a new order with Mind Control, change a Mental Illusion, or communicate on a different Telepathic level, the character must again attack with his Mental Power. He makes a new ECV Attack Roll, rerolls his Effect Roll and compares it to the Effects Table, and pays the END cost. If the ECV Attack Roll fails, the Power remains at its current level of effect. If the ECV Attack Roll succeeds, but the Effect Roll is insufficient to give the new order, change the illusion, or communicate at a different level, the Power ceases to affect the target (in failing to alter his “grasp” on the target’s mind, the character has lost hold of it entirely).

Example: *Darkmind’s Multipower has Mind Control, Mental Illusions, Telepathy, and Telekinesis slots. After using his Mind Control on Nebula, in Segment 10 he switches to his Telekinesis slot so he can throw a car at Firelord. The effects of his Mind Control do not disappear simply because he switched slots; however, he cannot alter the level of effect on the Mind Control without switching back to his Mind Control slot, nor can he feed END to it to keep it from deteriorating over time. If Darkmind wishes to increase the level of his Mind Control over Nebula, he must re-establish mental contact with her by making an ECV Attack Roll and then make an Effect Roll.*

As noted below, characters can apply the *Continuous Advantage* so that he can change the effect of a Mental Power without having to make another ECV Attack Roll (though this still requires an Attack

Action). Alternately, the optional *Alterable Effect Adder* described on page 29 (under *Continuous*) makes changing a continuing-effect Mental Power even easier and cheaper.

MIND SCAN AND MIND LINK

There are two exceptions to these general rules. The first is Mind Scan, which is a Constant Power — the character must constantly maintain his “lock-on” or it vanishes. If he has Mind Scan in a Multipower or Variable Power Pool and switches from using Mind Scan to another slot or Power, the Mind Scan lock-on immediately breaks. However, unlike other Constant Powers, a character need only pay END for Mind Scan on Phases in which he makes an ECV Attack Roll with it. The second exception is Mind Link, which is Persistent.

ALL OR NOTHING

The continuing-effect Mental Powers have an “all-or-nothing” effect that most offensive Powers lack. For example, with an Energy Blast, when a character hits a target he usually does *some* damage — maybe just a little, maybe enough to Stun or Knock Out the target, or maybe enough to injure him badly but not Stun him. But a Mental Power like Mind Control either works — in which case the mentalist has a fairly significant amount of control over the target — or it absolutely fails to work. There’s no middle ground.

This poses a problem for some campaigns because the “all” aspect of Mental Powers is powerful enough that some GMs forbid Mental Powers in their campaigns entirely. Conversely, the “nothing” aspect often makes players avoid playing mentalists.

To get around the “nothing” problem the GM can institute a rule that an unsuccessful attack with a continuing-effect Mental Power imposes a slight penalty on the target to reflect the fact that he just “fought off” that attack. If the mentalist’s ECV Attack Roll succeeds, but his Effect Roll fails to achieve his declared effect, the target makes an EGO Roll. If the target succeeds, he suffers no penalty. If he fails, he loses a Half Phase — this reflects the effort he puts into resisting the mental attack. If the mentalist’s ECV Attack Roll and Effect Roll both succeed, but the target breaks out of the effect with his first Breakout Roll, the target loses a Half Phase in the Phase in which he made the Breakout Roll. He cannot make an EGO Roll to avoid this effect. (Under this system, the effort required to resist or escape from the effects of mental powers can take some time, compared to the standard rule that making a Breakout Roll doesn’t take any time.)

Alternately, the GM might make Mental Powers easier to use. For example, if you change the Effect Table levels from +10 per step to +5 (thus, the EGO +10 effect becomes EGO +5, the standard EGO +20 becomes EGO +10, and so on) mentalists have a much easier time achieving powerful mental effects. But this may make Mental Powers unbalancingly effective.

Dealing with the “all” aspect of Mental Powers is much more difficult, if not impossible. In comic books, novels, and movies the author can keep the protagonist from misusing, overusing, or abusing his psionic powers. But in a roleplaying game,

the “author” (the GM) doesn’t directly control the protagonists (the PCs) and abilities like Mind Control have to be quantified with numbers and rules, which gives them precisely-defined effects (and limits). In most campaigns the best solution is to impose a point or effectiveness ceiling (*i.e.*, a restriction on the Active Points or number of dice a character can have in a Mental Power), thus roughly ensuring what the average effect of a Mental Power will be and how strongly it impacts a typical target.

THE PERCEIVABILITY OF MENTAL POWERS

When Mental Powers come into play, two issues regarding their perceivability arise: how other persons perceive the use of Mental Powers; and how (or if) the victim of a Mental Power/mental attack perceives what’s being done to him. In some cases the question of what the mentalist can perceive may also arise.

OTHERS’ PERCEPTION OF MENTAL POWERS

All Mental Powers are “invisible” to (*i.e.*, cannot be perceived by) characters who do not themselves have a Mental Power or Mental Awareness. (In other words, they’re not subject to the rule that Powers which cost END must be perceivable by three Sense Groups; Mental Powers by definition are perceivable only by Mental Awareness, and perhaps other Mental Group Senses if appropriate.) This includes both the target of the Mental Power and any other characters in the area. Characters who have a Mental Power (and thus get Mental Awareness for free) or who have purchased Mental Awareness can perceive the use of Mental Powers; see page 62 regarding what they perceive. A mentalist can buy a Mental Power with the Power Advantage *Invisible Power Effects* (versus the Mental Sense Group; +½) to make a Mental Power “invisible” even to persons with Mental Powers or independent Mental Awareness.

THE TARGET’S PERCEPTION OF MENTAL POWERS

As noted above, a target of Mental Powers cannot perceive a Mental Power in use unless he has Mental Awareness (whether he obtains it for free or purchases it). Despite that, as the target of the Mental Power he knows (a) the source of the attack (see below) and (b) what Power he’s been attacked with. This identification occurs immediately for Ego Attack or Mind Scan and Telepathy; for Mind Control or Mental Illusions it usually occurs after the Power no longer affects the character.

If a mentalist buys a Mental Power with the Power Advantage *Invisible Power Effects* (versus the Mental Sense Group; +½), the target cannot sense the source of a mental attack — he still knows he was attacked with a Mental Power and which one, but not who attacked him. (Though of course, visual cues or other clues may tell him even if he can’t sense it directly.)

The Source Of A Mental Attack

Ordinarily a character knows “the source” of a Mental Power used against him. This means he knows which character or person attacked him, assuming he has some sense with which he can perceive that person (and does attempt to perceive him). He doesn’t necessarily know his attacker’s name/identity or anything like that, just that that person is the one who used (or is using) a Mental Power on him. For example, if the guy standing over in the corner used a Mental Power on him, he knows it’s the guy standing over in the corner. If the mental attack comes from the guy in the red hat standing in the middle of a crowded street, he knows it’s the guy in the red hat standing in the middle of the crowded street. If the attacker were Invisible, the character would know “the attack came from right over there” if he looked in that general direction (which of course is a big clue that there’s someone Invisible there). His ability to sense his attacker doesn’t mean he can perceive through the Invisibility, just the general “source” (in this case, an area rather than a specific person) of the attack. (Of course, if he didn’t bother to look, he’d just know the attack came from “behind me” or the like.) If the attacker were perceivable by the character’s senses, he’d know where and who the attacker is, even if the attacker were (for instance) standing in the middle of a crowd.

However, the character doesn’t have LOS on his attacker with a Targeting Sense solely on this basis. He could easily obtain LOS with Sight or another Targeting Sense, but just knowing where his attacker is doesn’t give him LOS.

In the case of an attack coming through Mind Scan, see page 52 regarding the target’s knowledge of his attacker’s location.

Preventing The Target From Perceiving A Mental Power

While this rule — that a mentalist can’t hide the fact that he’s using a Mental Power on a target from that target — works well in general and helps to keep the game balanced, it may clash with genre or setting conventions. In fiction and the movies mentalists can often use their powers (particularly Telepathy and low-level Mind Control) on anyone they want without their victims being any the wiser.

In the *HERO System*, the standard way to use a continuing-effect Mental Power on a target without that target being aware of it is to achieve a +20 effect on his Effect Roll. Telepathy with a +20 on the Effect Roll means the mentalist can read the victim’s mind and the victim doesn’t have a clue that someone’s invading his “mental privacy”; Mind Control with a +20 to the Effect Roll means the target remembers his actions but thinks they’re his own, natural acts performed of his own will. Even after the victim succeeds with a Breakout Roll, he still won’t realize he’s been affected by a Mental Power.

If a character uses a Mental Power includes the +20 “Power cannot be detected by target” as part of his desired Effect Roll total, and his Effect Roll

succeeds, the target still gets a standard Breakout Roll. If the Breakout Roll fails, the power affects the target without his being aware of it, as described above. If the Breakout Roll succeeds and the target frees himself from the Mental Power's effects, he does not become aware that the Power was used on him. In this case the Breakout Roll is a sort of "sub-conscious" thing, not something he's consciously trying to do to break free (since he's not even aware he needs/wants to be free). If the first Breakout Roll is the one that succeeds, the target has no idea that anyone even did anything to him unless there are other external indicators (such as a visible special effect, or he has Mental Awareness). If the successful roll is one of the later ones, the target continues to believe that whatever he did/experienced while under the Power's effects is real, normal, intended, or the like. This might lead to some questions (like, "I know I meant to do so-and-so, but why did I just suddenly decide to stop doing it?" for Mind Control), but at best the target won't be aware he was ever affected by a Mental Power until more facts come to light. The GM should handle the situation as he sees fit, keeping in mind that the attacker did achieve the requisite "cannot be detected by target" use of the Power and should get the benefit of it to the extent reasonably possible.

If a Mental Power has the *Cumulative Advantage* and the character wants to achieve the +20 "Power cannot be detected by target" modifier, the GM has to handle the situation properly — it doesn't make any sense for the target to have awareness of the attack right away but forget it later. The best approach is to have the mentalist declare a specific total he wants to achieve (such as "I'll keep attacking until I get a total Effect Roll of 70," for example). If that suffices to achieve the desired command with the +20, the target's never aware of the attack. If it fails to achieve that total, the target becomes aware at that point that he was being attacked by a Mental Power that failed. If the attacker stops (or is stopped) before achieving his declared total, the target becomes aware at that point that he was being attacked by a Mental Power that failed.

Optional Rules

The "+20 effect" method may not work well for some campaigns, based on how the GM defines psionic powers as working and how easily he wants characters to be able to affect each other and NPCs. Some possible variant rules for hiding the effects of a Mental Power from the target of that power include:

- as a campaign default rule, Mental Powers not intended to inflict direct or indirect harm on a target cannot be perceived by that target. Primarily this means that reading thoughts with Telepathy and finding minds with Mind Scan cannot be detected; Mind Control, Mental Illusions, rearranging memories with a Mental Transform, and the like all cause direct or indirect harm and can be perceived normally unless the +20 Effect Roll modifier is declared and achieved. However, the GM might allow some mild uses of those powers,

such as a low-level Mental Illusion to temporarily distract a guard, to not be perceived either — or even all uses.

- the standard rule is in place, but it requires a lesser modifier than +20 — perhaps only +10, or maybe just +5. The GM sets the value depending on how easily he wants mentalists to be able to hide their psionic activities.

- if the campaign uses the "effects of the Power can be made undetectable" option for the *Invisible Power Effects Advantage* (see page 262 of *The HERO System 5th Edition, Revised*), a mentalist can make a Mental Power automatically unperceivable by the target by buying that form of IPE for it. (This is an expansion/alteration of those rules specifically for psionics campaigns, since ordinarily that Advantage does *not* prevent the victim of an attack from perceiving that he's suffering an attack, feeling the pain, or the like.)

Alternately, the GM may prefer to convert this Advantage into an Adder so that characters can buy it more cheaply. Depending on how easy he wants it to be for mentalists to hide the use of their powers from their targets, he might set the value as low as +5 Character Points or as high as +20; for most psionics campaigns a +10 Character Point Adder works well.

- the GM can base the concealability of Mental Powers on the ECV Attack Roll. If a mentalist makes his ECV Attack Roll by 3 or more, he can, if he chooses, hide from the target the fact that a Mental Power's being used on him. If he makes the roll by 0-2, the target realizes what's being done to him.

- the GM can base the concealability of Mental Powers on a Skill Roll (this works well in campaigns where the "deftness" of a mentalist's use of his powers is as important as the raw amount of power he can wield). When using a Mental Power that he wants to conceal, a mentalist must make a Cloak roll at a penalty of -1 per 10 Active Points in the Mental Power. If the roll succeeds, the target isn't aware a Mental Power is being used on him.

Note that preventing the target from perceiving that someone's using a Mental Power on him does *not* hide or alter any mental signature or traces (see page 264) a mentalist might leave. That requires the use of a Willpower Skill (Cloak, Facade, or Veil, as appropriate) or having a specialized form of Invisible Power Effects on the power (see page 80).

The Role Of Mental Awareness

Regardless of whether the campaign uses the standard +20 Effect Roll rule for hiding the use of a Mental Power from the victim, or one of the alternate rules described above, the situation becomes a little more complicated if the target has Mental Awareness. In that case, typically the target initially "sees" that the character is using a Mental Power, but doesn't realize that he's the one being affected. When he finally succeeds with a Breakout Roll, at that point he realizes he was the target and that the

character used a Mental Power on him (and which one). In effect, having Mental Awareness doesn't prevent a character with a Mental Power from achieving a +20 "hide the use" result initially, but it overrides the rule that making a Breakout Roll doesn't "dispel" the hiding.

THE MENTALIST'S PERCEPTION

A mentalist who uses a Mental Power on a target knows he hit the target, and that he affected him, and for a continuing-effect Mental Power he knows what "level" of affect he achieved. Beyond that, a mentalist doesn't necessarily know how badly he hurt/affected a target, or the like — any more than a person who fires a gun at someone can tell every single time whether he's inflicted a deadly wound or a trivial one. There may be some instances where a GM would consider it appropriate to give a mentalist more information about the effects of his attack, but it's not required.

COMPETING MENTAL POWERS

A character with Mental Powers can help another character who's affected by one of the continuing-effect Mental Powers. Once an attacker has established one of these Powers on a character, another character can attempt to break the victim free by using Telepathy, Mind Control, or, in some cases, Mental Illusions (the GM determines which Powers work in a given situation). After making a successful ECV Attack Roll (the target cannot lower his EGO voluntarily), the character makes his Effect Roll. If the total equals or exceeds the total of the initial effect, the victim is freed.

Example: *Captain Burke of the Psi-Patrol used her Mind Control 12d6 to force a soldier to attack his comrades. The total of her Effect Roll was 45. Another mentalist, Hugo, tries to help the soldier break free. After making a successful ECV Attack Roll, Hugo rolls his Telepathy 10d6. His Effect Roll is 47 (a great roll), which is just enough to break the Mind Control. Hugo frees the soldier from Burke's Mind Control.*

A similar situation occurs when a character is under the effect of two Mental Powers at once (for example, when two different mentalists both Mind Control him, but the orders aren't inherently contradictory). In this situation, if the character can react to both effects, he does so; if he can only react to one, he first reacts to the one that achieved its effect by the greatest amount (not necessarily the one that had the highest Effect Roll). If the lesser effect is maintained while the victim reacts to the first one, the victim has to do as that effect dictates after he complies with the first one.

At the GM's option, a competing Mental Power that doesn't achieve a high enough Effect Roll to free the victim from the first Mental Power's effect may still help him break free. The Breakout Roll penalty (if any) achieved by the competing Mental Power reduces the Breakout

Roll penalty imposed by the initial Power. For example, if Capt. Burke achieved a Mind Control result that was high enough to impose a -5 penalty on the Breakout Roll, and Hugo's Effect Roll with a competing Mental Power is high enough to impose a -2 penalty, the "penalty" from Hugo's Power reduces the penalty for breaking free from Capt. Burke's Power to -3.

COMPLEMENTARY MENTAL POWERS

In some situations, two characters may want to help each other by affecting a target with the same Mental Power (for example, by both giving the target the same orders with their Mind Control powers). To do this, both mentalist must make successful ECV Attack Rolls, and each must make an EGO Roll (to simulate their ability to "coordinate" their attacks). If all rolls succeed, the character with the lesser level of power (*i.e.*, the fewest dice in the power) may roll $\frac{1}{4}$ of his dice and add the total to the other mentalist's Effect Roll. The mentalists do not need to Coordinate or act on the same EGO or Phase to do this. Even though both mentalists are now "in the target's mind," the more powerful mentalist controls the power they're using to affect the target. If the two mentalists begin to issue contradictory orders, describe different illusions, or the like, refer to "Competing Mental Powers," above.

POWERS

Desolidification: If a character is already being affected by a continuing-effect Mental Power (such as Mind Control), he cannot negate the effects of that power by becoming Desolidified. It continues to affect him normally unless the GM rules otherwise based on special effects, common sense, dramatic sense, game balance, and other factors. Furthermore, his becoming Desolidified does not "break" the "mental link" the mentalist has with him — the mentalist can feed the power END to keep it from deteriorating, change the effect, or otherwise control any Mental Power effects established before the target became intangible.

If a mentalist activates Desolidification after using a continuing-effect Mental Power on a target when solid, becoming Desolidified "breaks" the "mental link" between them. The power remains in effect, but the character loses the ability to feed END to the power to keep the Breakout Roll from improving, change the effect, or otherwise control any Mental Power effects established before he became intangible.

Dispel: Characters cannot Dispel the effects of an Instant continuing-effect Mental Power, such as Mind Control (see page 150 of *The HERO System 5th Edition, Revised*).

Invisibility: See above regarding Invisibility and a character's ability to perceive a person using a

Mental Power against him.

Multiform: See above under *Changing Class Of Minds* for information on how this Power interacts with the class of minds rules.

ADVANTAGES AND ADDERS

Multiple Classes: Normally, Mental Powers only affect one class of minds (see above). For every +10 Character Points, a Mental Power can affect an additional class of minds after the first. Characters can purchase this Adder multiple times, and the GM may alter its value as appropriate for the campaign (see above for further discussion). If a character has a Mental Power that can affect more than one class of mind, he may choose not to affect one or more of those classes of minds (even the default class he gets for free) any time he uses the power, unless the GM rules otherwise.

Area Of Effect, Explosion: Characters target Area Of Effect Mental Powers using OECV against DECV 3. A character does not need to have Line Of Sight on all possible targets in the Area Of Effect to affect them; he need only have LOS to the target hex of the area. The same applies to Explosion; see page 77 for more information.

In the case of Mental Powers that require a specific command or description of effect from the mentalist, such as Mind Control or Mental Illusions, the effect must be the same for everyone in the Area Of Effect — the character cannot attack one victim with a Mental Illusion of a dragon, while attacking the victim next to him with a Mental Illusion of Mechanon. At the GM's option, the character can vary his command or effect if he buys his Area Of Effect as Selective.

Armor Piercing: When purchased for a continuing-effect Mental Power, this Advantage only reduces the target's Mental Defense (if any). It has no effect on the target's EGO.

Autofire: This Advantage costs an additional +1 when applied to Mental Powers, because they affect a non-standard defense.

When bought for a continuing-effect Mental Power, Autofire allows a character to try to use that power on one or more minds at once, up to the limit of his Autofire, but he must use the same command, illusion, or the like on all affected targets. If a character uses an Autofire Mental Power against a single target, the attacker can make one Effect Roll for each attack which hits. The best Effect Roll applies to the target, with a -1 to the Breakout Roll for each additional hit achieved by the attacker.

See *Telepathy*, below, for special rules on applying Autofire to that Power.

Continuous: At the GM's option, when a character applies *Continuous* to continuing-effect Mental Powers, he may attempt to achieve a different level of effect without making another ECV Attack Roll — he need only reroll his dice of effect (this requires an Attack Action, though). Alternately or in addition, a Continuous continuing-effect Mental

Power won't deteriorate (*i.e.*, Breakout Rolls don't become easier over time), even if the mentalist does not feed it any additional END, or is Stunned or Knocked Out.

In campaigns where the GM wants to allow changes to effect easily and cheaply, he can instead allow characters to buy a new Adder, *Alterable Effect*. For +5 Character Points, this Adder has the effect described above — a character can make changes to a continuing-effect Mental Power without an ECV Attack Roll as an Attack Action. For +10 Character Points, it's a Half-Phase Action but not an Attack Action (*i.e.*, it doesn't end the character's Phase); for +20 Character Points, it's a Zero-Phase Action.

Cumulative: If a character buys this Advantage for a continuing-effect Mental Power, the target is not affected by it, and does not get to make a Breakout Roll, until the first Phase in which the total rolled by the attacker equals or exceeds the amount needed to achieve the desired effect. Until that time the Power has no effect (though the target realizes he's being attacked with that Mental Power). If a character wants to, he can declare when he starts using the power that he wants to attain an extra effect to impose penalties to the Breakout Roll — but the Breakout Roll doesn't occur until he hits the full point total he's indicated in advance.

If a character attacks someone with a Cumulative Mental Power, he describes the effect he wants to achieve however the GM wants him to. Some GMs prefer specific game terms ("I want EGO +20, with a +20 bonus for non-detectability"; "I want a result of 70"), whereas others favor "real world" descriptions they assign numbers to ("I want to read his memories and not have him know I'm doing it").

See above regarding trying to prevent a character from perceiving the use of a Cumulative Mental Power on him.

Invisible Power Effects: See above regarding the perceivability of Mental Powers, and page 80 for more regarding this Advantage.

Reduced Endurance: Buying Reduced Endurance (0 END) for a Mental Power does not prevent it from deteriorating (*i.e.*, prevent the Breakout Roll from improving over time); the END cost for preventing deterioration and for the Power itself are separate. See page 24 for more information and options.

Transdimensional: With the exception of Mind Scan, characters must apply Indirect to Mental Powers before buying Transdimensional.

Uncontrolled: Buying a continuing-effect Mental Power with Uncontrolled does not prevent the target from making Breakout Rolls until the END fueling the power runs out. It simply means the power automatically "shuts off" and ceases to affect the target when the END pool runs out. It doesn't prevent the victim from making Breakout Rolls or gaining bonuses to those rolls for the passage of time.

LIMITATIONS

Based On CON (-1): You can use the *HERO System's* Mental Powers to create some drugs or other physical effects. To simulate this, characters can buy a Mental Power to affect targets through their CON instead of their EGO. See page 81 for more information.

Cannot Be Used Through Mind Link (-¼): This Limitation represents a Mental Power a character cannot use through a Mind Link. See *Mind Link*, page 45.

Charges: Buying a continuing-effect Mental Power with Continuing Charges does not prevent the target from making Breakout Rolls until the Charge ends. It simply means the power automatically “shuts off” and ceases to affect the target when the Charge expires. It doesn't prevent the victim from making Breakout Rolls or gaining bonuses to those rolls for the passage of time.

Concentration: With the GM's permission, a character can buy Concentration for Mental Powers so that it affects his DECV instead of DCV. This is most appropriate for psionics campaigns where characters can expect to get attacked with Mental Powers frequently.

Similarly, if a character uses the *Inaccurate* Limitation from *The UNTIL Superpowers Database*, in a psionics campaign the GM can allow him to take it define it as affecting his OECV instead of OCV.

Costs Endurance To Maintain (-¼, -½): This Limitation represents a non-Constant continuing-effect Mental Power that costs END both to

activate and to maintain. If the character wants to keep the Power working, he must pay END for it each Phase; if he does not, it instantly stops affecting the target. At the -¼ level, the Mental Power costs half of its END cost to maintain; at -½, it costs full END to maintain. In either case, this END only maintains the Power, it does not prevent it from “deteriorating” so that Breakout Rolls become easier.

Does Not Provide Mental Awareness (-¼): A Mental Power with this Limitation does not grant Mental Awareness to the character. (At the GM's option, characters with multiple Mental Powers which would take this Limitation should instead take *No Mental Awareness* as a 5-point Physical Limitation.)

Eye Contact Required (-½): A Mental Power with this Limitation requires the character to establish eye contact to make an ECV Attack Roll. Typically a character can only make eye contact with target within 3” of him in decent light. Once the ECV Attack Roll is made, the eye contact can be broken without disturbing the effect of the power (if eye contact must be maintained throughout the use of the power, this is a -1 Limitation).

Limited Class Of Minds (-½, -1): If a Mental Power only works against a subset of a class of minds (such as a Mental Power that works on Humans, but *Only Works On Men*), it takes a -½ Limitation. A Mental Power which only works against a single species or type of mind (such as a Mental Power that works on Animals, but *Only Works On Sharks*), it takes a -1 Limitation.



Example: *Hacker, a human cyberkinetic, has Mental Powers that affect the Machine class of minds. If his powers affect only Macintosh computers, he takes a -½ Limitation on them; if he can only affect iMacs, he takes a -1 Limitation.*

Linked: If a character Links a Drain EGO (or other negative Adjustment Power) to a continuing-effect Mental Power, the Drain EGO applies *second*, after the Mental Power, just like how defense-Draining Linked powers work. Thus, when a continuing-effect Mental Power + Linked Drain EGO is first used, the Breakout Roll the depends on the character's un-Adjusted EGO. If the roll fails, later rolls he makes depends on his current EGO as of the time of the roll — he may have a lower roll at first, but the gradual return of Adjusted EGO slowly but surely makes his EGO Roll return to normal.

Mandatory Effect (varies): A continuing-effect Mental Power takes this Limitation if the character must achieve a certain level of effect for the power to have any effect at all. If the Power must achieve EGO +10 or fail to work, the Limitation is worth -¼; EGO +20, -½; EGO +30 or greater, -¾. If the character always has to achieve a certain effect (victim never remembers Mind Control, victim is never aware Telepathy has been used on him), this Limitation is worth an additional -¼.

No Range: If a character takes this Limitation for a Mental Power, he still targets it with ECV — he just can't use it against targets outside of HTH Combat distance. (To simulate a mental power that requires the character to touch his victim, also apply the Limitation *Requires A Skill Roll* [typically a DEX Roll or Attack Roll]; see also the *Alternate Combat Value* Power Modifier on page 77.)

Normal Range (-¼): A Mental Power with this Limitation has a normal range (5" x Active Points), but is not subject to the Range Modifier. The mentalist must still have Line Of Sight to make an ECV Attack Roll, but his Powers can only affect targets within his range. If a character takes this Limitation for a continuing-effect Mental Power and the target travels beyond the Power's Range, the Power immediately stops affecting the target.

At the GM's option, if a Mental Power with this Limitation does not have its full normal range, the character can redefine it as *Limited Normal Range* (-½).

Only To Make Power Undetectable By Target (-1): In campaigns using the standard rule that a +20 Effect Roll allows the mentalist to prevent the target of a Mental Power from being aware that power's being used on him, some mentalists buy extra dice in the Power just to achieve that effect. Those dice take this Limitation.

Skin Contact Required (-1): A Mental Power with this Limitation requires the character to establish skin-to-skin contact to make an ECV Attack Roll. Otherwise it functions similarly to *Eye Contact Required*. A power with this Limitation cannot also take the *No Range* Limitation. "Skin Contact" means just that — contact between the attacker's

skin and the target's skin. Anything which gets in the way, even a superhero's skintight costume, prevents the character from using the power. If a target's clothing reveals only a portion of his skin, the character must make an Attack Roll (with appropriate Hit Location modifiers) to touch the unclothed area.

Stops Working If Mentalist Is Knocked Out (-¼) or Stunned (-½): Ordinarily a character simply "starts" the proper effect of a continuing-effect Mental Power by making an ECV Attack Roll, and then can leave the power to work on its own. Even if he's Knocked Out or Stunned, the Power keeps working. If this Limitation is taken, Knocking Out (-¼) or Stunning (-½) the character causes the Power to shut off instantly. This Limitation is not normally the same as the *Concentration* Limitation; a character may take both Limitations (unless the GM rules otherwise). However, characters may not take this Limitation and *Always On* for the same Power unless the GM permits it.

POWER FRAMEWORKS

Variable Power Pool: If a character has a Variable Power Pool of Mental Powers, can he switch the class of minds a power effects from power to power. For example, in one Phase he could create an Ego Attack 6d6 that works against the Human class of minds, and in the next Phase create an Ego Attack 6d6 against the Animal class of minds. If he doesn't specify a class of minds, a power works against his default class (typically Human). Unless he pays for the *Multiple Classes* Adder for a specific power, he can only use that power to affect a single, defined, class of minds.

DISADVANTAGES

Physical Limitation: A character who can be affected as two or more classes of minds can take a Physical Limitation to reflect that. The value of the Disadvantage depends on which classes of minds he's affected as (and how many, and how often they're likely to come up in game play), the prevalence of Mental Powers in the campaign, and so forth. In most cases it's worth 5 Character Points (Infrequently, Slightly Impairing).

Vulnerability: If a character is Vulnerable to a continuing-effect Mental Power, all Effect Rolls against him are multiplied by the Vulnerability multiplier before subtracting Mental Defense (if any) and comparing them to his EGO.

EGO ATTACK

Type: Mental Power/Attack Power
Duration: Instant
Target: Target's DECV
Range: LOS
Costs END: Yes
Cost: 10 Character Points per 1d6 Ego Attack

A character with Ego Attack can directly attack another character's mind to cause STUN damage. Some examples of Ego Attack include pain infliction, induced sleepiness or euphoria, making the target's traumatic memories and Psychological Limitations "turn on" him, or harmful "mental feedback." (The *Resistance* Talent provides no protection against Ego Attacks defined as pain infliction.) Each 1d6 of Ego Attack costs 10 Character Points.

To use Ego Attack, the character makes an ECV Attack Roll. If he succeeds, he rolls his Ego Attack dice. The target subtracts his Mental Defense (if any) and takes the remaining damage as STUN. Ego Attacks only do STUN damage, have no effect on inanimate objects, and do no Knockback. Ego Attack costs END to use.

Because Ego Attack doesn't have the same sort of "Effect Rolls" as the continuing-effect Mental Powers, it doesn't use the standard "+20 points on the Effect Roll hides the cause of the effect" rule that applies to them. If a character wants to hide the use of an Ego Attack on a target from that target, the GM has to permit him to use one of the optional rules on page 27.

EGO DAMAGE

As an optional rule for psionics campaigns, the GM might decide that Ego Attacks do damage to the target's EGO, just as if EGO were BODY: a roll of 1 is 0 EGO damage, a roll of 2-5 is 1 EGO, and a roll of 6 is 2 EGO. Mental Defense protects against this damage the same way that PD and ED protect against BODY damage from ordinary attacks.

Ego Attacks that do EGO damage can have a real effect on mental combat, since they reduce the Characteristic used to attack and defend mentally (unlike standard physical attacks, which don't affect a character's DEX). At the GM's option, Ego Attacks that inflict EGO damage do not affect a character's EGO for combat purposes, only for other purposes (Skill Rolls, Susceptibility to Mental Powers, and so forth).

ADVANTAGES

Does BODY: Ego Attacks that do BODY are not Killing Damage attacks, so Mental Defense does not have to be Resistant to stop the BODY damage. Ego Attacks that do BODY only work against beings with minds; they will not do BODY to inanimate objects such as walls or vehicles.

LIMITATIONS

PD (or ED) Applies (-1): This Limitation represents a form of Ego Attack against which a defense that provides PD (or ED) in any form (Characteristics, Armor, or the like) offers protection. If the character has Mental Defense as well, it adds to his PD (or

ED) for purposes of resisting Ego Attack. Characters cannot take this Limitation for an Ego Attack that's *Based On CON*, since such a Power already works against PD or ED.

Typically these two Limitations (PD Applies and ED Applies) are exclusive. However, if a character comes up with a valid reason why his Ego Attack should be affected by both PD and ED, he could take the Limitation twice. In that case a target's PD and ED add together before the character applies them to reduce the damage from the Ego Attack. For example, if the target has PD 4, ED 5, he subtracts 9 (4+5) from the Ego Attack's damage.

MENTAL ILLUSIONS

Type: Mental Power/Attack Power
Duration: Instant
Target: Target's DECV
Range: LOS
Costs END: Yes
Cost: 5 Character Points per 1d6 Mental Illusions

A character with this Mental Power can project illusions directly into an opponent's mind. Some examples of Mental Illusions include psionic illusion powers and hallucination-inducing drugs. Each 1d6 of Mental Illusions costs 5 Character Points. Mental Illusions costs END to use.

USING MENTAL ILLUSIONS

To use Mental Illusions, the character makes an ECV Attack Roll. If he succeeds, he defines the illusion he wants the target to perceive, and the GM determines what level of effect he needs on the Mental Illusions Effects Table to create that illusion. The character then makes a standard Effect Roll, subtracts the target's Mental Defense (if any), and compares the result to the Mental Illusions Effects Table. If the Effect Roll is not sufficient to reach the desired level, the attack has no effect, but it does alert the target. If the Effect Roll is high enough to achieve the desired effect, the illusion is established in the target's mind; the target won't know he's experiencing an illusion until he succeeds with a Breakout Roll.

On the target's first Phase after a Mental Illusion is established, he may attempt to see through or "disbelieve" the illusion by making a Breakout Roll (see page 23). The target remains under the influence of the illusion (at the given level) until he succeeds with a Breakout Roll. He can make another Breakout Roll (with a bonus to the roll) if the illusion performs in a way that doesn't meet his expectations (for example, if an illusory loved one did not recognize him). At the GM's discretion, he receives additional bonuses to his roll if other persons try to "snap him out of it."

If the target of a Mental Illusion knows the person attacking him has a Mental Illusions power, the Effect Roll suffers a -10 penalty. (Or, to put it another way, the attacker has to achieve a mandatory +10 additional effect to overcome the target's inherent suspiciousness.)

Since a character's ability to perceive that a Mental Illusion is fake may depend on his observational abilities (*i.e.*, his PER Roll) as much as on his willpower, at the GM's option a PER Roll may be a Complementary Skill roll to the character's Breakout Roll. However, since a Mental Illusion is "all in the character's head" it usually conforms to his beliefs and expectations automatically (see below).

DEGREES OF ILLUSION

When using Mental Illusions, characters can make cosmetic or major changes to a setting, completely alter that setting, or so deeply ensnare the victim in the illusion that he no longer interacts with the real environment.

Cosmetic Changes

Cosmetic changes to the setting include:

- changing colors
- making friends look like (but not act like) enemies
- minor changes to a person's or object's appearance (an illusory disguise; a moustache on the Mona Lisa; a wound appears that isn't really there; a handgun looks like a different model handgun)
- minor sensory changes (a dry object feels wet; a Mozart symphony sounds like a Beethoven symphony; a steak smells like fish)
- the creation of minor sensory effects (simple music appears out of nowhere, the walls begin to talk)
- minor objects (decorative items, non-dangerous or non-valuable objects) appear where none exist, or vanish if they're present

Major Changes

Major changes to the setting include:

- making friends look and act like enemies
- doubling the number of opponents a character's fighting
- changes in the weather (but not the overall environment or setting)
- major changes to a person's or an object's appearance (a human appears to be a non-humanoid alien; a handgun turns into a serpent)
- major sensory changes (a Mozart symphony sounds like two old women talking; a whole object feels broken; a steak smells like dung)
- the creation of major sensory effects (explosions, complex music)
- important objects (enemies, walls, pits, moving vehicles, weapons) appear where none exist, or vanish if present

MENTAL ILLUSIONS EFFECTS TABLE

Total rolled on Mental Illusion

dice - Mental DEF is:	Effect
Greater than EGO	Cosmetic changes to setting
EGO + 10	Major changes to setting
EGO + 20	Completely alters setting
EGO + 30	Character no longer interacts with real environment

Modifiers (can be applied at any level)

-5	"Pre-programmed" illusion (see text)
-10	Illusion matches target's Psychological Limitations
-10	Target knows character has Mental Illusions power
+10	Illusion contradicts target's Psychological Limitations
+20	Target will remember the illusion as being "real" after it has ended
+10	Target takes STUN damage from illusory attacks
+20	Target takes BODY and STUN from illusory attacks

Completely Altering The Setting

Completely altering the setting includes:

- complete changes to the environment (city streets become moonscapes, jungles, or deserts; all objects appear to be three feet left of where they really are)
- the target appears to be nowhere at all (in the middle of some blank, featureless area)
- all sensory input vanishes or is radically changed (a battlefield appears to be a peaceful meadow, the target's sense of balance, direction, and the like may be changed)
- major important objects (entire buildings, an army, a planet) vanish, or appear where they don't exist
- altering the flow of time (see below)

REMEMBERING THE ILLUSION

A mentalist with Mental Illusions can make a character believe that his illusory experience was real after the illusion dissipates. This requires +20 points of effect, just like making the victim believe his Mind Controlled actions were the product of his own free will or concealing the fact that his mind is being read with Telepathy from him. (The GM can reduce this to only +10 if he thinks the Illusion is one the victim would particularly like to believe is real, or is otherwise particularly convincing.)

However, at the GM's option this effect is not automatic even if the mentalist rolls a high enough total on his Effect Roll. It only works if the Illusion is of an experience that the target would remember and consider real; more importantly, the Illusion has to end of its own accord, not because the target sees through it.

Example: *Hypnos wants to wreck Mighty Man's life. He kidnaps Mighty Man's wife and then attacks the hero with an Illusion of his wife divorcing him. This is a "major change to setting," so Hypnos needs to roll EGO +10, with another +20 to make Mighty Man think that the Illusion "really happened," for a total of EGO +30. Mighty Man has a 13 EGO and no Mental Defense, and Hypnos rolls 58, more than sufficient to achieve his wicked objective. The GM rules that the Illusion must last*



for two Hours to simulate the proper passage of time. Mighty Man fails his Breakout Rolls during the two Hours, primarily because Hypnos pays END to maintain the effectiveness of the Illusion, and after the Illusion “ends” he’s convinced his wife has divorced him and does not look for her. (Eventually he might think to look for the divorce papers, and unless Hypnos has planted a set of fake papers in Mighty Man’s house, Mighty Man’s failure to find any records of the divorce will probably break the effect of the Illusion.) Had Mighty Man made even one of his rolls, he would have seen through the Illusion and Hypnos’s plot would have failed.

INTERACTION WITH THE ILLUSION AND THE ENVIRONMENT

For the first three levels of Mental Illusions, the victim still interacts with the real world: although a car appears to be a horse, the victim still bumps into it as a car. At the GM’s option, any significant difference between what the victim perceives and what he “feels” may give him another chance to make his modified EGO Roll to disbelieve the illusion. Similarly, to the extent possible the character interacts with the Illusion — if he’s run over by an illusory bus, he falls to the ground even though the bus doesn’t actually exist. If he sees an illusory pit, he can crawl up to the edge of it and reach into it, and it feels real to him. He can even “fall into” the pit, although he won’t take damage from the fall (but see *Harmful Illusions*, below). Other characters see the victim of the Mental Illusion fall flat on the ground as he “falls into the pit”; as he tries to “climb

out” of the illusory pit, they see him miming climbing actions, pulling out and using his grapnel or line-gun, and so forth. The character spends END when taking actions in response to a Mental Illusion — he’s “mentally exhausting himself.”

If a Mental Illusion achieves a designated EGO +30 result, the victim no longer interacts with his environment: the illusion is completely “in his head.” In this case he only thinks he is, for example, walking forward or striking an opponent; he won’t actually perform these actions. In fact, in most situations he simply stands still. Characters in this state are usually at $\frac{1}{2}$ DCV (possibly even 0 DCV). If the Illusion is of something that would require excessive movement, such as a combat scene, at the GM’s option the character may still move around slightly and may have his full DCV (or at least suffer a lesser reduction).

Because Mental Illusions work on a character’s mind, they affect all of his Senses, even Senses he has which the character creating the Mental Illusions doesn’t know about — he can see, hear, feel, smell, and taste the illusion. If he has Danger Sense, it can trigger his Danger Sense. He would, for example, feel illusory pain from an illusory fall, but the pain would not actually affect him (*i.e.*, it would not decrease his STUN or BODY, not unless the mentalist tries to damage him and succeeds in doing so; see below). If he “hits” an illusory being, he feels the force of the impact and thinks that he connected.

Illusions' Reactions

Like Images, Mental Illusions react to the actions of the persons subject to them (unless the character using the Power doesn't want them to for some reason). For example, suppose a wizard confronts a troll with the Mental Illusion of a fierce warrior that's attacking it. If the troll "attacks" the warrior and "hits" it, the warrior appears to take damage. That doesn't necessarily impair the warrior's efficiency (*i.e.*, the power and effectiveness of the Mental Illusion), but if the illusion doesn't react appropriately, it may give the victim a chance to make another Breakout Roll.

At the GM's option, a mentalist can instead declare that an Illusion is "pre-programmed" — in other words, he describes exactly what the Illusion will show/do, and it doesn't vary from that description regardless of what the victim does. This reduces the target for the Effect Roll by 5, but the drawback is that over time the Illusion tends to accumulate inconsistencies and illogical occurrences more quickly than a standard "controlled" illusion. Targets trying to break out of "pre-programmed" Illusions receive an additional +1 to their Breakout Rolls for each step on the Time Chart. Thus, they roll at +2 after one Turn, +3 after 1 Minute, and so forth. (On the other hand, if the mentalist concentrates on maintaining the quality and consistency of the Illusion, he minimizes the victim's ability to break free — in game terms, he's maintaining mental contact and spending END to keep the Breakout Roll from improving.)

Of course, even if a character pays END to "maintain" an Illusion, it's still possible for it to react inappropriately. For example, the mentalist might unknowingly include in the Illusion someone who's in love with the target. If this illusory person doesn't react appropriately to the target, the target probably begins to suspect that something's wrong. He might then receive another roll to break free of the Illusion.

Time

Typically time passes the same for a character subjected to Mental Illusions as for other characters. His SPD remains the same, and he gets a Full Phase's worth of Actions on each of his Phases to react to the Illusion. As noted above, he spends END like normal, and otherwise interacts with the world and the *HERO System* rules as normal (except as noted here or changed by the GM in the interest of common sense, dramatic sense, special effects, and other factors).

At the GM's option, at the EGO +30 level, a mentalist can alter a target's sense of time in a Mental Illusion. He can cause him to go through Turns, minutes, perhaps even years' worth of time in a single Segment, or stretch what seems like a single Segment over a Turn or more of time. Thus, the character might *feel* like he's been doing something for an hour, even though it's only been twelve seconds. A character could be forced to live an entire illusory lifetime in the space of an hour. Similarly, a Mental Illusion could be used to make a character think that a given time frame is

much shorter than it actually is (a good way to sit quietly through long, boring journeys or lectures). However, Illusions of combat situations should generally correspond to the "real world" on a Phase-by-Phase basis.

The GM is the final arbiter of the exact temporal correspondence between Illusion and reality. He might rule, for example, that an illusion that's supposed to simulate three days of "real life" must last for three Turns of game time. If the character breaks out of the Illusion before three Turns have passed, the effect automatically fails.

If the GM allows Illusions to distort time in this manner, then he may either allow it "for free," or he may require a mentalist to achieve +10 points of effect on the Mental Illusion roll to create gross distortions of time.

Perception Of The Illusion

Because a Mental Illusion is entirely "in the head" of the victim, unless the GM rules otherwise it's not necessary for the character using Mental Illusions to have detailed knowledge of the Illusion he's trying to create. He declares what he wants the target to perceive — say, "three trolls" or "a Mozart symphony." Even if he knows little or nothing about what trolls look like or Mozart symphonies sound like, the target perceives the Illusion exactly as he expects it to be — it looks like trolls as the target believes trolls look, the symphony sounds the way he expects it to sound. The target's idea of what trolls look like or Mozart symphonies sound like may be completely inaccurate, but they still "look right" to him within the framework of his knowledge. The *Depends On Character's Knowledge* Limitation (see below) alters this, as can the GM based on common sense, dramatic sense, special effects, and other considerations. The more specific the knowledge required to make an Illusion work — for example, that someone depicted in the Illusion has a long and tortured personal relationship with the victim — the more appropriate it is for the GM to let "inconsistencies" in the Illusion tip the victim off (*i.e.*, allow him another Breakout Roll, or a bonus to a scheduled Roll).

Typically a mentalist has at least some idea of what the victim of a Mental Illusion perceives — after all, he has to describe what he wants the victim to experience when he uses the power. Perceiving how the target thinks the Illusion should "look" may sometimes give insight into the target's personality. If the mentalist maintains some sort of "mental contact" with the victim, such as feeding END to the Illusion to keep it from deteriorating or Mind Linking with him, he can perceive in his mind exactly what the victim perceives (though of course he doesn't actually experience the Illusion; it's akin to watching a movie in many respects). On the other hand, if the Illusion is "pre-programmed" or has the *No Conscious Control* Limitation, he typically does not know what it "shows" the victim, though the victim's behavior or speech may provide some information about the Illusion.

HARMFUL ILLUSIONS

A character can take Normal Damage from a Mental Illusion. If the attacker declares his Effect Roll at +10, the victim can take STUN from illusory attacks; if at +20, the character can take BODY and STUN. The maximum Active Points in an illusory attack equals the Effect Roll achieved with the Mental Illusions dice or the Active Points in the Mental Illusions power, whichever is less. The defense against damage from illusions is the appropriate defense for the illusory attack: PD for an illusory fist, ED for an illusory laser beam, and so forth (at the GM's discretion, the victim may add any Mental Defense he has to such defenses). Illusory attacks never do Knockback (though an EGO +20 or better Mental Illusion could make the target *think* he's been Knocked Back).

An illusory attack can't inflict more damage than it could do logically — a .44 Magnum pistol can't do 20d6 damage, regardless of how many points the mentalist spent on Mental Illusions. Illusory attacks cannot have Advantages; they do straightforward damage. Illusory attacks should function like Instant Powers, doing damage once per Effect Roll; they don't inflict damage repeatedly like Constant Powers unless the GM permits this (in which case the character stops taking damage as soon as he succeeds with a Breakout Roll).

If the GM does allow the damage to continue, a character under the effects of injurious Mental Illusions only takes damage on the Phases indicated by the attacker's SPD (a SPD 3 mentalist who created a Mental Illusion could only use it to inflict damage on Phases 4, 8, and 12). To continue doing damage with a Mental Illusion beyond the first Phase in which a target is attacked with it, the character must maintain the illusion by paying END each Phase to keep it from deteriorating, and must use a Half Phase Action each Phase.

Example: *A Varanyi attacks Storkak (EGO 10) with the Illusion of a tropical jungle, complete with a large tiger that can do both STUN and BODY to Storkak. This requires a base EGO +20 Effect Roll, since it completely alters the setting. Additionally, it requires a +20 effect because the Illusion can inflict both STUN and BODY. Thus, the Varanyi must make an EGO +40 Effect Roll to succeed. After making his ECV Attack Roll, the Varanyi rolls his 11d6 of Mental Illusions. He rolls 37 — not enough to achieve the desired effect. But the attack grabs Storkak's attention.*

Storkak charges with blade drawn. The Varanyi decides to create the Illusion that he pulls out an energy pistol, fires, and hits Storkak. This is an EGO +10 effect, +10 more because the Varanyi wants the attack to do STUN. After making his ECV Attack Roll, the Varanyi rolls 40 on his Effect Roll. Since this is greater than Storkak's EGO +20, it's enough to establish the desired Illusion. Storkak fails his Breakout Roll and takes 40 (the points of effect rolled on the dice)/5 = 8d6 STUN damage against his Energy Defense.

Typically causing damage requires at least “major changes to setting” (EGO +10). Cosmetic changes can only make a weapon or attack look like some other weapon or attack.

When Illusion Damage Accrues

Damage from Mental Illusions does not apply until after the target fails his first Breakout Roll. Thereafter it applies in the Segment in which he suffers it. This may require some deft handling on the GM's part to prevent a player from realizing he's taking damage from a Mental Illusion. For example, suppose that Mental Lass (SPD 6) uses her Mental Illusions on HeroMan (SPD 5) in her Phase on Segment 4. HeroMan gets a Breakout Roll on his first Phase (in the next Segment, 5), and he can only react to and be affected by the Power on his own Phases. If Mental Lass achieves a sufficient Effect Roll to do STUN damage to HeroMan, HeroMan can't actually lose the STUN until he gets the chance for, and fails, a Breakout Roll in his Phase in Segment 5. Yet if the GM delays the damage, HeroMan's player immediately gets tipped off that Mental Illusions are involved. The solution is for the GM to make the Breakout Roll for HeroMan. Some players may object to this, but any other way clues them in to what's going on, which diminishes the fun of the game. If he knows there's a villain with Mental Illusions in the scenario and that this situation could arise, the GM could have the players each make several rolls in advance and just use those results if necessary.

Other Effects

At the GM's option, a Mental Illusion can make a “Presence Attack” against an affected character if the Illusion is particularly impressive. To do this, the mentalist must declare his Effect Roll at +10; this is separate from the +10/20 needed to do damage. The maximum “points of Presence” with which the attack is made equals the Effect Roll achieved with the Mental Illusions dice or the Active Points in the Mental Illusions power, whichever is less. Of course, the Illusion must be of something the victim considers impressive; if the Illusion isn't appropriate for these purposes, the GM shouldn't let the character roll a Presence Attack, or should reduce the number of dice available.

As noted above, Mental Illusions can only do Normal Damage — even if the illusion is of, for example, a Killing Damage weapon. This inconsistency may provide the target of a Mental Illusion with a chance to roll to break out of the illusion. At the GM's option, a character's Mental Illusions do the appropriate type of damage (Killing Damage for guns, knives, and the like; NND Damage for knockout gas; and so on) if the character takes a new Advantage, *Illusions Do Appropriate Damage* (+½), for the power. With the GM's permission the damage caused by Mental Illusions with this Advantage can have Advantages that affect damage, such as NND, Armor Piercing, or the like. The Active Points in the “attack” still depends on the Effect Roll. For example, if the Effect Roll is 40 and the mentalist wants the damage to be an Energy Blast with Penetrating (+½), the most dice

of damage he can do is 5d6 (25 x 1.5 = 37 Active Points, which fits within 40 points, whereas 6d6 would be 45 Active Points). (Alternately, the GM may dispense with the “Illusions Do Appropriate Damage” Advantage and simply establish a house rule that illusions always do the appropriate type of damage. Or a mentalist can buy a power like *Illusionary Effects* in Chapter Two to combine with his Mental Illusions so they can have whatever additional effect he wants.)

At the GM's option, mentalists may create/cause “unusual effects” other than damage with certain Mental Illusions. This requires a +20 Effect Roll modifier, and the “Active Points” in the Power(s) used to create the effect must be equal to or less than the total Effect Roll or the Active Points in the Mental Illusions power, whichever is less. If any of the Power(s) used are Constant, the mentalist must maintain the Illusion by paying END for the Mental Illusions each Phase (this END does not prevent the Illusion from deteriorating, and is in addition to any END the character spends to keep the illusion from deteriorating). If something blocks the mentalist's LOS, or if he switches to a different Power Framework slot (other than the one is Mental Illusions power is in), the unusual effect vanishes at once. Some examples of unusual effects include:

- Change Environment (illusions of altered weather and similar phenomena, thick fog, or the like)
- Darkness (illusions of dark night or a total eclipse)
- Drains of Running or DEX (illusions of slippery ice or marshy ground underfoot)
- Entangle (illusions of quicksand, Ironclad grabbing the target, magical chains appearing from nowhere)
- Flash (illusions of a bag over the victim's head, a bright light, a handful of sand thrown in the eyes)
- Telekinesis (illusions of enlarging an object so other characters cannot pick it up)

If an unusual effect would do STUN or BODY damage to a target, the mentalist must achieve the necessary +10 or +20 effect in addition to the +20 he must achieve to create the unusual effect. (Alternately, the GM may require a mentalist to buy a power like *Illusionary Effects* in Chapter Two to combine with his Mental Illusions so he can create unusual effects, damaging or otherwise.)

Multiple Effects

If a character wants a Mental Illusion to have multiple combat effects (such as causing damage and achieving a Change Environment effect), he must get the GM's permission. This typically requires him to achieve the next highest level of effect on his Effect Roll. If causing damage ordinarily requires a base “major changes to setting” (EGO +10) roll (plus the modifier for causing damage), then causing damage *and* creating another effect is clearly better, so a higher level of effect (EGO +20, plus the modifier for causing damage *and* the modifier for an unusual effect).

SUGGESTIBILITY

A mentalist can make a target more susceptible to the effects of a Mental Illusion in the right circumstances. For example, suppose he carries around a .44 Magnum handgun and makes sure people know he carries it (perhaps he has a Reputation for carrying a gun, for example). It might even be a fake pistol — all that matters is that people *think* it's real. If the mentalist uses his Mental Illusions to make his target think he (the mentalist) has just pulled out the pistol and shot him (the victim). Since the target already thinks the mentalist has a gun, this illusion is more believable than the “average” illusion. In this sort of situation, the GM might grant the mentalist a bonus of +5 or more on his roll on his Effect Roll (in some cases, this bonus would only apply to achieving a high enough effect to do damage to the target). However, the GM might make this bonus contingent on the target making an INT Roll or Reputation roll to realize who the mentalist is.

POWERS

Invisibility: A mentalist can use Mental Illusions as a form of Invisibility; *i.e.*, by creating the illusion that he (or some other character) isn't present. This has some advantages over ordinary Invisibility — it covers all Senses and can cover tracks and other things Invisibility ordinarily doesn't — but it has drawbacks as well. One drawback is that Mental Illusions invisibility can only affect one person at a time (unless the character buys Area Of Effect for his Mental Illusions), and requires a successful ECV Attack Roll.

Another is that the mentalist has to achieve a sufficiently high Effect Roll to render himself unseen. Typically invisibility qualifies as a “major change.” (Just providing “camouflage” that gives a bonus to Stealth rolls of +1 per full 10 points in the Effect Roll is a cosmetic change.) If the character stands still or barely moves, the GM might only require a cosmetic change; if the character moves around a lot and creates intense sensory impressions, completely altering the setting might be required to hide him.

LIMITATIONS

Cannot Cause Harm (-¼): Mental Illusions with this Limitation cannot cause STUN or BODY damage, or have similar effects. They could still, for example, trick a victim into walking off a cliff, but they cannot cause direct harm via the standard Effect Roll modifier.

Depends On Character's Knowledge (-½): The accuracy of this form of Mental Illusion depends on the character's knowledge (much like an Image). If he wants to create an Illusion of a troll, but he doesn't know what trolls look like, the inaccuracies may tip the target off, giving him a bonus to Breakout Rolls or a chance to make additional Breakout Rolls (see above for more information).

Limited By Senses (-¼ to -½): This Limitation represents a Mental Illusions power that for some reason cannot affect certain Senses. Inability to affect a Tar-

getting Sense Group (typically, the Sight Group) is a -½ Limitation; inability to affect a Nontargeting Sense Group (i.e., any other Sense Group, in most campaigns) is worth a -¼ Limitation per Sense Group.

No Conscious Control (-1): This Limitation allows a character to create a Mental Illusions power that lets him pull dreams, memories, a person's greatest fear, and similar things out of a target's mind and make him relive them or experience them. Since the mentalist typically has no idea what sort of Illusion the target perceives — he just activates his Mental Illusion power and lets it “search” in the target's mind for the memory or dream to replay — he has no real control over the Illusion. However, since the mentalist can control when he turns the power on and off, the Limitation's value is reduced from its usual -2 to -1.

Self Only (-1): This simulates a Mental Illusions power a character can only use to change his outward appearance (perhaps making him look like the target's beloved, a celebrity, or the like). It's not necessarily restricted to one target (he could, for example, apply the *Area Of Effect* Advantage so he could make multiple people perceive the Illusion at once), but the Illusion can only alter his personal appearance. If he tries to imitate someone's appearance, the accuracy of the imitation is typically flawless, since the victims of the Illusion perceive that person just as they believe him to look like.

DISADVANTAGES

Psychological Limitation: Illusions that agree with a target's Psychological Limitations may be harder for the target to disbelieve; conversely, those that contradict a target's Psychological Limitations are usually easier for him to resist. On the average, an illusion that agrees with a target's Psychological Limitation requires 10 less points of effect; one which contradicts his Psychological Limitations requires +10 points of effect. This bonus/penalty can vary depending upon the strength of the Psychological Limitation.

Example: *Mighty Man is deeply in love with his wife (20 point Psychological Limitation). Hypnos creates an illusion of Mighty Man's wife asking Mighty Man to follow her (Hypnos plans to lead his archenemy into a deathtrap). Because the illusion neatly exploits Mighty Man's Psychological Limitation, Hypnos requires -10 points on his Effect Roll to succeed with his illusion. On the other hand, had Hypnos tried to create an illusion in which Mighty Man's wife attacks him, Hypnos might be required to achieve +10 worth of effect, since Mighty Man knows his wife has no reason to attack him (not as long as he remembers to take the garbage out, anyway).*

Vulnerability: If a character has Vulnerability to Mental Powers, the Vulnerability multiplier does not apply to damage done by a Mental Illusion that's powerful enough to inflict damage. The doubling of effect for Mental Powers may make it more likely that the mentalist can achieve an “Illusion does damage” level of effect, but the Vulnerability does not also increase the damage suffered.

MIND CONTROL

Type: Mental Power/Attack Power
Duration: Instant
Target: Target's DECV
Range: LOS
Costs END: Yes
Cost: 5 Character Points per 1d6 Mind Control

A character with this Mental Power can take control of another character's mind, and thus of his actions. Examples of Mind Control include psionic domination powers, some forms of brainwashing, and hypnosis. Each 1d6 of Mind Control costs 5 Character Points. Mind Control costs END to use.

To use Mind Control, the character makes an ECV Attack Roll. If he succeeds, he gives the target an order (the character must have some way to communicate the order to his target, whether by voice or other means; otherwise, he cannot establish Mind Control). The GM determines what level of effect the character needs on the Mind Control Effects Table to establish that control, based on how agreeable the target is to the command. The character then makes a standard Effect Roll, subtracts the target's Mental Defense (if any), and compares the result to the Mind Control Effects Table. If the Effect Roll is insufficient to reach the desired level, the attack has no effect, but it does alert the target. If the Effect Roll is sufficient to achieve the desired effect, the character establishes control over the target's mind; the target typically won't know he's experiencing Mind Control until he succeeds with a Breakout Roll (see below).

The four basic levels of Mind Control depend on the order(s) being given. It's easier to Mind Control someone if the orders seem reasonable, and harder if they're poorly worded or dangerous. The Mind Control rules make it fairly easy to set up small Mind Control effects, and harder to set up more sweeping ones. It's also easier to create a long-lasting, but inconsequential, Mind Control than a more comprehensive one.

DEGREES OF CONTROL

When using Mind Control, the degree of control a character exerts over the target can vary from minimal to total.

Greater Than EGO

At the lowest level of Mind Control, the target “Target will perform actions he's inclined to perform anyway.” This doesn't refer to things he's already doing or was already going to do (which the mentalist doesn't need Mind Control to make him do, obviously) but typically to situations where the target has a choice of roughly equivalent options, and the mentalist wants him to choose one over the others. For example, if the target's looking at menu in a restaurant, this level of Mind Control could make him choose the roast beef instead of the chicken. If he's trying to decide what to do with his Saturday afternoon, this level of Mind Control could make him choose “take a nap” over playing a game or watching a movie. If the target is in combat, this level of Mind Control could make him

choose one or the other of two equally attractive targets. But this level of Mind Control can't make him do things he's not already inclined to do — for example, the mentalist couldn't make the character leave the restaurant, mow the lawn, or quit fighting, none of which he feels like doing at the time.

Also at this level of control, a target will “believe any statement that doesn't contradict prior knowledge.” In other words, the mentalist can tell the victim a lie and make him believe it without question provided the victim's own knowledge, experiences, or direct observation don't tell him otherwise. For example, he could Mind Control someone into believing that his (the mentalist's) car is red, regardless of the fact that it's blue... as long as the victim's never seen the car or had any other way to learn that it's really blue.

EGO +10

The second lowest level of Mind Control lets the mentalist make the target “perform actions he wouldn't mind doing.” This is stronger than “actions he's inclined to perform anyway,” but doesn't rise to the level of “actions he's normally against doing.” In other words, the mentalist can't make the target do things he doesn't want to do on some level, but has greater control over the choices and decisions the target makes. For example, if the target's in a restaurant trying to decide what to eat, EGO +10 Mind Control could make him leave and go to another restaurant, or maybe even decide not to eat at all... but it can't make him attack someone in the restaurant, which is something he would “mind doing.” If the target has leisure time available on a Saturday, a mentalist could use this level of Mind Control to make him do household or gardening chores (mow the lawn, weed the flowerbed, clean the garage...) rather than completely relax. Those are things he doesn't really want to do given a choice, but that he doesn't strongly object to doing. Things he strongly objects to — like going into work, or starting a fight — require higher levels of control. In a combat situation, this level of Mind Control could make the victim choose a target that's obviously a poor choice for him to attack, but it couldn't make him leave the battle or stop fighting.

Also at this level of control, a target will “believe any statement that doesn't contradict reality under direct observation.” This means the mentalist can convince the target to ignore the weight of his own prior knowledge and experience in favor of believing the mentalist's statement on the fact — only direct observation makes this impossible. For example, suppose the target has seen the mentalist's car before and knows that it's blue. Provided the car is not actually within the target's sight, the mentalist can use the EGO +10 Mind Control command “My car is red” to make the target absolutely, positively believe the car is red.

MIND CONTROL EFFECTS TABLE

Total rolled on Mind Control

dice - Mental Defense:	Effect
Greater than EGO	Target will perform actions he's inclined to perform anyway Target believes any statement that doesn't contradict prior knowledge
EGO +10	Target will perform actions he wouldn't mind doing Target will believe any statement that doesn't contradict reality under direct observation
EGO +20	Target will perform actions he's normally against doing Target will believe any statement that doesn't contradict strongly held personal beliefs or principles (such as Psychological Limitations)
EGO +30	Target will perform actions he is violently opposed to doing Target will believe statements that contradict strongly held personal beliefs or principles (including Psychological Limitations) or that contradict reality under direct observation

Modifiers (can be applied at any level)

-5	Order is worded in an exceptionally convincing manner
+5	Order is poorly conceived or contradictory
-10	Order matches target's Psychological Limitations
+10	Order contradicts target's Psychological Limitations
+10	Target will not remember actions
+20	Target will remember actions and think they were natural

EGO +20

Significant changes in behavior start to become possible at the EGO +20 level, which lets the mentalist make the target “perform actions he's normally against doing.” This covers most non-extreme changes in action and behavior, including things a character would strongly (but not violently) object to doing. For example, the mentalist could make a character in a restaurant create a scene, start a fight, or even commit a minor theft. He could make a character trying to enjoy a Saturday afternoon of leisure go into work or take on a lengthy and tiring task that isn't in any way relaxing. In a battle, a character subjected to EGO +20 Mind Control could be forced to flee from the combat or expose himself to counterattack (*i.e.*, do something that lowers his DCV by up to half), but not to surrender, attack one of his allies/teammates, or hurt himself.

Also at this level of control, a target will “believe any statement that doesn't contradict strongly held personal beliefs or principles (such as Psychological Limitations).” This means the mentalist cannot override key elements of a target's personality or beliefs, but can dictate opinions and beliefs on matters that aren't important to the target. For example, if a character isn't especially religious, this level of Mind Control can make him adopt the beliefs of a particular faith — but if he's already religious, EGO +20 Mind Control won't make him change his opinions. A villainous mentalist could use this level of Mind Control to make many ordinary people believe he's their wise and virtuous leader whom they should obey. Direct observation counteracts this level of Mind Control; a mentalist can't make a target believe his car is red when the target can see that the car's blue.

Controlling a character in typical “everyday” situations requires no more than the EGO +20 level of Mind Control, at most. The last and highest level of Mind Control is needed mainly for combat and other intense situations PCs tend to find themselves in.

EGO +30

This is the highest level of Mind Control a mentalist can achieve. It indicates total control over the subject, such that the mentalist can make him “perform actions he is violently opposed to doing.” This includes violating his Psychological Limitations, putting himself in danger (up to and including reducing his DCV to 0, attempting to hurt himself or commit suicide, and so on), committing crimes, and engaging in utterly bizarre and inappropriate behavior. For example, in a combat situation, a mentalist who achieves this level of Mind Control could make an enemy attack one of his (the enemy’s) allies/teammates (instead of the mentalist’s allies/teammates, whom the enemy is fighting) or even just surrender. He could even make the enemy direct his attacks against himself.

At the EGO +30 level of effect, there are two possible ways to force a character to hurt himself. The first is to order him to injure or kill himself. (This might require a lesser level of effect if the victim is suicidally depressed or otherwise not violently opposed to harming himself.) Alternately, at the GM’s option a mentalist can simply order a character to “Die!”, relying on the strength of his control over the victim’s mind to cause the victim’s autonomic bodily functions, such as heartbeat and breathing, to cease. This does 1d6 Normal Damage for every 5 points of effect rolled on his Mind Control dice, or for every 5 Active Points in his Mind Control power, whichever is less. A “Mind Control attack” does both STUN and BODY damage unless the mentalist only wants the target to take STUN, but only the target’s Mental Defense applies against the damage... making this a very lethal tactic against many characters.

Also at this level of control a target will “believe statements that contradict strongly held personal beliefs or principles (including Psychological Limitations) or that contradict reality under direct observation.” In other words, the mentalist can make the target believe a baldfaced lie or obviously incorrect statement. For example, this level of Mind Control could make a victim believe (and state emphatically) that his car is red even though it’s in plain sight of him and many other people and is blue. He could also make a character philosophically turn against his religion or political party, believe that his beloved and faithful wife is cheating on him, and so forth.

MODIFYING THE EFFECT ROLL

Certain situations, several of which are described below, can modify the Effect Roll needed to achieve a particular level of Mind Control. When this comes up in the game, the GM should determine what level of Mind Control effect would normally be required for the order the mentalist wants to give. He then modifies the required total, and the mentalist rolls his Mind Control dice trying to achieve that total.

Wording And Conception

A mentalist who’s eloquent and persuasive may have a slightly easier time making Mind Control work — a -5 modifier, in other words. In most situations it’s best if the GM has PC mentalists roleplay this out. If the player does a good job and speaks well, his character gets the bonus. If that’s not appropriate (for example, if the character is supposedly much more charismatic than normal people), the GM may call for a roll with an appropriate Interaction Skill (typically Persuasion or Oratory). If the roll succeeds by 2 or more, the character gets the bonus.

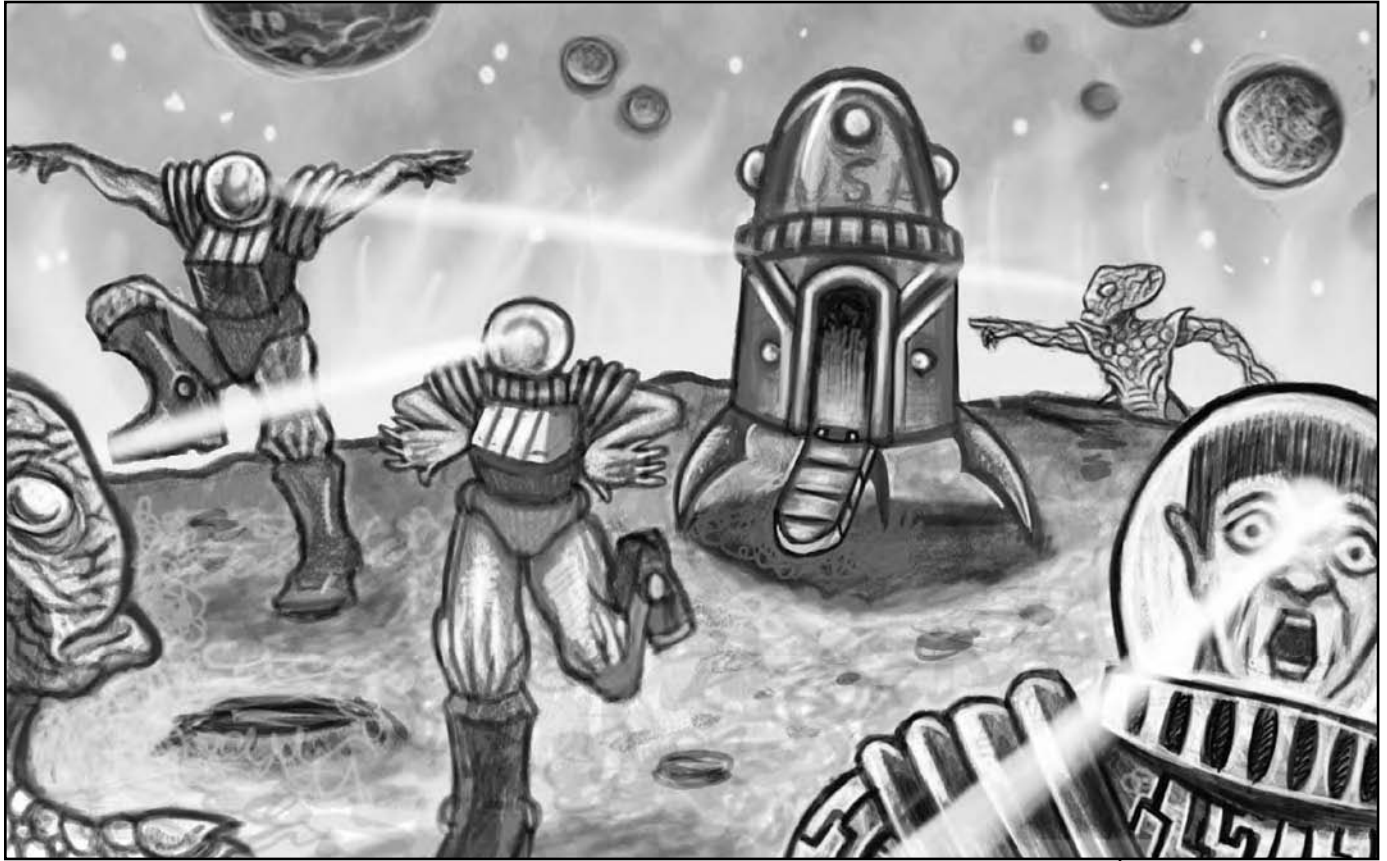
On the other hand, a badly-worded order, particularly one that’s somehow contradictory or self-negating, suffers a +5 Effect Roll penalty. If appropriate, a kind GM might give a character the chance to make an INT Roll to realize that he’s just given a bad order and restate it.

In most cases, the GM should require characters to give relatively discrete orders to Mind Control victims. Giving a victim orders like “be my willing slave” so that the character doesn’t have to keep making rolls to issue new or changed orders is an abuse of the rules and generally shouldn’t be allowed. That sort of broad, long-lasting control is better achieved with a Mental Transform than Mind Control.

Psychological Limitations

The descriptions of the levels of effect assume there’s nothing in the character’s Disadvantages (particularly Psychological Limitations) or background that would indicate that the target strongly objects to or particularly favors something. If the order “matches” one of the target’s Psychological Limitations — in other words, if it instructs him to do something a Psychological Limitation indicates he likes, wants to do, or otherwise favors — then the Effect Roll total necessary is reduced by 10 (in other words, the same order can be given with one less level of effect achieved). On the other hand, if the order “contradicts” the target’s Psychological Limitations — it tells him to do something his Psychological Limitations indicate he especially dislikes or would rather avoid — the Effect Roll total necessary is increased by 10 (in other words, the same order requires one greater level of effect achieved).

For example, if a character has the Psychological Limitation *Pacifist*, making him start a fight requires a +10 Effect Roll result — in essence, an EGO +30 roll instead of EGO +20. The same applies if the victim has the Psychological Limitation *In Love With My Wife* and the mentalist wants to make him act cruelly or violently toward her. On the other hand, commanding a *Pacifist* to avoid a fight or stop fighting usually requires a -10 Effect Roll result, and ordering a loving husband to bring his wife flowers, do something nice for her, or save her from danger gets the same bonus.



COMMUNICATING ORDERS

Unless the mentalist purchases the *Telepathic Advantage* (see below) for his Mind Control, he must communicate his orders to the target through the target's normal Senses. Usually this means speaking the orders to him, but in some circumstances a mentalist may be able to communicate simple orders with gestures, sign language, or by some other means. Communicating orders in the same Phase in which Mind Control is established (or changed to a different level of effect) is an Action that takes no time.

If the situation is noisy or otherwise makes communication of the orders difficult, the target may have to make a PER Roll to hear the orders. If he makes the roll, he hears them and the Mind Control affects him normally. If he fails, he hasn't heard the orders and the Mind Control doesn't affect him at all — but the mentalist still has a “lock” on his mind as long as he pays END, and if he can communicate orders in a later Phase the target will be affected by the Mind Control at that time. Communicating an order in a later Phase typically requires a Half Phase Action, but does not qualify as an Attack Action.

If a mentalist wants to use Mind Control through a Mind Scan lock-on, he must purchase *Telepathic*, simultaneously use *Telepathy* through the lock-on, or use some form of long-distance communication such as a radio or cell phone. Ordinarily the distances involved when using Mind Scan preclude the use of the mentalist's unaided voice or other normal means of communication to give orders.

The GMs for some campaigns, particularly psionics campaigns, may want to consider ignoring *Telepathic* and assume that Mind Control is automatically telepathic. In that case, Mind Control that requires spoken commands can take the *Incantations* Limitation (though in some cases the GM may let the mentalist whisper orders to the victim).

If a victim of Mind Control cannot understand an order, he simply stands there, confused and unable to act at all. For example, suppose Hypnos orders Mighty Man to “Attack Guido!” and Mighty Man doesn't know who Guido is or have any obvious way to determine who he is (such as a nametag). In that case Mighty Man wouldn't do anything — he would just stand there confused, waiting for Hypnos (or someone else) to clarify who Guido is. “Clarifying” an order in a later Phase typically requires a Half Phase Action, but does not qualify as an Attack Action.

OBEYING ORDERS

Even though a mentalist gives Mind Control orders on his own Phases, the target can only act on those orders on his own Phases. When Mind Controlled, a character must use all of his available Phases unless ordered otherwise. He cannot voluntarily reduce his SPD to 1 to frustrate the mentalist. Nor can he voluntarily lower the dice of effect in a power or not take advantage of other tactical benefits he has access to. He doesn't necessarily have to go all-out (for example, he doesn't have to Push all of his attacks), but he has to fight as effectively as he does when he's under his own control.

Similarly, a character subjected to Mind Control has to use common sense (and if appropriate, dramatic sense) when obeying orders. Unless the GM permits, he can't engage in a literal or twisted interpretation of the order in an effort to thwart it. For example, if a character's ordered to "bring me a million bucks," everyone knows the character using Mind Control wants a million dollars. The character can't bring him a million male deer just because male deer are also referred to as "bucks." The GM can, however, allow literal interpretations or efforts to find "loopholes" in orders if it's dramatically appropriate to do so. And any form of Mind Control with the *Literal Interpretation* Limitation (see below) can be literally interpreted or "weaseled out of" by any victim if the character using it isn't careful with his orders.

BREAKOUT ROLLS

On the target's first Phase after Mind Control is established, he may attempt to break free from the control by making a Breakout Roll. He remains under the influence of the control (at the given level) until he succeeds with a Breakout Roll. As discussed on page 23, he does not take any Actions under Mind Control until he attempts and fails his first Breakout Roll.

A character may receive a bonus of +1 to +3 and a chance to make another Breakout Roll if forced to perform an action prohibited by his Psychological Limitations. However, since Psychological Limitations are often used to help determine what level of effect is required to successfully Mind Control him, the GM may not also want to give him a bonus to his Breakout Rolls based on the same factor.

Example: *Hypnos attacks his nemesis Mighty Man (EGO 13) with Mind Control. He makes his ECV Attack Roll, and orders Mighty Man to attack a small puppy. The GM decides Mighty Man is violently opposed to doing this, so the Mind Control requires an EGO +30 level of effect. Hypnos rolls his 12d6 Effect Roll, achieving 48 points' worth of Mind Control; Mighty Man has no Mental Defense, so the desired effect is achieved.*

On his next Phase (before he has to attack the puppy), Mighty Man tries to break out. Because Hypnos exceeded the level of effect needed to successfully Mind Control Mighty Man by 5 points, the hero's Breakout Roll is at -1, making it an 11-. He rolls a 9, so he breaks free of the Mind Control. Mighty Man then uses his Phase to dispose of two of Hypnos's henchmen who are bent on causing the puppy harm.

Changed Levels Of Effect

If a character is put under Mind Control at a given level, and the situation later changes to require a higher level of Mind Control, then the character gets the chance to make another Breakout Roll with a +2 bonus to his EGO Roll per level of change on the table. Thus, if a character was issued a command that only requires an EGO +10 effect, and the situation changed such that it now requires

a +30 effect, the character gets to make another Breakout Roll with a +4 bonus to his EGO Roll. (On the other hand, if the situation changes so that the level of effect needed decreases, the victim does not get another roll or suffer a penalty to his Breakout Roll.)

Example: *Mentalla uses Mind Control and commands Mighty Man to "Freeze!" Since Mighty Man is a brick and wouldn't really mind standing still, the GM determines this requires only an EGO +10 level of effect. Mentalla's Effect Roll is high enough to achieve this effect. However, if Mentalla then pulled out a .44 Magnum and shot at Mighty Man's DNPC, making Mighty Man stand still would require a higher level of control (EGO +30, the GM decides). This is two levels down the Mind Control Effects Table, and would give Mighty Man the chance to make another Breakout Roll at +4.*

Helping A Victim Break Free

At the GM's discretion, sometimes other characters can help a Mind Control victim "snap out of" the Mind Control. In game terms this means either (a) providing bonuses to Breakout Rolls, (b) creating a situation where the victim gets to make another Breakout Roll, or (c) both. Depending upon the order given, the nature of the situation, and the character involved, possible actions to snap a character out of Mind Control might include:

- Slapping him in the face, or causing him pain
- Splashing water on him, or throwing him into a body of water
- Showing him pictures of his loved ones
- Triggering one of his Enrageds/Berserks (although this is potentially dangerous...)
- Triggering a relevant Psychological Limitation
- Exposing him to smelling salts or other extremely foul odors
- Tackling him or knocking him to the ground

REMEMBERING THE CONTROL

Victims of Mind Control may or may not know that they're being Mind Controlled while the Control is taking place; that's up to the character using Mind Control. (Evil mentalists often sadistically enjoy leaving the victim aware of what's being done to him.) To put the victim in a trance so he can't remember his own actions after the Control ends requires +10 points of effect. To make the victim believe after the Control ends that the actions were his own requires +20 points of effect. (Unless the Controller achieves this effect, when the Control ends the target knows he was the victim of Mind Control — though he may think he shook it off and that his actions were his own idea.) In this case, even after the victim makes his Breakout Roll, he doesn't actually realize that he "broke out" of anything; he thinks his actions were taken of his own volition.

If a character's been the victim of a Mind Control that achieved the +20 modifier so the target thinks his actions were natural, at the GM's option

it may be possible for other characters to convince him he was Mind Controlled. It all depends on how the GM defines Mental Powers/psionics as working in his campaign, the special effects involved, and other factors. Just telling the character he was Mind Controlled won't do it; the victim firmly believes he acted on his own. Telepathy alone isn't enough — sufficiently strong Telepathy reveals to the telepath what happened, but the best he can do is to tell the Mind Control victim, who probably won't believe him (or at least is highly skeptical). A mentalist can use a "psionic surgery" Mental Transform to "remove" the "mental blocks" that prevent the victim from remembering and restore to him the memory of what was done to him; see page 70.

HYPNOSIS

One form of Mind Control present in many genres and settings is *hypnosis*. Defining hypnosis is difficult; it's been said that the number of definitions of hypnosis roughly equals the number of practitioners. For game purposes hypnosis can be considered a trance state in which the subject relaxes, experiences heightened imagination, and is extremely suggestible. In effect it allows the hypnotist to bypass the subject's conscious mind to directly access the subconscious. Subjects tend to become playful, imaginative, and willing to go along with bizarre suggestions (such as clucking like a chicken or pretending to pet a dog). It's the suggestibility aspect that relates hypnosis to Mind Control. (Because the subconscious mind stores a person's memories, hypnosis also allows a hypnotist to "access" memories for therapeutic purposes... or to learn something he wants to know, or possibly even to plant false memories. These aspects of hypnosis require Telepathy and Mental Transform; they can't be accomplished with Mind Control.)

Although hypnosis-like states and experiences have been known for centuries (often in religious or mystical contexts, such as a shaman's meditative trance), hypnosis in the modern sense dates to the late 1700s. Austrian physician Franz Mesmer studied and described the phenomenon; he considered it a quasi-mystical force that emanated from the hypnotist into his subject. Since his time hypnosis has been studied and practiced extensively, to the point where it's often used in various forms of therapy today.

Realistic Hypnosis

Some experts believe people self-hypnotize themselves frequently by becoming deeply absorbed in a daydream, book, movie, task, or the like, but for game purposes, there are two types of hypnosis: *realistic* and *cinematic*. Realistic hypnosis, the type used by most modern practitioners, is very restricted in many ways. First, it requires extensive time and preparations to induce a hypnotic trance. Depending on the subject's fitness for hypnosis, the entire process may take as little as 5 Minutes, or as long as 20 Minutes (or more), though some skilled entertainer hypnotists can put

people into simple hypnotic trances much more quickly on stage. The methods used include eye fixation (getting the subject to focus exclusively on one object, such as a pocketwatch or shiny fountain pen, so that he tunes out everything else and relaxes into a trance), rapid mental overload with repeated forceful suggestions, and progressive relaxation guided by the hypnotist's soothing voice and instructions.

Second, a hypnotist must have a subject who's willing to be hypnotized. A person who's determined not to be hypnotized can't be; he has to agree to the process. (However, some experienced hypnotists argue they can hypnotize virtually anyone, in part by subconsciously changing a person's willingness to undergo hypnosis.)

Third, while realistic hypnosis can induce relaxation and remove inhibitions to the extent of eliminating a subject's fear of embarrassment or the like, it cannot make him ignore his own personal safety, conscience, or morality (in game terms, it can only achieve an EGO +10 level of effect). In short, realistic hypnosis can't make the subject do something he doesn't want to do.

Realistic hypnosis is appropriate for campaigns and settings that also consider themselves "realistic," such as many *Dark Champions* games.

Cinematic Hypnosis

Cinematic hypnosis, on the other hand, isn't nearly as restricted. Depending on the genre and setting, it may not differ much at all from outright Mind Control in the Superhero or Science Fiction sense. A cinematic hypnotist may be able to induce a hypnotic trance with little more than a second or two of speaking to someone... and cinematic hypnotism can make a subject do nearly anything. This includes things that are dangerous or even possibly fatal ("Jump off that ledge"), the complete removal of inhibitions or conscience ("Take this gun and shoot your husband"), and so on. While cinematic hypnosis is a little more restricted than pure psionic Mind Control, it's still very powerful in most contexts.

Cinematic hypnosis is particularly adept at implanting *post-hypnotic suggestions* into the mind of a hapless victim. A post-hypnotic suggestion is a command that takes effect only when the subject is exposed to a particular phenomenon, such as a command word or seeing a particular sequence of flashing lights. The command lies dormant in the subconscious until that time, but springs into full effect when the victim experiences the trigger phenomenon. Among other things, this is a great way for a villain who knows hypnosis to create potential armies from innocent people he encounters during the course of the campaign. One command word, and suddenly the hero's surrounded by dozens of everyday people determined to kill him! (See below regarding Trigger and post-hypnotic suggestions.)

Hypnosis In Game Terms

For *HERO System* writeups of both realistic and cinematic hypnosis, see page 144.

ADVANTAGES AND ADDERS

Long-Term Control (+½, +1, +2):  In some genres and settings, characters have the power to establish Mind Control that lasts for long period of time — sometimes years or decades. Given the way the Breakout Roll rules work, doing this with Mind Control is difficult at best, since the odds are the victim of Mind Control will succeed with his Breakout Roll within a few minutes in most cases. At the GM's option, to create Mind Control effects that are likely to last for much longer periods of time, characters can buy the new Advantage *Long-Term Control*. For a +½ Advantage, the Mind Control automatically does not “deteriorate” over time; the target's Breakout Roll is an EGO Roll unmodified by time. (Other modifiers, such as for a friend trying to “snap him out of it,” can still apply. If the GM uses this Advantage, he generally should not let characters buy the *Only Applies To Endurance Spent To Maintain Effect* (-¼) ability from page 24 for Mind Control.)

For a +1 Advantage, all Breakout Rolls after the first are made at one additional step down the Time Chart — the first is made in the character's first Phase after being Controlled, but the second is made after 1 Minute (not 1 Turn), the third after 5 Minutes (not one), the fourth after 20 Minutes (not five) and so forth. For each additional +½ Advantage, the character can move the second Breakout Roll another step down the Time Chart. For example, for a total +2½ Advantage, the second Breakout Roll wouldn't occur until 1 Hour after the first.

Regardless of how much the character spends on this Advantage, the target *always* gets to make his first Breakout Roll in his first Phase after being Controlled (see page 23). Furthermore, the target still gets bonuses to his Breakout Roll for the passage of time. This is the standard cumulative +1 for each roll after the first. In the example above, when the character makes his second Breakout Roll after 1 Hour, he makes it at a +1; when he makes his third Breakout Roll after 6 Hours, it's at +2; and so on. The character typically cannot pay END to prevent this Breakout Roll from deteriorating, since combat doesn't occur over such lengths of time and spending END to prevent deterioration doesn't really hinder or affect the character in any way. However, with the GM's permission characters can buy both the +½ and the +1 form of the Long-Term Control for the same power so that the Breakout Rolls get made at greater time intervals *and* do not get bonuses over time.

At the GM's option, characters can take any form of this Advantage for other continuing-effect Mental Powers. It's listed here because it's most often applied to Mind Control. Characters who want to make permanent (or long-term) changes in a target's actions, beliefs, or thoughts should also consider using Mental Transform (*q.v.*).

Possession (+2): Rather than buy the *Bodyjacking* power described on page 141 as a collection of several powers that work together, for ease of game play the GM can allow a character to create the same sort of ability with a simple +2 Advantage on

Mind Control. Possession Mind Control works just like the power described on page 141, including the effects based on Desolidification, Clinging, and Telepathy.

Telepathic (+¼): This Advantage represents a form of Mind Control that doesn't require verbal communication (*i.e.*, which has telepathic contact built in). This only allows communication of the command; the character cannot read the target's mind. Like Telepathy, the *Telepathic* Advantage does not suffer from a language barrier (see page 54). A character who has Telepathic Mind Control can still communicate orders to a victim verbally or in any other manner; he's not required to use the telepathic “link.”

The *Telepathic* Advantage does not create or allow for any sort of ongoing mental communication between Mind Control user and Mind Control victim. It only allows mental communication of the Mind Control command; it doesn't let the mentalist read the target's mind or create other forms of mental contact.

If the GM wants to encourage characters to make their Mind Control Telepathic, he should consider changing this Advantage to a +10 (or even +5) Character Point Adder. In some campaigns characters might even get it for free — Mind Control would work telepathically as a default, and the need to give spoken commands would become an *Incantations* Limitation.

Trigger: Mentalists can use Trigger to create “post-hypnotic suggestion” orders with Mind Control — an order the victim isn't supposed to perform right away, but at some point in the future when a specific event or phenomenon activates the suggestion. To do this, the mentalist must buy Trigger at a sufficient level to let him change the triggering event from use to use. When he successfully hits someone with Mind Control, he gives a command that specifies what the Trigger is (such as “When you see the President ride past, attack and kill him”). Then he rolls his Mind Control dice and notes the Effect Roll total. When the Trigger activates the Mind Control, compare the Effect Roll total to the target's EGO at that time to determine if the Mind Control succeeds. (For example, a post-hypnotic suggestion to “Take a nap” might only require EGO +10 ordinarily, but if the mentalist attempts to trigger it when the target is in combat, it probably requires an EGO +30 effect.) If the mentalist achieves the appropriate level of Control, the victim has to obey (though he gets standard Breakout Rolls beginning at that time, of course). If the Effect Roll isn't high enough or the first Breakout Roll succeeds, the suggestion fails.

You can also use post-hypnotic suggestions to simulate “long-term” Mind Control effects such as, “Meet me at Joe's Cafe tomorrow at noon.” In this case, the Mind Control is Triggered by the passage of a certain amount of time, so until that time passes the victim doesn't get to make any Breakout Rolls.

LIMITATIONS

Feedback (-1, -2): This Limitation, which can only be taken for Mind Control with the *Telepathic* Advantage, signifies that whatever pain a character in a Mind Control “link” feels, the character who possesses the Power also feels. See *Feedback* in the *Limitations* section of *Mind Link* for more information.

Literal Interpretation (-¼): Mind Control with this Limitation is always subject to literal interpretation of the wording of the order, meaning that victims can try to avoid obeying, or obey in objectionable ways, if the character doesn’t word his orders carefully and precisely.

Set Effect (varies): A Mind Control with this Limitation only allows a single command (for example, “fall in love with me”). The value of the Limitation depends on how limited the Set Effect is. Some examples include: Only To Control/Inflict Emotions (Empathy) (-½); Only To Control/Inflict A Single Emotion (-1); “Go Home” Only (-½); “Go Home” Only In A Particular Situation (-1). The GM has the final say on how limiting a set command is; most are worth -½.

MIND LINK SUMMARY TABLE

Cost	Minds Involved
5	Character can Link with a single mind, defined when he buys the power
10	Character can Link with any one mind in a group of minds, defined when he buys the power (e.g., everyone in a family; everyone on a superteam)
15	Character can Link with any one mind
Cost	Number Of Minds In Link At Once
+0	Character can only Link with one mind at a time
+5	Character can Link with two minds at once
+10	Character can Link with four minds at once
+15	Character can Link with eight minds at once
...and so forth (+5 points per x2 minds)	
Cost	Range
+0	Mind Link has planetary range
+5	Mind Link has an unlimited range in this dimension
+10	Mind Link has an unlimited range in this dimension and can reach into other dimensions

MIND LINK

Type: Mental Power
Duration: Persistent
Target: Target’s DECV
Range: LOS (see text)
Costs END: No
Cost: See Mind Link Summary Table

A character with Mind Link, a variant of Telepathy, can set up a specific link with a receptive (willing) mind, thereby allowing instant mental communication. (Characters who want to be able to read minds or communicate with unwilling subjects should buy Telepathy.) Mind Link does not cost END to use.

The cost of Mind Link depends upon several factors:

The Minds Involved: It costs 5 Character Points to be able to establish a link with one specific mind. The character must choose this individual when he buys the Link; it can be anyone — a human, an animal, a sentient computer, or the like — but he can’t change the specific mind after he chooses it. The ability to establish a Mind Link with a specific group of people (like a family or a pantheon) costs +5 points. The ability to establish a Mind Link with any willing target costs an additional +5 points.

Number Of Minds: A character can usually only maintain a Mind Link with one person at a time (even if he can establish the Link with anyone in a group). He can double the number of minds for every +5 points.

Distance: Once established, a Mind Link is usually limited in “range” to a single planet. If it can reach any distance, it costs +5 points; if it can reach into any dimension as well, it costs an additional +5 points. (In some campaigns, the GM may want to expand the base “range” of Mind Link to a solar system, a galaxy, or the like.)

Example: *The eight members of the Vlandry family can all communicate with each other mentally, regardless of distance or what plane of existence they’re on. The total cost of this Mind Link for each member is 10 points (for a specific group), +15 points (for eight targets), +10 points (to work across any distance or dimension), for a total of 35 Active Points. However, since the Link only works with family members who have Mind Link themselves, a -1 Limitation is applied (see below), for a final Real Point cost of 17 points to each Vlandry.*

USING MIND LINK

To establish a Mind Link, a character must have Line Of Sight to the target and must succeed with an ECV Attack Roll to set up the Link (this requires an Attack Action, meaning a character can only Link with one person per Phase). The target must be completely willing (ECV 0), otherwise the Link fails outright.

Once established, Mind Link does not require Line Of Sight, and is only broken when either party wants to “hang up.” Since Mind Link is Persistent,

MIND LINK AND CLASSES OF MINDS

The class of minds a Mind Link can affect depends on what the character buys it to Link with. If he buys a Mind Link to his faithful hound Rex, the Mind Link affects the Animal class of minds; if he Mind Links to the sentient computer in his secret headquarters, it affects the Machine class of minds. Typically a Mind Link is bought to affect the Human class of minds (*i.e.*, minds of the same class as the mind of the character buying it), and thus can only Link with minds of that class.

if the character establishing the Link is Knocked Out, goes to sleep, or the like, the other characters in the Mind Link can maintain it. When the character who was Knocked Out wakes up, he can rejoin the Link by establishing LOS with anyone in the Link and making an ECV Attack Roll against ECV 0. If all the characters in a Link are Knocked Out or otherwise become unconscious, the Link vanishes and has to be established all over again by the character with the Power. (At the GM's option, in some cases one or more characters may be able to Mind Link with someone before he goes to sleep, then share his dreams via the Link even though he's unconscious.) Despite these rules, the GM generally should not let characters maintain the same Mind Link for very long periods (days, weeks, months, or more).

If characters A, B, C, D, and E are all joined by one Mind Link, and characters V, W, X, Y, and Z are all joined by a different Mind Link, another character can use his Mind Link power to join both Links and hook up all ten characters into one big Link, provided that (a) his Mind Link power is built in such a way he can do that (for example, he can create a Link with nine people), and (b) the GM doesn't have some objection based on the nature of the powers, the special effects involved, and so forth.

A character can use an existing Mind Link to obtain Line Of Sight with which to establish a Mind Link with another person. For example, suppose A establishes a Mind Link with B. Then C establishes his own Mind Link with B. If A wants to establish his own Mind Link with C, their existing Links to B give him "Line Of Sight" to do so even if he can't actually perceive C with a Targeting Sense (though A and C can't necessarily communicate just because they're both Linked to B; see below).

Mind Linked characters are not automatically aware of each others' location. They may transmit that information to each other if they desire, however. Like Telepathy, Mind Link does not suffer from a language barrier (see page 54).

A character can voluntarily leave a Mind Link as a Zero Phase Action (just like deactivating any power).

Attacking Through The Link

Any character in a Mind Link who has a Mental Power can use it through the Link against any other character in the Link. Such attacks do not require an ECV Attack Roll (they automatically hit), but making one is an Attack Action. Of course, since a character must voluntarily accept a Mind Link, such "attacks" are rarely violent (unless the subject was tricked into accepting the Mind Link). If a character wants to turn off the Link to stop the attack, he can shut it off as a Zero Phase Action. In some situations this may count as a "defensive action" that the GM allows a character to Abort to.

Mind Link is not a telepathic attack. A character in any type of Mind Link doesn't have to reveal any information he doesn't want to, any more than a person engaging in normal conversation has to reveal confidential information to everyone he talks to. However, based on special effects, the nature of

psionic powers in the campaign, dramatic sense, and other factors, the GM can rule that persons "listening" to a character "talk" over a Mind Link can discern things about him based on how he communicates (similar to, for example, the same way it's sometimes possible to tell that someone's hurt or sick based on the way he speaks).

Communication Within The Link

Typically, every character in a Mind Link can "hear" everything that's "said" to any other character in the Link. The GM may allow a character to make an EGO Roll to "talk" only with one person (or some subset of the group of people Linked together) without the others overhearing; this usually requires a Half Phase Action.

If two persons are both Mind Linked to the same person but through separate or distinct links, those two persons can communicate with each other through the Links, but only via the "Linkee" they have in common. They can't communicate directly. For example, suppose A establishes a Mind Link with B. Then C establishes his own Mind Link with B. A and C can both mentally communicate with B (who's a part of both Links) or with each other — but they can only communicate with each other "through" B, so they can't conceal what they're "saying" from him.

A character Mind Linked with another character (the "subject") does not use the subject's Senses. He only receives the mental impressions of those Senses — he knows the character sees a particular building or smells the odor of gasoline, but does not himself see the building or smell gasoline. If a mentalist wants to use a subject's senses this way, he should buy Clairsentience Linked to his Mind Link, with the -1 Limitation *Only To Use Subject's Senses*.

With the GM's permission characters in a Mind Link can send "mental images" to one another rather than communicating by "mental speech." For example, rather than "saying" "I think you're an idiot," a character in a Mind Link could send the thought-image of a stupid-looking caricature of that person.

POWERS

Mind Scan: If a mentalist has established a "circuit" with another character using Mind Scan, and either of them is Mind Linked to other characters, all of the characters are now Linked together, and each of them can make use of the Mind Scan circuit the same way either of the original two characters could: they can make mental attacks (or be attacked), communicate, locate the person(s) at the other end of the circuit, and so forth. Communication between the Links must "go through" both the person maintaining the Mind Scan lock-on and the person he's locked onto, so what's "said" can't be concealed from either of them. However, attacks made across a Link/Scan in this fashion do not have to go through any particular person; instead, they can "bypass" as many persons as necessary to attack the intended target directly.

Example: *Brainstorm establishes a Mind Link with all of the Champions. He then decides to use his Mind Scan to locate Psimon of PSI. After considerable searching, he finds him... and it just so happens that Psimon is Mind Linked with the rest of PSI at that moment. All of the Champions and PSI are now Mind Linked to each other and can communicate if they wish, but Psimon and Brainstorm will always hear whatever is "said" through the Mind Scan lock-on. Anyone in either Link can mentally attack anyone in either Link; the attack does not have to "go through" any particular character. Mind Slayer decides to take that pesky Nighthawk out of the picture and launches an Ego Attack at him. She can attack him directly; her attack does not affect Psimon, Brainstorm, or anyone else in either Link.*

Telepathy: A character who uses Telepathy and succeeds with all the appropriate rolls against someone in a Mind Link can "overhear" or "tap into" any communication made by, addressed to, or that "goes through" that target. If the GM allows characters in a Link with three or more persons to communicate privately, a character who's "eavesdropping" via Telepathy on someone who's in the Link but who's been excluded from the private conversation can't "overhear" that conversation.

Teleportation: Establishing a Mind Link with someone is generally enough for a character to Teleport to the target's "exact location" without suffering the risks of Teleporting blind, but the final decision is up to the GM based on the circumstances, common sense, dramatic sense, special effects, and considerations of game balance.

ADVANTAGES AND ADDERS

Hive Mind: In Science Fiction, it's not uncommon to find species that are "hive minds" — in which all members of the species have a mental link with the entire species, making it infinitely easy to pass information along, coordinate group (or even species-wide) activities, and communicate (sometimes even across galactic distances). Simulating this with the standard Mind Link rules is possible, but expensive. If the GM prefers, characters belonging to hive mind species can simply buy Mind Link, any one mind, with this +10 Character Point Adder. (Typically this ability should be part of a mandatory Species Package Deal, or the like, since all members of the species have it; characters shouldn't buy it unless their entire species has it.) This gives them routine access to the collective consciousness of the species. The GM should work out other details as necessary, since the nature of a "hive mind" and what it can do may vary from campaign to campaign and species to species. (See also the *Uni-Mind* power on page 204.)

No LOS Needed: This +10 Character Point Adder allows a character to establish a Mind Link with certain other characters regardless of whether LOS exists between them. The character can do this with a maximum number of persons equal to

the number of people he's bought his Mind Link to work with or his INT/5, whichever is less. Furthermore, he must define these persons in advance (typically they're his teammates, comrades, siblings, or the like). (At the GM's option, the character may Link with x2 minds this way for each +5 Character Points spent on this Adder, but still cannot exceed the number of persons he's paid to establish his Mind Link with.) Changing one of the "slots" to a different person usually requires time, effort, and LOS (or even touch). The effective "range" of this form of Mind Link is usually limited to planetary distances, but may be greater in some genres.

Psychic Bond: Some characters, such as true loves, twins, or mystical blood brothers, may have a permanent mental link, known as a *Psychic Bond*, with each other. Characters with a Psychic Bond can communicate telepathically at any time, regardless of whether they're within Line Of Sight. The effective "range" of the Bond is usually limited to planetary distances, but may be greater in some genres. A Psychic Bond with a single person costs +5 Character Points to Mind Link. A Psychic Bond is permanent and cannot be severed except with a Mental Transform or similar methods. A character can buy multiple Psychic Bonds for a single Mind Link power, if desired, but the people he's Bonded to aren't also Bonded to each other (unless they buy their own Mind Link and Psychic Bond separately) — each Psychic Bond is distinct and must be used separately.

At the GM's option, a character can buy a *Floating Psychic Bond* that he can establish with any single person and can change during or between adventures. This costs +10 Character Points instead of the standard +5, and a character can only buy this form of Psychic Bond if he has the type of Mind Link that he can establish with at least "any one mind." Changing a Floating Psychic Bond requires 1 Turn and the character must have Line Of Sight to the subject. Once a new Floating Psychic Bond is established, the previous Bond vanishes completely and must be re-established in the normal fashion if desired.

LIMITATIONS

Can Only Be Used Through Mind Link (varies): Characters can take this Limitation for Mental Powers that can only be used through a Mind Link. Typically it has a value of -0, but the GM may increase the Limitation if Mind Link isn't used very often in the game, if the character buying the Mental Power doesn't have Mind Link himself, and so on.

Feedback (-1, -2): This Limitation signifies that whatever pain a character in a Mind Link feels, the character who possesses the Power also feels. In game terms, the damage done to any person in a Mind Link feeds back through the Link and affects the character with the Power. At the -1 level, Feedback channels STUN damage only; at -2, Feedback channels both STUN and BODY. The character's Mental Defense applies against the Feedback damage (which is considered Normal Damage, even if it's caused by a Killing Attack). The character takes the full damage rolled on the dice, not the damage suffered by the target after he applies his defenses.

Example: *Mindstorm, who bought his Mind Link with the Feedback Limitation (-1), has established a Mind Link with Mighty Man. Mighty Man goes into battle and is hit by a laser bazooka blast for 57 STUN and 16 BODY. Mindstorm suffers a 57 STUN feedback as he experiences the pain and impact of the blast just like Mighty Man does. The BODY Mighty Man took does not feed back through the Mind Link. Even though Mighty Man has 40 ED and only takes 17 STUN from the attack, the full force of the blow feeds back through the Link, so Mindstorm takes 57 STUN minus his Mental Defense.*

Feedback applies to any loss of STUN or BODY, no matter what the source (an Energy Blast, an RKA, a Drain, a fall, and so on). It does not extend to non-damage-related effects like Mind Control, nor does it have any effect on beneficial abilities like Aid or Healing. At the GM's option, it extends to other negative effects, like Mind Control, if the character takes it with an additional -½ value, but still does not apply to beneficial abilities.

Feedback is most cost-effective for expensive Mind Link powers. Inexpensive ones (say, 5-10 point Mind Links) may not generate enough of a point savings to make taking the Limitation worthwhile. In that case, the GM might allow the mentalist to take some sort of Susceptibility or Physical Limitation that reflects the "feedback" effect.

Only With Others Who Have Mind Link (-1): A character can only use Mind Link with this Limitation to communicate with other persons who have also purchased that form of Mind Link. This does not allow the character to communicate with anyone who has *any* form of Mind Link, just those who have the same Mind Link as he does.

MIND SCAN

Type: Mental Power/Sensory Power
Duration: Constant (see text)
Target: Target's DECV
Range: Special
Costs END: Yes (see text)
Cost: 5 Character Points per 1d6 Mind Scan;
 +2 Points per +1 ECV with Mind Scan

A character with this Mental Power can mentally search an area to find another mind. Each 1d6 of Mind Scan costs 5 points; +1 OECV with Mind Scan (an Adder) costs 2 points. (Characters can also use relevant Combat Skill Levels to improve their OECV with Mind Scan.) Mind Scan costs END to use (see below).

Mind Scan is a Sense (part of the Mental Sense Group). It operates in "360 Degrees" (in the sense that it searches an entire area at once) and is a Targeting Sense for other Mental Powers (and, at the EGO +20 level of effect, for other attacks as well).

Even though Mind Scan is a Constant Power, it does not cost END to maintain. A character with Mind Scan only has to pay END when he makes an ECV Attack Roll with his Mind Scan. However, since Mind Scan is Constant, he must keep it "turned on" — for instance, if it's in a Multipower, he cannot switch the slots. Turning off Mind Scan breaks the lock-on.

USING MIND SCAN

To use Mind Scan, the character defines the area (of any size) he wishes to scan. He makes an ECV Attack Roll versus the DECV of the target mind. However, his OECV suffers a penalty based on the number of minds in the search area, as indicated on the Mind Scan Modifiers Table.

Range

Mind Scan does not have a standard "range" *per se*, and is not subject to the Range Modifier — a character in New York City can, for example, Mind Scan the city of Los Angeles without suffering any Range Modifier. However, Mind Scan's range is not actually unlimited. In general the GM should limit Mind Scan to planetary ranges — a character on Earth can Mind Scan anywhere on Earth, but not on the Moon or Mars. (In some genres, such as Science Fiction, the GM may allow Mind Scans of greater range, and characters can always MegaScale their Mind Scan to achieve greater ranges if they wish; see below.)

Number Of Minds In The Area

The Mind Scan Modifiers are based on the number of minds in the target area. Generally this should only include minds belonging to the class the Power's bought to affect (*i.e.*, usually just Human minds). The GM can determine the number of minds as he sees fit given the situation, the nature of psionics in the campaign, special effects, and other factors, but he should avoid interpreting the term literally, lest he make Mind Scan virtually useless.



With the GM's permission, when determining the OECV modifier a mentalist can normally ignore the minds of sleeping individuals if he's searching for an awake mind (and vice-versa). In this case, GMs should only count the number of awake minds in the target area. The GM can let characters make similar distinctions in what they're searching for to decrease the OECV modifier, *provided* that the differences in types of minds a mentalist uses is one he could easily determine via a casual scan. Characters should not be allowed to take advantage of this rule by claiming they're searching for "only female minds" or the like; there should be some readily apparent extreme difference that lets them easily "sort" through the minds in the area. Nor should they be allowed to Scan for "only criminals" or "only minds with mental powers" or anything else tactically advantageous unless the GM consider it appropriate.

With the GM's permission, a mentalist can also limit the number of minds he has to sift through by limiting the "height" of his search area — for example, "I'll only scan minds at street level," "I'll only scan minds in the subways," or "I'll only scan minds above the 10th floor on this block." A character can even define his search area as "the corner west apartment on the fifth floor of the building on E. Madison Avenue" if he *really* wants to narrow down the search. (However, the GM may restrict this ability in the interest of common and dramatic sense. For example, perhaps the mentalist has to actually be perceiving the building in question with a Targeting Sense to search so precise an area as a single apartment, or the mentalist must have visited that location previously [or have once been in sub-

stantial mental contact with someone who has].)

The mentalist must define the area he wants to Scan with some geographic reference; he can't scan "my car" when he doesn't know where the car is, or "the room on the other end of the phone line I'm talking on" if he doesn't know where that room physically is.

A character can use Mind Scan to determine the number of sentient minds in an area, without Scanning for any particular mind. (If the character's Mind Scan is defined as affecting some class of minds other than Human, he counts the number of minds of that type, such as the number of Animal minds.) To do this, he declares his target area and makes a Mind Scan ECV Attack Roll against DECV 3 (including modifiers for the number of people in the target area). If the roll succeeds, he knows how many sentient minds are in that area, plus or minus 10%. If the roll fails, the GM should give the character incorrect (possibly wildly incorrect) information about the number of minds in that area.

Familiar And Unfamiliar Minds

A character should receive a bonus (+1 to +5) if he's searching for a familiar mind. Familiar minds include: anyone with whom he's previously had any contact via Mind Control, Mind Link, Mind Scan, or Telepathy; persons to whom he's emotionally close (friends, family members, and so forth); and persons with whom he has frequent association (co-workers and the like). The bonus to the ECV Attack Roll depends upon the level of familiarity: a parent (or any close family member) or spouse would probably be +5; a distant relative seen only once or twice a year might be +2 to +3; a former girlfriend the character hasn't seen in years might be +1 to +3.

MIND SCAN
MODIFIERS TABLE

Number Of People*	OECV Modifier
1 (Freelance Game Designer)	0
10 (Small Gaming Company)	-2
100 (Theater)	-4
1,000 (Apartment Building; Gaming Con)	-6
10,000 (Small Town)	-8
100,000 (Large Town; Super Bowl)	-10
1,000,000 (Major Metropolis)	-12
10,000,000 (State)	-14
100,000,000 (Large Country)	-16
1,000,000,000 (Continent)	-18
10,000,000,000 (Large Planet)	-20
...and so forth	
Other Circumstances	OECV Modifier
Familiar mind	+1 to +5
Unfamiliar or alien mind	-1 to -5
Strange, unique, or powerful mind	+1 or more

*: Number Of People really refers to number of *minds*. Generally this should only include minds belonging to the class the Power's bought to affect (*i.e.*, usually just Human minds), but the GM can determine the number of minds as he sees fit given the situation, the nature of psionics in the campaign, special effects, and other factors; see text.

The location descriptions in this column are offered as helpful guidelines, but what really matters is the number of people. If a character in a Science Fiction campaign wants to Mind Scan a large planet where only 100 colonists live, use the modifier for 100 minds (-4) not the modifier for "Large Planet" (-20).

MIND SCAN EFFECTS TABLE

Total rolled on Mind Scan dice - Mental DEF is:	Effect:
Greater than EGO	Mentalist can establish a Mind Link or use the first level of Telepathy (communication). He also knows in which direction the target is located.
EGO +10	Mentalist can use all Mental Powers (including most BOECV powers) on the target, and can estimate the general distance to the target
EGO +20	Mentalist knows the exact location of the target. He can attack with all attacks as if he could perceive the target with a Targeting Sense. If he wishes to attack the target with a non-Mental Power, the attack must be able to reach the target.
Modifiers (can be applied at any level)	
+20	Mind Scan is undetectable by target

Conversely, a character should suffer an OECV penalty (-1 to -5) if he's searching for a mind that's unfamiliar or very alien to him. Unfamiliar minds include anyone with whom he has never had mental contact or lengthy physical association (no matter how well that person is described or how much the character knows about him) and some particularly alien or bizarre minds.

With the GM's permission, a character can buy Penalty Skill Levels to counteract the penalties imposed on Mind Scan (one type of PSL suffices to cover both the "number of people" and "unfamiliar minds" penalties).

Strange, Powerful, Or Unique Minds

At the GM's option, a character might also receive a +1 or greater bonus to his ECV Attack Roll if he's searching for a mind so unique, strange, or powerful that it "stands out" from the "mental static" of all the minds around it. Minds which might justify granting this bonus include:

■ The minds of other mentalists, which are of course extremely powerful. The GM should make a rough calculation of how many Active Points the target character has in Mental Powers and grant the searching character a bonus of +1 OECV per 20 Active Points. For example, Menton (*Conquerors, Killers, And Crooks*, pages 28-30) is so mentally powerful that he stands out like a beacon to anyone searching for him with Mind Scan.

A mentalist character may consciously "dampen" his powers so that he doesn't stand out in this way. This costs END — 1 END per 10 points of EGO — and must be done constantly. If the character uses his mental powers or does anything else to attract "mental attention," he negates the dampening effect.

■ Particularly strange, weird, or alien minds. The GM should be stingy with this bonus and only award it to especially unusual minds; "average" unusual minds are harder to find because the mentalist is not quite sure what he's looking for (see above). Examples of minds that would probably grant a bonus would be those of powerful demons or the Kings of Edom (see *The Mystic World*) or any creature from a "group mind" race (such as the Shiseki from *Terran Empire*).

■ The minds of beings rich in occult power, such as Takofanes or Dark Seraph (see *Conquerors, Killers, And Crooks*) or Varakes the Lich (see *Nobles, Knights, And Necromancers*). Again, be stingy with this bonus; not every mystic character stands out this way. It's most appropriate for *really* strong mystics or those specializing in spells that involve Mental Powers.

Specific Mind Versus Type Of Mind; Scanning By Thought Patterns

Typically, a character using Mind Scan states that he's looking for a specific mind, even if he can't describe the person by name: Mentalla; the President of the Galactic Senate; the orphan he gave a dollar to yesterday. But with the GM's permission, the character can state that he's looking for a *type* of mind that he can reasonably define and perceive,

such as “the nearest psychic” or “the nearest child.” However, any such search automatically qualifies as searching for an “unfamiliar” mind, and the GM should also consider eliminating or reducing any bonus the character would otherwise receive for Scanning for a strange, unique, or powerful mind.

Unless the GM specifically permits him to, a mentalist can’t use Mind Scan as a way to obtain information he wouldn’t otherwise have access to. For example, he can’t specify that he’s searching for “the nearest criminal,” since he has no real way of determining who’s a criminal and who’s not — letting him search that way would effectively turn Mind Scan into a form of Telepathy for free. However, with the GM’s permission Mind Scan *can* have certain telepathic aspects. It could allow a character to search for, say, “Joe Smith,” or “Anyone thinking about robbing the First National Bank last Friday.” In other words, it lets him define a search based on what qualifies as “surface thoughts” for purposes of Telepathy: current thoughts and facts of extreme significance to the person. The more precisely a player can describe the thought-patterns he’s looking for, the better his chances are of finding those patterns. If the GM believes the description is sufficiently precise, he should impose at most a slight penalty on the ECV Attack Roll — -0 to -2, at most. For less precise descriptions, the penalty can range as high as -5 or more (or the GM might not let the character make a Scan at all). Regardless of the penalty, a the mentalist cannot use this telepathic aspect of Mind Scan to read a target’s mind once he establishes a lock-on.

The GM should impose significant penalties on the ECV Attack Roll if a mentalist Mind Scans for someone who doesn’t actually exist as he thinks he does. For example, suppose Brainstorm recently encountered Thunderbird in disguise as a drunken bum named Moe. He now wants to find “Moe,” so he begins Mind Scanning for that person — but “Moe” doesn’t exist the way Brainstorm thinks he does. Depending upon the specifics of the situation, the GM might impose a substantial penalty (-5 to -8, or more) on the ECV Attack Roll. If the mentalist succeeds despite the penalty, he locates Thunderbird’s mind and realizes “Moe” is really Thunderbird. Alternately, the GM might rule that locating “Moe” with Mind Scan is impossible, no matter how well the mentalist character rolls or how much he narrows his search. Of course, failure to locate “Moe” may provide a clue as to “his” true nature....

At the GM’s option, establishing a Mind Scan lock-on might give the mentalist some very general hints about the nature of the mind he’s Scanning: “bestial,” for example, or “vicious,” “totally inhuman,” “extremely strong,” and so forth.

LOCKING ON

If the character’s ECV Attack Roll fails, he cannot make any contact with the target.

If the character’s ECV Attack Roll succeeds, he knows the general location and presence of the target. He declares the desired Mind Scan level and makes a standard Effect Roll using the Mind Scan

Effects Table. If the Effect Roll is not enough to reach the desired level, the Mind Scan has no effect — the character cannot contact the target mentally, and does not establish a “lock-on,” but the target knows someone’s mentally scanning for him. If the Effect Roll is enough to achieve the desired effect, the character has “locked on” to the target with Mind Scan. The target is entitled to make Breakout Rolls in the usual manner. Whether the Breakout Roll succeeds, the target knows someone’s searching for him with Mind Scan (even if the character with Mind Scan chooses to do nothing other than establish the lock-on).

After a character fails a Mind Scan Effect Roll, he may make Mind Scan ECV Attack Rolls in later Phases to once again try to establish a lock-on. Since he now knows the “general location and presence” of the target mind, he’s subject to the modifier two steps better on the Mind Scanning Modifiers chart (assuming the target has not left the general area). If the mentalist keeps making his ECV Attack Rolls and missing his Effect Rolls, this bonus is cumulative.

The Target’s Location

A successful ECV Attack Roll with Mind Scan means the mentalist knows the “general location and presence of the target.” Typically this simply means he’s confirmed that the target mind is in the target area. However, if desired the GM can provide slightly more information expressed roughly in the terms used in the “Number Of People” column of the Mind Scan Modifiers Table — “He’s in an office building filled with people,” “He’s in a large city,” “He’s on a small planet.” The GM can add whatever qualifiers he sees fit, but a successful ECV Attack Roll shouldn’t tell the character anything that requires an Effect Roll, such as direction. But just knowing the target’s general location and presence can make subsequent Mind Scan rolls easier (see *Repeated Mind Scan Rolls*, below).

At the “Greater Than EGO” lock-on level, the mentalist also knows the direction to the target. The GM can express this as he sees fit, such as “He’s directly ahead of you” or “He’s to the south.”

At the EGO +10 lock-on level, the mentalist “can estimate the general distance to the target.” The GM should express this in terms of a relevant unit of measurement (such as feet, miles, or light-years): “He’s about a hundred miles northwest of you.” The closer the roll comes to EGO +19, the more accurate the estimate should be, but never to within more than about 10% accurate at best, and usually no more than about 20% accurate. If the mentalist moves toward that location while maintaining the lock-on, whenever the GM thinks the character’s gotten close enough to be more accurate he can allow the mentalist to make an EGO Roll to pinpoint the target more precisely, though never as accurately as an EGO +20.

At the EGO +20 lock-on level, the mentalist “knows the exact location of the target.” Typically the GM expresses this as a measurement and direction (“He’s 27 feet in front of you,” “He’s 512 miles to the south”). It does not mean the mentalist knows the target’s address, which floor of a building he’s on, or the like (though he may know the target or the area well enough to guess at those things),

though the GM might provide further information if desired: “He’s 5,315 feet to the north and he’s above street level.” However, the GM can interpret “exact location” as he sees fit based on the nature of psionic powers in the campaign, special effects, and other considerations, and provide information to the character accordingly. For example, a cyberkinetic using Mind Scan to locate a particular computer might know a precise latitude and longitude measurement of where it is. The important thing isn’t how the character receives the information, but the result of that information — he knows exactly where the target is.

At the EGO +10 and +20 levels of effect, the mentalist has an accurate enough idea of the target’s location that he can, if he’s communicating with the target via Mind Link or Telepathy, give him “directions” to find the mentalist — in other words, he could “talk him in” until the two of them met. How easy this will be depends on how accurate the mentalist’s knowledge of the target’s location is. The target could talk the mentalist to him instead since (as noted below) a Mind Scan lock-on is a “two-way circuit.”

Attacking Through A Lock-On

If a Mind Scan Effect Roll is enough to allow a character to use Mental Powers on the target (*i.e.*, EGO +10 or better), doing so requires a separate Attack Action. Thus, a character cannot mentally attack the target in the same Phase in which he establishes the lock-on (not even using a multiple-power attack). All standard rules for the Mental Power apply. For example, using Mind Control through a lock-on requires the character to have some way to communicate his orders to the target (see below).

For Mind Scan purposes, generally a BOECV power counts as a “Mental Power,” so EGO +10 is sufficient to allow a character to attack with it through a lock-on as long as it’s not subject to the normal Range Modifier. The GM may vary that based on special effects, the circumstances, and so forth.

Once established, a Mind Scan lock-on is a two-way circuit. If the character can mentally attack his target, his target can mentally attack him. (In this case, the character might want to shut off the Mind Scan to protect himself. Typically this is a Zero Phase Action, like deactivating any other Power. In some situations it may be a “defensive” action, and therefore the GM could allow a character to Abort to it.) If he knows where his target is, his target knows where he is. Two characters can carry on a long-distance mental duel through Mind Scan. However, having a lock-on to a target doesn’t tell the character anything about him (or vice-versa), such as his Skills, powers, personal history, motivations, or the like.

If a character has a Mind Scan lock-on on a target, various circumstances may stop his use of Mind Scan. These include target succeeding with a roll to break out of the Mind Scan, or either the target or the character entering an area where Mental Powers won’t work for some reason (such as a Darkness to Mental Sense Group field), or the character being attacked with a successful Suppress

Mental Powers ability. In that case, mental contact between the character and the target is broken. In most cases this means any Mental Power or other ability used to attack the target through the Mind Scan lock-on instantly stops affecting him. However, in the case of Mental Illusions and Mind Control, the target may remain affected by them until he makes his Breakout Roll — it’s just that without any mental contact the character can’t change the orders he’s already given, feed the power END to keep it from deteriorating, or the like. (Of course, if the character somehow has Line Of Sight to the target in addition to the Mind Scan lock-on, he maintains mental contact via LOS.)

The GM may want to consider restricting the amount of power that can be used through a Mind Scan lock-on. The restriction would depend on how powerful the lock-on is: a mentalist can only achieve an effect with a Mental Power used through a Mind Scan lock-on equal to or less than the effect of the Mind Scan roll. Thus, if a mentalist establishes a Mind Scan lock-on at the +20 level, any continuing-effect Mental Powers used to attack the target through that Mind Scan are limited to a +20 level of effect maximum.

POWERS

Movement Powers: If the target of Mind Scan leaves the scanned area after a lock-on is established (say, by Teleporting or using some other high-speed Movement Power), the character with Mind Scan must make an unmodified EGO Roll. If he makes the roll, he maintains the lock-on, provided the target does not move himself beyond the “range” of the Mind Scan (for example, by Teleporting to the other side of the galaxy). If he fails, the lock-on is broken, and he has no idea where the target has gone (at the GM’s option, a second EGO Roll might give the character a vague idea where his target has gone).

On the other hand, if the character with Mind Scan moves, nothing happens. His movement doesn’t effect the existence of a Mind Scan lock-on — he still knows where the target is (though the exact amount of information depends on the strength of his Effect Roll, of course). The GM can change that, allowing a Breakout Roll as described for the target’s movement, if the attacker is moved involuntarily (*e.g.*, he’s subjected to Teleportation Usable As Attack) or it otherwise seems appropriate to do so.

Mind Control: If a mentalist wants to use Mind Control through a Mind Scan lock-on, he must purchase the *Telepathic Advantage* for his Mind Control, simultaneously use Telepathy through the lock-on, or use some form of long-distance communication such as a radio or cell phone. Ordinarily the distances involved when using Mind Scan preclude the use of the mentalist’s unaided voice or other normal means of communication to give orders.

Teleportation: An EGO +20 Mind Scan result is generally enough for a character to Teleport to the target’s “exact location” without suffering the risks

of Teleporting blind, but the final decision is up to the GM based on the circumstances, common sense, dramatic sense, special effects, and considerations of game balance.

ADVANTAGES AND ADDERS

Roll Bonus: As mentioned above, a character can buy bonuses to his Mind Scan ECV Attack Roll as an Adder. Every +1 OECV with Mind Scan costs 2 Character Points. (Characters can also use relevant Combat Skill Levels to improve their OECV with Mind Scan.)

Based On ECV: A BOECV power may be used through a Mind Scan lock-on, provided the BOECV power isn't subject to the normal Range Modifier (see above).

Damage Shield: If a character buys Damage Shield for Mind Scan, the effect is that a mental attack on the character activates his Mind Scan against the attacker, possibly telling him that attacker's location and establishing a lock-on for other attacks to be made in later Phases as an Attack Action. As long as the attacker maintains "mental contact," the Damage Shield effect continues. For an Ego Attack, that's a momentary mental contact (since Ego Attack is an Instant Power), so the Damage Shield's effect only lasts for that Phase. Continuing-effect Mental Powers like Mind Control are also Instant, but if the attacker maintains mental contact (for example, to carry on a telepathic conversation, feed END to the power to keep it from deteriorating, or the like), the Damage Shield effect lasts as long as the mental contact.

If a character Mind Scans an area, and one or more persons in that area have a Mental Damage Shield, the character takes damage from every Mental Damage Shield in the area, since his Scan involves making mental contact with them. However, since the mental contact is usually minimal (at best), the GM may reduce the Damage Shield's effect if appropriate.

MegaScale: Mind Scan is automatically considered to have MegaScale at the +1¼ level because it can search for minds on a planet. It may be bought up from there at the usual rate of +¼ per step on the MegaScale Table.

One-Way Link (+1): Normally Mind Scan is a "two-way circuit" — the target can use Mental Powers against the character through the Mind Scan link, just like the character can use them against the target. Mind Scan with this Advantage only works one way; the character can mentally attack his target, but the target cannot mentally attack him back or know his location.

Partial Lock-On (+½): Mind Scan with this Advantage may work at a very low level even if the Effect Roll fails. If the character's Effect Roll doesn't achieve the desired result or better, the target has to make an EGO Roll. If the EGO Roll succeeds, the Mind Scan fails completely. If the EGO Roll fails, the mentalist has established a partial lock-on; he can make mental attacks at ½ OECV. If the Effect Roll failed by -11 to -20, the mentalist has an even weaker lock-on; he can make mental attacks at 0 OECV.

Transdimensional: Characters can buy Transdimensional for Mind Scan without also buying Indirect.

LIMITATIONS

Cannot Attack Through Link (-½ to -1½): This Limitation represents a form of Mind Scan that the character cannot use to attack a target, only to locate him. For a -½, neither the character nor his target can use the link to attack each other mentally, but they can communicate using Telepathy or Mind Link. For -1, neither the character nor his target can use the link either to attack each other mentally or to communicate. For -1½, the character cannot use the link to attack or communicate, but his target can mentally attack him or communicate with him through the link.

No Range: Mind Scan with this Limitation always "centers on" the character himself. He can't stand in Chicago and Mind Scan for someone in Paris; he can only Mind Scan the area around himself, typically at no more than a "city" level of effect.

Partial Effect (-½): Mind Scan with this Limitation is easier to avoid than normal. The target makes his first Breakout Roll as usual. If it succeeds, he breaks the lock-on. If it fails, the lock-on remains in place, but the target gets to make an EGO Roll. If the EGO Roll fails, he's subject to the standard effects of Mind Scan. If the EGO Roll succeeds, he's able to put up some resistance to any mental attacks made through the lock-on: if the roll succeed by 0 to 2, he gets +1 DECV; if it succeeds by 3-4, he gets +2 DECV; by 5-6, +3 DECV; and so on.

POWER FRAMEWORKS

The *HERO System* rules forbid a slot in a Framework from "add[ing] to or modify[ing]" a slot in another Framework. This does *not* mean that a character cannot use a Mental Power in one Power Framework through a lock-on established with Mind Scan in another Framework (or even in the same Framework, in the case of an Elemental Control or a Multipower or Variable Power Pool with a large enough reserve to allow the use of two powers at once). In that situation the two slots aren't "adding to or modifying" each other.

Multipower: Since Mind Scan is a Constant Power, if a character shifts from a Mind Scan slot to another slot in a Multipower, the Mind Scan immediately stops working. However, in the case of Flexible slots, it's possible for a character to shift *some* of the reserve points from the Mind Scan slot to another slot without disrupting the Mind Scan. To do this, reduce the Effect Roll achieved on the Mind Scan by the number of points re-allocated away from the Mind Scan slot on a one-for-one basis. For example, if a character has achieved an Effect Roll of EGO +32 with his Mind Scan, and wants to allocate 10 points away from the Mind Scan slot to an Ego Attack slot, that reduces the Effect Roll to EGO +22 without breaking the lock-on.

TELEPATHY

- Type: Mental Power
- Duration: Instant
- Target: Target's DECV
- Range: LOS
- Costs END: Yes
- Cost: 5 Character Points per 1d6 of Telepathy

A character with Telepathy can read or send thoughts. Some examples of Telepathy include classic mind-reading or ESP abilities, the ability to determine what a person is thinking by observing him closely, and some truth drugs. Each 1d6 of Telepathy costs 5 points. Telepathy costs END to use.

USING TELEPATHY

To use Telepathy, the character makes an ECV Attack Roll. If he succeeds, he declares the desired Telepathy level, makes a standard Effect Roll, subtracts the target's Mental Defense (if any), and compares the result to the Telepathy Effects Table. If the Effect Roll isn't sufficient to reach the desired level, the attack has no effect, but it does alert the target. If the Effect Roll is sufficient to achieve the desired effect, the character has established mental contact with the target, who may make a standard Breakout Roll. If the Breakout Roll succeeds, the Telepathy fails, but the target is aware of the attempt to read his mind. If the Breakout Roll fails, each Phase thereafter the Telepath can search for one fact, or get the answer to one question. The target is aware of the fact that someone is reading his mind with Telepathy.

A character can use Telepathy on two or more characters at once, provided he establishes the Telepathy on each one separately (e.g., uses an Attack Action to make an Attack Roll, succeeds with that roll, victim doesn't break out, and so forth), that he pays all END costs associated with each use as appropriate, and satisfies all Limitations (if any) on the Telepathy. However, if Character A maintains Telepathy with both Character B and Character C, it creates no mental link or connection between B and C (unless the GM permits it to).

A character cannot use Telepathy to alter or remove another character's memories or Psychological Limitations. Doing that requires Mind Control (for short-term effects) or Transform (for long-term or permanent effects).

Telepathy is an Instant Power, so it typically only costs END to use in the Phase in which the character first uses it. However, at the GM's discretion, if a character maintains Telepathic contact over a long time (such as conducting a conversation via Telepathy), he can treat Telepathy as a Constant Power for purposes of END cost (and perhaps also such things as Power Framework slot allocation).

No Language Barrier

Telepathy does not depend on language; a Telepath may communicate and read from mind to mind regardless of whether he speaks a language in common with the person he's mentally communicating with. However, in some cases, such as particularly odd or unusual minds, the GM might require a mentalist to achieve +10 points of effect to communicate clearly, despite the lack of a language barrier. In a few campaigns the GM may want to make Telepathy language-dependent as a way of restricting the usefulness of the Power. In that case, characters can buy a +½ Advantage, *No Language Barrier*, for their Telepathy to make it language-exclusive.

LEVELS OF TELEPATHY

The Telepathy Effects Table indicates the Effect Roll needed to achieve each of the four levels of Telepathy: surface thoughts; deep, hidden thoughts; memory; and the subconscious.

Surface Thoughts

Surface thoughts include the target's current sensory impressions, thoughts, and active emotions. Extremely important personal facts (the target's name, his spouse, facts central to his vision of himself) are usually considered surface thoughts. This may include some high-level Psychological Limitations (usually those worth 20 points or more). A telepath can sometimes make the use of Telepathy easier if he mentions the topic he wants to learn about to the subject right before using Telepathy. Hearing the subject spoken of often puts it in the forefront of the target's mind (i.e., his surface thoughts), though it may not stay there for more than a few Phases.

Surface thoughts also include the character's current sensory impressions (what he's seeing, smelling, touching, and so forth). But this doesn't mean the telepath actually uses the target's senses himself. A telepath who's reading the mind of a person smelling and looking at a steak doesn't see and smell the steak — he reads in the person's mind that "I'm smelling and seeing a steak." The sensory impressions register as data, they're not experienced by the telepath. (But see the *Sensory Impressions* Adder, below.)

Mental communication via Telepathy, Telepathic Mind Control, a Mind Link, or other forms of mental contact takes place at the surface thoughts level. Sending thoughts into the target's deep, hidden thoughts, memory, or subconscious would be akin to making permanent changes, which requires Psionic Surgery (a form of Transform).

TELEPATHY EFFECTS TABLE

Total rolled on Telepathy dice - Mental DEF is:		Effect
Greater than EGO		The telepath can read or send surface thoughts
EGO +10		The telepath can read deep, hidden thoughts
EGO +20		The telepath can read into the target's memory
EGO +30		The telepath can read into the target's subconscious
Modifiers (can be applied at any level)		
+20		Telepathy cannot be detected by target

Deep, Hidden Thoughts

Deep, hidden thoughts include any thoughts currently in the target's head but not on the "surface" of his mind. Examples usually include most Psychological Limitations; the "to-do lists" most people have in the backs of their minds; the target's birthday; secrets the target knows (including those taken as Social Limitations); unexpressed emotions or emotions not currently in the forefront of the mind (such as his love for his spouse). The target's greatest fears and desires are also usually considered deep, hidden thoughts.

Memories

Memories are just that — sensory impressions of past events and feelings "recorded" in the character's mind. At the GM's option, it may be more difficult to locate a memory the older it gets (PER Rolls may be required to locate desired memories, for example, using the Time Chart as a "Range Modifier" as described under *Clairsentience* on page 59). The Effect Roll might also be modified if the target suffers from a neurological disease that affects memory, has an Eidetic Memory, or has only a dim or fragmentary recollection of something.

One problem telepaths sometimes have at this level of mind-reading is that memories aren't always clear. People tend to forget things over time, so older memories may be fragmentary. Some memories may even be false — the perspective of time may make someone misremember something or view it through rose-colored glasses. Lastly, various states of mental existence may make reading memories easier or harder: reading the memories of a senile person or someone with Alzheimer's Disease may yield unconnected jumbles of fragmented memories, while reading the mind of someone with Eidetic Memory might be like scrolling through a comprehensive, well-organized index. The GM may impose penalties or bonuses (such as requiring PER Rolls, making the telepath take more or less time to locate particular facts, and so forth) based on these situations.

The Subconscious

The target's *subconscious* includes thoughts and memories repressed below the level of deep, hidden thoughts. Memories of horrible abuse experienced by the target might be one example. An amnesiac's forgotten experiences or a multiple personality's "other" personalities also constitute "subconscious" thoughts in most cases.

EGO +40: The Collective Unconscious

At the GM's option, a mentalist who achieves EGO +40 or greater on a target may read into the target's *collective unconscious*, or racial memory. This level is entirely symbolic and archetypal, with the symbols relating to the target's species and culture (an American's collective unconscious includes Uncle Sam; a Scandinavian's includes the Norse gods; any male human's mind would contain a Madonna/whore image of Woman, and so on). This is not only an interesting storytelling tool, but can give a character some clues as to the mores and motivations of strange cultures, aliens, and the like.

OTHER RULES AND CIRCUMSTANCES

Attacking Through A Telepathic Link

A mentalist who's in mental contact with another character via Telepathy and has another Mental Power can use it through the "telepathic link" against any other character in the link. This works just like attacks made through a Mind Link (see page 46), except that they do require ECV Attack Rolls.

Falsehoods

A character can normally use Telepathy to detect whether a person is telling the truth (but see *Hiding From Telepathy*, below). Of course, "truth" can be relative — a person may believe something's true even though it isn't, or may disbelieve something that is, in fact, true. Refer to the discussion of Detect Lie under *Enhanced Senses* on page 63 for more details.

A telepath is able to "tell" a lie when "talking" to another mind with Telepathy.

Hiding From Telepathy

A character with the *Facade* or *Acting Skills* can "hide" or mask his surface thoughts from Telepathy. He must win a Skill Roll Versus EGO Roll Contest with the mentalist using Telepathy on him, in which case he may disguise his surface thoughts as he wishes. (If he loses, the telepath reads his true surface thoughts.) Characters cannot hide deep, hidden thoughts and subconscious thoughts this way.

Mental Tags

A mentalist may use Telepathy to place a "mental tag" on someone that makes it easy to locate that person later with Mind Scan. The tag can apply to any Mind Scan, or just to the Mind Scan of the mentalist who places the tag (and anyone else he tells about it). Placing tag requires a Full Phase. The mentalist must succeed with an ECV Attack Roll, achieve at least an EGO +10 Telepathy Effect Roll, and succeed with an unmodified EGO Roll.

A mental tag lasts for a minimum of 1 Turn. The mentalist counts the "Normal Damage BODY" on his Effect Roll. For each "BODY" rolled, the message or emotion lasts for one step on the Time Chart beyond the minimum time of 1 Turn. A mental tag lasts until it's expired or removed via psionic surgery (see page 70); at the GM's option it can also be removed by using Telepathy with an Effect Roll equal to or greater than the Effect Roll that implanted the tag. As long as a tag exists it's obvious to anyone who successfully uses Telepathy on the subject, but cannot be perceived with Mental Awareness.

Until the tag expires or is removed, a mental tag applies a +10 OECV bonus for using Mind Scan to locate the tagged mind (the bonus applies either to all uses of Mind Scan, or the use of Mind Scan only by the mentalist and people he specifically tells about it, depending on how he defines the tag). The tag is like a "mental beacon" that draws the attention of mentalists who are looking for it. A tagged person knows he's been tagged unless the mentalist declares and achieves the +20 "Telepathy cannot be detected by target" level of effect when implanting it.

MINDSCAPES

It sometimes happens that a mentalist who's telepathically probing someone deep enough to read deep, hidden thoughts or subconscious thoughts gets caught up in a miniature psychodrama within the target's mind. Rather than being represented as dry thoughts, the target's mental processes become a sensory world where the telepath encounters all sorts of objects, people, and creatures (many or most of whom have some symbolic meaning that the mentalist must interpret [this is particularly true at the level of the subconscious]). In some cases, the target mind is so strong (or so deranged) that the mentalist becomes trapped in this "mental world," and must solve some problem or cure the target's madness before he can get out again. See *Mindscapes*, page 280, for more information.



Nonhuman Thoughts

Telepathy isn't limited to Human minds. It can be used on many types of minds, depending on how the character defines it and the way the GM uses the class of minds rules. Here are a few additional guidelines.

Mentalists usually have an easy time using on animals, who tend to have low EGO scores; this sort of power is known as "theriopathy" or "theriokinesis." However, except in genres where they're sentient, animals don't generally "think" the same way Humans do. Their thoughts are sensory impressions and instincts, not sentence. Telepaths can mentally "talk" to animals, but their "speech" should be simple and straightforward. At the GM's option, some types of animals, such as cetaceans or apes, may experience actual sentient thoughts, or thoughts more advanced than "standard" animal thoughts.

Alien minds may be difficult for a telepath to use Telepathy on. Since Telepathy crosses the language barrier, mentalists can understand alien minds at a crude level, but the thought processes may be so, well, *alien* that the telepath can't achieve full understanding of them. They may even cause psychic trauma!

Psionic Surgery

"Psionic surgery" is a mentalist slang term for making permanent changes to a person's thought processes, memories, or personality. In *HERO System* terms, this means things like altering memories or changing Psychological Limitations. In the short term this requires Mind Control or Mental Illusions (see above); long-term changes require a Mental Transform. Characters *cannot* perform psionic surgery with Telepathy.

Psychic Messages, Impressions, And Traps

Characters can use Telepathy to implant "psychic messages" in places or objects. The messages can only be short — no more than five times the character's EGO in words unless the character buys the *Enhanced Messages Adder* (see below). In many (if not most) cases implanted messages aren't even expressed in words, they're "feelings" or emotions: "this object is dangerous"; "you'd enjoy keeping this object"; and so forth. Especially strong emotional or psychic events, such as murders, battles, romantic proposals of marriage, and the like may also leave psychic messages or impressions. A character can read an implanted message with Telepathy (they're typically considered "surface thoughts") or Psychometry Retrocognition (see page 60). Psychometry usually provides a much stronger and more accurate reading of the message.

To implant a message or emotion, a telepath takes a Full Phase (or longer, for lengthy messages), makes his Effect Roll, and counts the "Normal Damage BODY" on the roll. For each "BODY" rolled, the message or emotion lasts for one step on the Time Chart beyond the minimum time of 1 Turn. In other words, the more power a telepath uses, the clearer and longer-lived his message becomes.

A character can also implant a mental “trap” in a mind or an object by using Telepathy and another Mental Power with the *Trigger Advantage*. The telepath must roll enough on his Telepathy dice to read surface thoughts and then succeed with an EGO Roll. Then he rolls the dice for the other Mental Power and sets the Trigger (example Triggers include picking up a specific object, achieving EGO +10 with Telepathy, or any successful use of Mind Control). The telepath then makes a second Effect Roll and counts the “BODY” to determine how long the trap will remain in effect, as outlined above.

A character can define a mental trap as attacking anyone who “reads” the trap or the thing/person who “carries” the trap. Examples include a trap that subjects the reader to a Mental Illusion or Mind Control, or a trap which Mind Controls the person in whom it’s planted to commit suicide if anyone tries to use Telepathy on him.

Mental traps are normally perceivable by anyone who uses Telepathy on the person or thing carrying the trap, but are not perceivable by Mental Awareness. A mentalist can hide a trap by buying the Triggered Mental Power with Invisible Power Effects or using the *Veil Skill*.

Psychic Trauma

Sometimes a telepath is inside a target’s mind during particularly stressful or unusual occasions. At the GM’s option, this may cause “psychic trauma,” a form of feedback that can inconvenience, injure, or even kill the mentalist.

Psychic trauma can occur in the following situations:

- When the telepath is in the mind of someone who suffers an injury (or possibly who’s already feeling pain for some reason). The telepath may take a portion of the damage as STUN-only damage.
- When the telepath is in the mind of someone who dies (particularly when the death is violent). In this case the telepath may take damage (including BODY), may black out for 1d6 Segments (or longer), or may suffer some other appropriate effect. In extreme cases, the telepath might die as well.
- When the telepath enters the mind of someone caught in the grip of a Mental Illusion. Normally the telepath is able to view the Illusion dispassionately, knowing it for what it is, and in fact may be able to help the victim break out of the illusion by mentally telling him what’s happening (see *Competing Mental Powers*, page 28). However, particularly vivid, unusual, or strong Illusions (for example, any Illusion at the +30 level) may draw the telepath into them, subjecting him to their effects. In this case compare the Mental Illusions roll to the telepath’s own EGO to determine how strongly he’s affected by the Illusion; the telepath may make Breakout Rolls as normal.

The GM can also use this rule for experiencing a target’s dreams, which can be considered a form of “Illusion.” Usually a telepath can simply

“observe” the dream, and even enter it or manipulate it if he wishes, but in the case of some dreams (*i.e.*, vivid nightmares) could experience difficulties. See *Mindsapes*, page 280, for more information.

■ When the telepath encounters particularly horrible or terrifying memories. Examples might include memories of a serial killer’s or murderer’s activities and feelings; memories of child abuse, rape, or other extremely unpleasant situations; memories of circumstances that have spawned phobias; and memories of particularly dangerous situations. In this case the telepath might take minor amounts of damage, or might reflexively “eject” himself from the target mind.

■ When the telepath enters the mind of a deeply insane person. In this case the telepath might take minor amounts of damage, reflexively “eject” himself from the target mind, or get trapped within the target’s bizarre, twisted mindscape.

Depending on how the GM defines psionics and psionic powers in his campaign, psychic trauma might be a “default” phenomenon that all telepaths can fall prey to, or it could affect only those who take a -1 Limitation, *Can Suffer Psychic Trauma*. A character whose mind may cause psychic trauma could buy a Mental Damage Shield to reflect this “power.”

Shouting

At the GM’s option, a character with Telepathy can mentally communicate with everyone nearby at once by telepathically “shouting.” Typically this requires a successful Mentalism roll, but the GM may allow it automatically in the interest of dramatic sense or other factors. The range of such a “shout” usually roughly equals that of a vocal shout. The message shouted is the same for all “hearers,” and is usually short, simple, and to the point (such as “Look out!” or “Help me!”).

Simultaneous Telepathy

Two telepaths reading or communicating with the same mind at the same time are automatically aware of each other’s presence, absent the use of Invisible Power Effects or the *Cloak Skill*. They cannot, however, communicate mentally with each other unless they establish their own telepathic connection via Telepathy or Mind Link; being in the same mind constitutes “Line Of Sight” (not only for these purposes but for making mental attacks as well).

Touching The Subject

At the GM’s option, a telepath may get a bonus of +5 (or greater) to his Telepathy Effect Roll when he’s in skin-to-skin contact with a person he uses Telepathy on. More intimate forms of contact could bring even greater bonuses. This bonus does not apply if the Telepathy is bought with the *Skin Contact Required* Limitation.

Unconscious And Sleeping Minds

A character can use Telepathy on an unconscious mind. However, an unconscious target has no surface thoughts or deep, hidden thoughts; the

telepath can only read the target's memories or sub-conscious thoughts.

Sleeping minds are a slightly different matter. Sleepers' surface thoughts are whatever dreams they're currently experiencing. They have no other surface thoughts and no deep, hidden thoughts; the telepath can still read their memories and sub-consciousnesses. At the GM's option, telepaths who read a dreamer's surface thoughts can enter into or manipulate the dreamer's dream at will; alternately, this may require Mental Illusions. (See page 280 regarding mindscapes and dreamscapes.)

Sleeping or unconscious minds have an ECV of 0, but still have any Mental Defense they would while awake.

ADVANTAGES AND ADDERS

Enhanced Messages: Characters who implant "psychic messages" in places or objects (see above) are normally limited to messages no more than five times the character's EGO in words. For every +1 Character Point spent on this Adder they double the length of the message they can implant.

Sensory Impressions: Telepathy with this +5 Character Point Adder can convey direct sensory impressions to the telepath using it, if the telepath so desires. For example, if he's telepathically reading the mind of someone who's taking a hot shower, he'll feel the impact and heat of the water just as if he were taking the shower himself. However, he suffers no loss of STUN or BODY, nor any beneficial effect such as an Aid, from any source affecting the subject (though Telepathy with this Adder often takes the *Feedback* Limitation as well).

Autofire: Instead of applying the standard rule for Autofire continuing-effect Mental Powers (page 29), GMs instead may allow a character with Autofire Telepathy to find multiple facts or have multiple questions answered per Phase. He can find one fact or answer one question per Phase for every hit achieved with Autofire Telepathy.

LIMITATIONS

Broadcast Only; Receive Only (each -½): Ordinarily, a Telepath can both send and read thoughts. These Limitations represent forms of Telepathy that can only broadcast or only read thoughts.

Communication Only (-¼): Characters can only use Telepathy with this Limitation to send and receive thoughts. They cannot read someone's mind against that person's will or extract thoughts from him that he doesn't wish to send.

Empathy (-½, -1): Empathy is a form of Telepathy that can only read emotions. If the Telepathy works on all emotions, the Limitation is worth -½; if it only works on a single emotion, it's worth -1.

Empathy only allows a character to *read* a target's emotions. He cannot project emotions into the target's mind or change the target's emotions; that requires empathic Mind Control. Emotions currently felt can be detected as surface "thoughts." Other emotions may be deep and hidden, subconscious, or memories.

Feedback (-1, -2): This Limitation signifies that whatever pain a character in a Telepathy "link" feels, the character who possesses the Power also feels. See *Feedback* in the *Limitations* section of *Mind Link* for more information.

Language Barrier (-½): This Limitation simulates a form of Telepathy that depends on language. The character can only communicate and read thoughts in languages known to him; if he has no language(s) in common with his target, he cannot communicate mentally with, or obtain information from, him.

Partial Effect (-½): Telepathy with this Limitation is easier to avoid than normal. The target makes his first Breakout Roll as usual. If it succeeds, he breaks the telepathic contact. If it fails, the telepathic contact remains in place, but the target gets to make an EGO Roll. If the EGO Roll fails, he's subject to the standard effects of Telepathy. If the EGO Roll succeeds, he's able to put up some minor resistance to telepathic probes by feeding the telepath partially false information — for example, he could alter one or two digits in a phone number, a couple of letters in a name, or the hair color of a person in his memory. The more the EGO Roll succeeds by, the more information the GM can let him alter.

Surface Thoughts Only (-¼): Telepathy with this Limitation can only read and communicate thoughts at the surface of the target's mind. It cannot be combined with the *Communication Only* Limitation without the GM's permission, since that Limitation already restricts Telepathy to a surface-level usage.

RELATED POWERS



Beyond the standard six Mental Powers, there are several Powers used to construct abilities that gamers often associate with mentalists and psionics. These include Clairsentience, Enhanced Senses, Entangle, Telekinesis, and Transform. These powers and their mentalism applications are discussed below.

In some cases, the GM may want to convert these Powers into Mental Powers. Before doing so, he should consider such factors as visibility, what defense applies to the Power, whether a character needs LOS to the target to use the Power, whether the Power suffers the standard Range Modifier, whether the Power can be deflected with Mental Deflection, and so forth.

CLAIRSENTIENCE

Clairsentience — the perception of distant places and objects without being present at those locations, or without having a direct line of perception to them — is a classic psionic power in many settings. You can use it to build various ESP and “remote viewing” powers; see Chapter Two for examples.

Clairsentience does not let a character instantly find an object in an unknown location. Clairsentience may speed a search because the searcher doesn’t physically move from location to location, but searching a town for something as small as a single person could still take days. Searching a major city for a villain’s hideout could take weeks.

Precognition And Retrocognition

Two of the most common forms of “mental Clairsentience” are Precognition (the ability to perceive the future) and Retrocognition (the ability to perceive the past). Either form is bought with a -1 Limitation, as described in the main rulebook; at the GM’s option, a character can use a single Clairsentience power either way by instead taking the Limitation *Precognition And Retrocognition Only* for -½.

HOW PRECOGNITION AND RETROCOGNITION WORK

Precognition and Retrocognition can work in either of two ways. Depending on how the GM defines psionics as working in his campaign, one method may apply in the game exclusively, or either method may be available to characters. In

the latter case, typically a character must choose which way his Precognition or Retrocognition works when he buys the power and cannot change it thereafter. However, the GM can let characters switch between methods at will, either by default or if they buy a +½ Advantage, *Variable Physical Scanning*, for the power.

Scanning A Location

The first way is to scan a *location’s* past or future. Using this method, a character can see who (or what!) enters and leaves a given spot, but cannot establish a perception point beyond the normal range for his Clairsentience (nor can he move his perception point unless he’s bought the *Mobile Perception Point* Adder). If something moves outside the radius of his perception, the character has to move himself, then establish another perception point at a location where he can perceive the person or object he wants to “follow.” In short, using Retrocognition to follow a person in a fast car is almost always impossible.

Following A Person Or Object

Alternatively, a character can follow the timeline of a *specific object or person*. Theoretically, a character could watch an alien visitor’s timeline back to his birth on another planet! But this assumes, of course, that the Clairsentience has sufficient range, and/or that the perception point is both (a) Mobile, and (b) fast enough to follow the object or person. The GM may waive these requirements in the interest of dramatic sense. In that case, how far away the subject might have been (or will be) from his present location doesn’t matter, as long as he is within range of the character’s Clairsentience when the character uses the power. Even if the GM allows this, the character cannot perceive into other dimensions, including when the subject uses time travel powers, unless he’s bought the *Dimensional Sense Modifier* for his Clairsentience. Furthermore, the character cannot switch targets in the past or future: he cannot, say, follow one person’s timeline back to a meeting with another person in Mar-rakech then switch to the other person and see where that person went after the meeting. However, the GM can allow this if the character buys a +½ Advantage for his Precognition or Retrocognition, *Transferable Subject*.

SCANNING THE TIMELINE

Just as normal Clairsentience can’t scan a broad zone of space instantly, Precognition and Retrocognition can’t scan a long timeline instantly. A character using them views events in “real time” — for every 1 Segment of time spent viewing, 1 Segment’s worth of viewed actions occur.

Two methods for scanning over time more quickly than 1 Segment per Segment are available to characters. Depending on how the GM defines psionics as working in his campaign, one method may apply in the game exclusively, or either (or neither) method may be available to characters. In the latter case, typically a character must choose which way his Precognition or Retrocognition works when he buys the power and cannot change it thereafter. However, the GM can let characters switch between methods at will, either by default or if they buy a +¼ Advantage, *Variable Timeline Scanning*, for the power.

Whatever system a character uses, remember that Precognition and Retrocognition only give sensory impressions, which the character — and player — must interpret for himself. Gamemasters should try to merely describe what the character sees (or hears, smells, and so forth) without explaining it in any way.

Sped-Up Scanning

First, a character can scan through long periods of time at a faster than the default one Segment per Segment rate. A second-by-second trace of a subject's timeline can be sped up, like a VCR on fast forward or reverse, but details get lost. Quickly scanning whole decades of a subject's timeline just isn't practical.

Locating information by looking through time takes a PER Roll, and fast scans impose negative modifiers. Gamemasters can use the Time Chart for modifiers. Scanning the past or future in “real time” speed, one Segment per Segment, imposes no modifier. A faster scan, one Phase per Segment, imposes a -2 modifier on the PER Roll; 1 Turn per segment gives a -4 modifier; 1 Minute per segment gives a -6 modifier; and so on. Long-lasting, fairly static events give opposing bonuses: +2 for an event lasting a full Phase, +4 for a Turn, and so forth. Using this as a guideline, GMs can create reasonable modifiers for fast scans. Characters may well decide to just scan short sections of a timeline and hope they get lucky.

Highlights Scanning

Second, a character can use a “selected highlights” version of scanning to search for only the most important events in a person's or object's existence. It's not as precise and controllable as deciding to scan, say, everything that happened between four and three weeks ago, but when it works it saves the character a lot of time. In this system, each use of Precognition or Retrocognition picks up one important event from the subject's timeline. For objects, significant events include its creation, its use in a powerful magic spell or a murder, its destruction, or getting a new owner. For people, any event charged with strong emotion has importance: birth, death, family tragedy, love's first kiss, sheer terror, and so on.

The chief problem with this method is getting the right scene. The less important an event was to the subject, the harder finding the event will be. Suppose a character tries to solve a murder with Retrocognition, using objects at the scene of the

crime as subjects. The murder weapon is perfect: it was intimately involved in the crime and very close to the killer. It would probably allow an unmodified PER Roll to spot the murderer's face. A vase shattered in the course of the murder wouldn't be as good: it suffered a significant event (breaking), but it wasn't closely involved in the crime itself. Seeing the details of the crime from the vase's point of view would suffer a severe penalty, if it was possible at all. (See also *Psychometry*, immediately below.)

PSYCHOMETRY

Some mentalists can read the mental or emotional traces, signatures, or residues that cling to objects or places. This ability is known as *psychometry*. Sometimes psychometric readings are only feelings or impressions; at other times they're full-blown visions of some past event.

In *HERO System* terms, you build psychometry by buying Retrocognition with the Limitation *Psychometry* (-½). This is basically just the *Focus* Limitation slightly redefined; it means the character can only view the past through objects, and can only see the past associated with (or sometimes near) those objects. (At the GM's option, characters can also use Telepathy to simulate psychometry, but in a much more limited way. For example, using Psychometry Retrocognition on a bloody dagger used to kill someone would give the mentalist a vision of a knifing murder, whereas Telepathy would only detect the traces of the extreme hatred and fear associated with the act. In other words, Psychometry Retrocognition provides both a more extensive and a clearer psychometric “picture” than Telepathy.)

Not all objects have the same “psychometric value.” For example, a mirror broken during a murder may hold traces some of the fear or hatred associated with the killing, but it's just “fear” or “hatred” — what caused that fear or hatred won't usually be apparent, since the object was only indirectly involved in the act in question. On the other hand, the murder weapon contains strong traces of the emotions involved, and will probably even grant the character a vision of what happened during the murder — as the instrumentality of the killing, the weapon is so central to the event and its emotions that it carries traces of everything that happened.

In some cases Psychometry Retrocognition powers allow a mentalist to gain information about a person by examining an object that's important to him or which he's handled or used frequently (for example, a favorite piece of jewelry, a car, a favored weapon). Usually this is limited to a general emotional/spiritual description of that person (he's evil, he's generally happy, he's mentally powerful) or the circumstances in which he tends to use or handle the object.

SENSE-AFFECTING POWERS

For purposes of the Sense-Affecting Powers, Precognitive Clairsentience and Retrocognitive Clairsentience should be considered separate from each other and from normal Clairsentience. Thus, a Flash versus Clairsentience affects a character's

ordinary Clairsentience (Sight Group), but not his Precognition or Retrocognition; a Flash versus his Precognition doesn't affect his Clairvsentience (Sight Group) or Retrocognition. If a character has two or more Clairsentience-based abilities, it's up to the GM to decide whether they're affected together or separately by Powers like Darkness and Flash.

Other Mentalism Aspects Of Clairsentience

CLAIRMENTALISM

Unless the GM objects, characters can buy Clairsentience for Mental Sense Group senses, such as Mental Awareness or Detect Mind. Since Mind Scan already has a "Clairsentience-like" range, it doesn't need a "Clair" effect.

TARGETING VIA CLAIRENTIENCE

The default rule is that you can't establish LOS with Clairsentience, even with Mental Powers. Applying the *Indirect* Advantage to a Mental Power doesn't change that — unless, of course, the GM so permits. In that case the Indirect should be at the +½ level at least, and possibly even the +¾ level (or a higher one created specifically for this purpose).

SEEING THROUGH THE EYES OF OTHERS

The *Only Through The Senses Of Others* Limitation lets a character define a form of Clairsentience that only works via other beings' senses — an excellent ability for a mentalist who can psionically "ride along" in someone else's mind and use his eyes and ears. Typically the "carrier" of the Clairsentience (the person whose senses the mentalist perceives through) doesn't know he's being used for this purpose. However, a GM might give some "targets" (say, those with Mental Awareness) a PER Roll to detect that something unusual's going on, or that someone's hitching a ride in their sensory nerves. If so, Invisible Power Effects at the +¼ level suffices to hide the power from the "target" altogether.

If a character has Clairsentience (for any Sense Group, even Touch) with the *Only Through The Senses Of Others* Limitation, and the person he's perceiving through gets hurt, he does not take damage. However, he might be able to apply some version of the *Feedback* Limitation to his Clairsentience, in which case he would take any damage his "puppet" takes.

Clairsentience with the *Only Through The Senses Of Others* Limitation allows a character to use Senses he does not himself possess. When a character buys Clairsentience, he specifies which Sense Groups it covers, and it doesn't necessarily have to correspond to the Sense Groups he would have naturally. If the being through whom he's perceiving has Senses in the Sense Groups covered by his Clairsentience, the character can use them even if he doesn't have the same Senses.

ENHANCED SENSES

Several Enhanced Senses belong to the Mental Sense Group, or otherwise have implications for Mental Powers and how psionics function in the campaign. See also *Sense-Affecting Powers* on page 72.

The Mental Sense Group includes Mental Awareness, Mind Scan, and any other Enhanced Senses based primarily upon mental powers. To a limited extent, Telepathy (which acts as both "mental hearing" and a "mental voice") and Mind Link (a more limited form of Telepathy) are also a part of this Sense Group for purposes of applying Sense-Affecting Powers. No character has any Mental Group Senses normally, though characters who buy any Mental Power get Mental Awareness for free.

The Mental Sense Group provides the following Sense Modifiers: Range. (The Range Modifier applies as normal.) Mental Awareness functions as a Sense, but the Mental Sense Group does not provide this Sense Modifier to other Senses assigned to the group.

A Detect or other Sense defined as belonging to the Mental Sense Group is not a Mental Power and does not grant Mental Awareness for free. An Enhanced Sense (no matter what Sense Group it belongs to) is a Special Power, not a Mental Power.

The GM should be careful not to let Enhanced Senses (particularly Detects) take the place of any Mental Power. For example, a character might want to buy Detect Emotions, Discriminatory, so he could tell what a given person was feeling. This might be appropriate for some campaigns and characters, especially if it's fairly restricted in scope, but in most situations this sort of ability is best simulated with Telepathy (perhaps in Limited form).

BLOCKING MENTAL SENSES

Typically Mental Senses aren't blocked by physical obstacles such as walls — though they're often analogized to Sight, they aren't Sight and don't function the way Sight does. The GM determines what, if anything, blocks Mental Senses based on the way psionic powers work in his campaign. (And don't forget to apply the Range Modifier!) Some possibilities include:

- a Force Wall that provides even 1 point of Mental Defense (and possibly Force Fields with Mental Defense as well)
- another mind. Just like a character's eyes can't see through one opaque object to see another object, a Sense like Detect Minds can't perceive "through" one mind to perceive another. Thus, being in a large crowd of people may serve as "cover" or "camouflage" from Mental Senses.
- a strong electromagnetic or energy field
- a layer of metal, or a particular metal (such as aluminium or questionite) (possibly of some minimum thickness)
- a particularly thick physical barrier (such as one hex thick or more)

Mental Awareness

According to the text of *The HERO System 5th Edition*, Revised rulebook:

Mental Awareness: *The character can perceive the use of Mental Powers within his Line Of Sight. He can perceive the user and target of a Mental Power, but not the type of Mental Power (that requires Discriminatory). Mental Awareness cannot perceive Powers that provide protection against mental attacks but which are not classified as Mental Powers, such as Mental Defense or a Force Field/Force Wall that provides Mental Defense. (Cost: 5 Character Points (Detect Mental Powers [3 Character Points], Sense; Passive).)*

A character who purchases any Mental Power receives Mental Awareness for free, unless a specific rule says differently. His Mental Awareness functions whenever he wants it to, even if the Mental Power is a slot in a Power Framework, unless the GM rules otherwise. If a character with Mental Powers does not have Mental Awareness for some reason, he may take this as a -¼ Limitation on the Powers, or as a 5-point Physical Limitation (since it only costs 5 points, that's all it's worth as a Disadvantage), as the GM prefers. A character can buy Sense Modifiers for his free Mental Awareness at the usual cost for such Modifiers without having to pay for the Mental Awareness itself. Characters without Mental Powers can purchase Mental Awareness (plus any Sense Modifiers desired) directly.

Mental Awareness allows a character to perceive the user and target of Mental Powers, which are normally not perceivable (except to those two characters). Mental Awareness works at Range and is a Sense (*i.e.*, it doesn't require any time to use), but it is not a 360-Degree Sense, Discriminatory, or a Targeting Sense.

Discriminatory Mental Awareness would allow the character to determine (with a successful PER Roll) the specific Mental Power being used, the level of power (*i.e.*, Active Points, plus or minus 10%), and whether the power is being used grossly or subtly. Analyze with Mental Awareness allows the character to know the exact Active Points in the Power and any Advantages bought for it. Targeting Mental Awareness allows a mentalist to establish Line Of Sight for attack purposes on either the user or the target of a Mental Power.

The Range Modifier applies to PER Rolls made with Mental Awareness.

WHAT THE CHARACTER PERCEIVES

What a character perceives with Mental Awareness depends on the nature of the Mental Power being used.

For mental attacks, such as Ego Attack, Mental Illusions, Mind Control, Telepathy, and most BOECV powers, the character perceives a momentary "connection" of some sort between the attacker and his target(s). Depending on how the GM has defined psionics as working in the game, this could manifest as, for example:

■ a "beam of light" or other phenomenon connecting the head of the attacker with the head(s) of his target(s)

■ a "halo of light" or other phenomenon surrounding the head of the attacker and the head(s) of his target(s)

However, this assumes no continuing or ongoing "mental contact" between the attacker and his target(s) — just the sort of momentary contact necessary to make the attack, and no more. If the attacker maintains contact for some reason (for example to feed the power END so the Breakout Rolls don't improve, or conducting a "mental conversation" with Telepathy), then whatever phenomenon the character perceives as "connecting" the attacker and his target(s) remains in effect, and perceivable, for as long as the mental contact lasts.

For Mind Scan, other Constant or Persistent Mental Powers, and Mind Link the effect is the same as a lasting mental contact: as long as the mentalist maintains the power (typically by paying END for it or the like), the phenomenon that "connects" the attacker and his target(s) remains in effect and perceivable.

Note that nothing about the phenomenon indicates the type of Mental Power being used. The phenomenon is the same for all Mental Powers... until the character buys Discriminatory and/or Analyze for his Mental Awareness. At that point the phenomenon becomes phenomena — a distinct perceivable effect for each Mental Power. The phenomena have varying "brightness" or intensity to indicate the relative strength of the power (or the amount of it being employed, anyway — a strong Mental Power "looks" weaker than it really is if it's only being used at half strength). For example, Ego Attack might look like a "laser beam" of mental force lancing out from the attacker's mind to the target's, while Mind Control looks like a cloud of vapor that surrounds the attacker's head and then mostly flows out to engulf the target's head.

Mental Awareness only allows a character to perceive "the use of" Mental Powers within his LOS. It does not allow him to perceive that a person is under the effect of a standard continuing-effect Mental Power — for example, the fact that someone's under the effect of Mental Illusions or Mind Control. In that case the Power's already been "used." But as noted above, if the attacker maintains or continues the mental contact, Mental Awareness can perceive the Power.

Using Mental Awareness to perceive mental communication (such as by Mind Link or Telepathy) does not allow a character to "overhear" the communication, "tap into" it, or otherwise find out what's being "said."



Other Enhanced Senses

The number and type of Detects that could be possessed by or used against mentalists is extensive. Examples include Detect Mind, Detect Mental Powers, Detect Psychic Powers (a specific class of mental powers defined by the GM), Detect Lie, Detect Emotions, and so forth. Any of these could be defined as belonging to the Mental Sense Group, and thus receive the *Range Sense Modifier* for free. The Range Modifier applies to them.

DETECT MIND

Perhaps the most common Detect for mentalist characters to buy is *Detect Mind* — the ability to sense the mental “emanations” of another mind. Detect Mind perceives (a) the presence and location of another mind, and (b) the vague “intensity” of that mind (whether it’s strong or weak, whether it’s engaged in intense mental activity of some sort). It does not let the character know what class of minds the mind belongs to, whether it possesses mental powers (though the “intensity” of the mind may offer a clue about that), or the like. Discriminatory tells the character how strong the mind is (whether it has psionic powers of any sort), what class it belongs to, and its precise location; Analyze tells the character exactly what mental powers the mind has (and their approximate Active Point totals, plus or minus 20%), and the mind’s INT and EGO (plus or minus 20%). Detect Mind does not allow the character to perceive the mind’s Psychological Limitations or other mental Disadvantages, even with Discriminatory or Analyze.

If bought as a Targeting Sense, Detect Mind lets characters target physical or mental attacks. The GM should forbid characters to buy Telescopic Discriminatory Detect Mind as a Targeting Sense as a cheap way of buying Mind Scan; Detect Minds should be, at best, a complement to or pale imitation of Mind Scan, not a replacement for it.

Characters with the *Cloak* Skill can use it to try to hide from Detect Minds. The two characters must engage in a Detect Minds Versus Cloak Contest. Typically this requires at least a Half Phase for the character with Cloak.

As with any Sense, the Range Modifier applies to Detect Minds PER Rolls. Other possible PER Roll modifiers for Detect Minds include: the same modifiers used for Mind Scan ECV Rolls (is the mind familiar or unfamiliar, strange or unusual, and so on); whether the mind’s experiencing intense emotions or stimulus; or if the mind’s involved in intense mental activity (such as deep thinking, extreme pleasure, or using/resisting Mental Powers).

DETECT LIE

Another interesting possible “Mental Detect” is Detect Lie — in essence a highly-restricted form of Telepathy specifically for perceiving falsehoods. Although quite useful in many situations (such as when interrogating someone), it’s by no means foolproof. First, if the person telling the falsehood believes what he’s saying is true, it won’t register as a lie to Detect Lie. A “lie by omission,” where a character conceals the truth by not saying something, also generally won’t be perceived as a lie; neither will a half-truth or shaded truth in most cases. If

the Detect Lie has Discriminatory, it perceives lies by omission; if it has Analyze, it also perceives half-truths and shaded truths.

Similarly, Detect Lie will not reveal the lies told by a target with the Psychological Limitation *Pathological Liar* (or the like) unless the subject fails his EGO Roll. In most cases it cannot see through intensive brainwashing either. In appropriate situations the GM should grant the character an EGO Roll to determine if he can discern that the thoughts he's perceiving are real or the result of brainwashing or some similar effect.

Sense Modifiers

INCREASED ARC OF PERCEPTION

Mental Group Senses like Mental Awareness do not inherently work in 360 Degrees around the character; they're directional like other Senses. Many characters buy this Sense Modifier for them to reflect the fact that their Mental Senses aren't restricted the way eyesight is; in some psionics campaigns the GM makes Mental Group Senses work in 360 Degrees by default.

TRACKING

Characters sometimes apply Tracking to Mental Group Senses like Detect Mind, thus allowing them to follow another character by his "mental emanations" or the like. Characters usually do not buy Tracking for Mental Awareness, since most of the phenomena Mental Awareness can perceive (the use of Mental Powers) are Instant phenomena not susceptible to being "followed." Mental Awareness with Tracking could be used to follow the "mental emanations" of a person who's using or being affected by a Constant Mental Power.

How long "mental emanations" last is up to the GM, and usually depends in part on how he defines psionics as working. As a good guideline, the trail dissipates over time (impose a -1 to the PER Roll for each step down the Time Chart since the target passed this way). If interference (such as a lot of other minds passing through the same area) occurs, the GM may impose other PER Roll penalties (-1 to -5), or even rule that following the "trail" is impossible.

ENTANGLE

Characters can use Entangle with BOECV to create a type of power called "Mental Paralysis." Mental Paralysis Entangles must be built with the Advantages *Takes No Damage From Physical Attacks* (+¼) and *Works Against EGO, Not STR* (+¼), and the Limitation *Cannot Form Barriers* (-¼) (the latter Advantage may be a Limitation in games where EGO is, on the average, much higher than STR). (Characters cannot take the *Works Against EGO, Not STR* (+¼) Advantage for Entangle without also buying BOECV, but see below.)

Attacks with a physical manifestation, such as bullets, energy bolts, punches, or fire, cannot

damage a Mental Paralysis. (See *Taking No Damage*, below.) However, Ego Attacks and any Mental Power or BOECV Attack Power that primarily does STUN and/or BODY (for example, a BOECV Energy Blast, but not Mind Control) do affect it. Attacks that don't cause BODY damage do "Normal Damage BODY" for the purposes of affecting the Mental Paralysis. Characters can target a Mental Paralysis (at -3 OECV) without targeting its victim; the Mental Paralysis is assumed to have DECV 0 unless the GM rules otherwise.

The victim uses EGO, not STR, to escape a Mental Paralysis. He rolls 1d6 per 5 points of EGO; this costs 1 END per 10 Active Points of EGO used, and he can Push his EGO for this purpose. He may use his "Casual EGO" (half of his EGO) to break out of weak Mental Paralysis attacks effortlessly (i.e., at 0 END cost as a Zero Phase Action).

Mental Defense neither adds to the character's EGO for purposes of breaking out of, nor offers any other protection against, Mental Paralysis. Characters can apply a -½ Limitation, *Mental Defense Adds To EGO*, to Mental Paralysis. That means Mental Defense adds to EGO, point for point, in calculating the EGO a character may exert to break free. (This costs END at the standard rate of 1 END per 10 Character Points' worth of Mental Defense used.)

A character cannot escape a Mental Paralysis with Desolidification. Depending on special effects, he may still be able to Teleport, but if so remains subject to the Mental Paralysis when he appears at his destination.

The normal rules for affecting a character with multiple Entangles apply to Mental Paralysis, though physical Entangles don't add to Mental Paralysis Entangles, and vice-versa.

If a Mental Paralysis Entangle has Backlash, the Backlash causes STUN damage only, not BODY damage, regardless of the type of attack used to break out. That damage applies against the target's Mental Defense. At the GM's discretion, for these purposes all characters can have a minimum Mental Defense equal to EGO/5 even if they haven't paid Character Points for that Power.

The DEF of a Mental Paralysis Entangle is Resistant, just like the DEF of any other Entangle that doesn't take the *Nonresistant DEF* Limitation.

Taking No Damage

The *Takes No Damage From Attacks* Advantage usually suffices to protect an Entangle from outside attacks. However, it still allows characters to target an Entangle specifically at -3 OCV. That doesn't work well for Entangles whose special effect involves no physical manifestation at all, particularly Mental Paralysis but also including things like paralyzing poisons and some "Hold Person In Place" spells.

To represent this, at the GM's option you can expand the concept of the *Takes No Damage From Attacks* Advantage to the +1 level: for a +1 Advantage, the Entangle cannot be attacked, damaged, or affected by outside attackers at all — only the victim can break free, and he can only apply his STR (or EGO, for Mental Paralysis Entangles) to break out. However, a

character buying such an Entangle must specify one reasonably common way to remove the Entangle; this does not qualify for any sort of Limitation (such as Susceptible). Examples include the antidote for paralysis poison, or various counterspells for a “Hold Person In Place” spell. For a Mental Paralysis Entangle the method might be using a particular Mental Power (such as Ego Attack) on the Entangle, or somehow “cutting” the “mental link” between the attacking mentalist and the victim. Applying this method takes a Full Phase and removes the Entangle entirely without the need for any rolls or the like. (Depending on special effects and the circumstances, the GM might require the character applying the method to succeed with an Attack Roll or the like to “touch” the victim with the “cure.”)

This form of the Advantage is a “Caution Sign” power, and in some campaigns might even merit “Stop Sign” treatment. The GM should increase the value of the Advantage if necessary.

Entangles Affecting Characteristics Other Than STR ▲

Under the standard rules, a character breaks out of an Entangle using STR, or EGO for a Mental Paralysis. In some campaigns it may be appropriate to extend the reasoning behind Mental Paralysis Entangles to create Entangles affecting other Primary Characteristics. For example, some forms of “Mental Paralysis” might work against PRE, and a paralyzing poison might work against CON or BODY.

Doing this requires a Power Modifier, *Works Against [CHAR], Not STR*. This Modifier may be an Advantage or a Limitation depending on whether, in the campaign, the average character is likely to have the affected Primary Characteristic at a lower or higher level than STR. If it's likely to be higher, *Works Against [CHAR], Not STR* is probably a Limitation; if it's likely to be lower, it's probably an Advantage. This takes into account not only Characteristic cost (expensive Characteristics are likely to be lower than STR), but the nature of the campaign and types of characters in it (in a psionics campaign, EGOs are usually higher than STRs despite being more expensive point-for-point). The value of the Modifier depends on the average relative level of the two Primary Characteristics, as indicated by the accompanying table.

Here are some guidelines for the value of various “alternate Characteristic Entangles” for “average” *HERO System* campaigns, with descriptions of possible special effects. The number in front of the slash represents the value in Heroic campaigns, the number after the slash the value in Superheroic games. Many of the suggested special effects require the *Takes No Damage From Attacks* Advantage and the *Cannot Form Barriers* Limitation.

Works Against DEX, Not STR (-0 / +¼): This might represent energy bonds that can't be broken, only wiggled out of, coils that stretch so much they're unbreakable but which the character can squeeze out of, and so forth.

WORKS AGAINST [CHAR] SUGGESTED VALUES

Affected Characteristic Is, On The Average...	Suggested Value
Much higher than STR	-½ or more
Slightly higher than STR	-¼
Equal to STR	-0
Slightly lower than STR	+¼
Much lower than STR	+½ or more

Works Against CON, Not STR (-0 / +¼): This might represent paralytic attacks such as some venoms and nerve strikes — it's not the strength of the character's muscles or will that governs how long he's paralyzed, but his hardiness and fitness.

Works Against BODY, Not STR (+½ / +½): This might represent attacks similar to Works Against CON. Except for COM, this is probably the least likely Characteristic for Entangles to affect.

Works Against INT, Not STR (-0 / +½): This might represent psychic attacks that put the victim in a “mental maze” he has to “escape” from before he can act, or a puzzle so absorbing a character can't do anything but try to figure it out until he somehow forces himself to look away from it.

Works Against EGO, Not STR (+¼ / +¼): This represents “Mental Paralysis,” as discussed above.

Works Against PRE, Not STR (+¼ / +½): This might simulate the ability to inspire unwavering awe, or a terror attack leaving the victim so frightened he can't move.

Works Against COM, Not STR (+¼ / +½): This might represent beauty so breathtaking, the character can't do anything but stare at it — only concentrating on the quality of his *own* looks is enough to break him free.

A character attempting to break out of one of these alternate Characteristic Entangles uses the indicated Characteristic in exactly the same way that STR works against normal Entangles. This costs END at the standard rate of 1 per 10 Active Points used (including the base 10 points the character gets “for free” in the Characteristic). (He may also use his “Casual” Characteristic, in exactly the same way that Casual STR works against normal Entangles.)

An exotic Entangle functions in all ways as a standard Entangle (it reduces the victim's DCV to zero, and so forth). Depending on the special effect involved, another character who wants to “attack” the Entangle to free a trapped comrade may actually have to try actions other than attacking (such as slapping the victim's face, splashing water on him, or shouting out clues and encouragement). The *Takes No Damage From Attacks*, *Affects Desolidified*, and *Cannot Be Escaped With Teleportation* Advantages are often applied (the GM may even require them).

MENTAL DEFENSE

Under the standard *HERO System* rules, Mental Defense (including Force Fields and Force Walls that provide Mental Defense) is a Defense Power, not a Mental Power. Therefore it's not perceivable with Mental Awareness or subject to Adjustment Powers that affect Mental Powers. However, the GM can classify it as a Mental Power if desired (he can also make it a Characteristic; see page 12).

Mental Defense can have several special effects. In most cases it presents itself as a sort of “mental barrier,” a solid protection against mental attacks. However, it could also function by “clouding” its possessor's mind, making it difficult for an attacker to find; generate “mental static” to interfere with incoming attacks; or make its possessor's mind “blend in” with nearby minds, thus “hiding” the mind from mental attack. Mental Defense could also simulate, for example, a mind that's so fractured, warped, bizarre, bestial, or savage that mentalists have a hard time “grasping” it, comprehending it, or successfully attacking it.

At the GM's option, a character with mental powers can take a -1 Limitation on his Mental Defense called *Mental Barrier*. This means his Mental Defense functions sort of like a Force Wall — it affects attacks both incoming and outgoing. Thus, the Mental Defense automatically subtracts from any mental attack the mentalist uses on other persons. A mentalist could buy Indirect for one of his mental attacks to bypass the Mental Barrier.

Characters who aren't mentalists can buy Mental Defense, if appropriate. Sometimes non-mentalist are trained by a mentalist to have some Mental Defense. This type of Mental Defense may have Limitations like *Requires An EGO Roll*, *Concentration*, *Extra Time*, or *Costs Endurance* to represent the fact that it's not as useful as a mentalist's Mental Defense. (See *Mental Resistance Training* on page 104 as an example of this sort of ability.)

TELEKINESIS: PSYCHOKINESIS

Telekinesis is the power to move physical objects at a distance without physically touching them. In the *HERO System*, it's a Standard Power, but it's so strongly associated with mentalists that in the proper form — known as *Psychokinesis* — the GM can designate it a Mental Power if he wants to.

Psychokinesis is Telekinesis bought with the Advantage *Based On Ego Combat Value* (+1). Here's what the main rulebook says about it:

Telekinesis bought BOECV is known as Psychokinesis. It works on Line Of Sight and is not subject to the Range Modifier (unless used to throw an object, in which case you should calculate the Range Modifier from the point where the character picks the object up). It is visible and can also be perceived with Mental Awareness. For purposes of using Psychokinesis, calculate the character's OCV from his EGO, not his DEX, but the target's DCV still derives from his DEX.

Rules And Implications

The rules for Psychokinesis have several implications, or require additional explanation. Unless noted otherwise, Psychokinesis works the same as, and is governed by the same rules as, ordinary Telekinesis.

TARGETING PSYCHOKINESIS

Characters use OECV to make their Attack Rolls with Psychokinesis, but against the target's DCV, not DECV. Psychokinesis gets this effect automatically; it's not entitled to an *Alternate Combat Value* Power Modifier (see page 77).

BREAKING FREE FROM PSYCHOKINESIS

Characters Grabbed with Psychokinesis use their STR to break out, just like with normal Telekinesis. At the GM's option, mentalists can buy a +½ Advantage, *Mental Breakout Required*, for Psychokinesis. This means a victim must use his EGO, not his STR, to break free. He rolls 1d6 per 5 points of EGO; this costs 1 END per 10 Active Points of EGO used, and he can Push his EGO for this purpose. He may use his “Casual EGO” (half of his EGO) to break out of weak Mental Paralysis attacks effortlessly (*i.e.*, at 0 END cost as a Zero Phase Action). (Note: in some campaigns, replacing STR with EGO may actually be a Limitation; refer to “Entangle,” above, for details.)

DEFENSES AGAINST PSYCHOKINESIS

Mental Defense neither adds to the character's STR for purposes of breaking out of, nor offers any other protection against, Psychokinesis. The target uses his Physical Defense (PD) to resist the damage caused by Psychokinesis, and his STR to break free (see above). However, at the GM's option characters can apply the -½ Limitation, *Mental Defense Adds To EGO*, from Mental Paralysis to Psychokinesis (see page 64 for details) — just redefine Mental Defense as adding to STR instead of EGO.



A character cannot escape Psychokinesis with Desolidification, but can escape it with Teleportation.

Other Rules

The following rules apply both to Psychokinesis and to regular Telekinesis.

CHARACTERS AS WEAPONS

Telekinetic characters sometimes like to pick up an enemy and use him hit another enemy. This works the same for them as for characters using ordinary STR; see page 99 of *The Ultimate Brick* for more information and rules.

COMBAT SKILL LEVELS

The type of Combat Skill Levels a character should buy for Telekinesis depends on what he wants to do with them. If he just wants to improve OCV, 2-point Levels suffice. If he wants to improve OCV or DCV, he needs 3-point Levels. If he wants to improve OCV or DCV with all his Ranged attacks (including Telekinesis), he needs 5-point CSLs. In short, he should buy CSLs for Telekinesis normally; the Power's versatility doesn't change how CSLs apply.

CUMULATIVE

Characters cannot apply Cumulative to Telekinesis.

FINE MANIPULATION

Ordinary Telekinesis is relatively crude. A character can use it to pick things up, hit things, and throw things, but not for delicate tasks or tasks

requiring precise movement. To use Telekinesis like that, a character must pay for the +10 Character Points *Fine Manipulation* Adder.

A good basic test for whether Fine Manipulation is required to do something is this: if a character can pick up the object or perform the task with a large, infinitely thin paddle, then he doesn't need Fine Manipulation. For example, he could slide the imaginary paddle underneath just about any object (no matter how small or delicate) to pick that object up; therefore, Fine Manipulation isn't ordinarily required just to pick up objects. He could also use the edge of the paddle to flip a lightswitch, so Fine Manipulation isn't required for that, either. On the other hand he can't type with the paddle; that requires Fine Manipulation. For fine work that doesn't necessarily require a Skill, like hitting a single key on a keyboard, the GM may allow a character to make a DEX Roll (or EGO Roll, for Psychokinesis) to perform the task successfully. Fine Manipulation is not required for most everyday tasks (for example, opening a jar, making a sandwich, or turning a key).

In noncombat situations, the GM may, if he chooses, ignore the Fine Manipulation rules and allow any telekinetic to type or perform other delicate tasks. If there are no distractions or pressing need for speed, the telekinetic can concentrate on the task at hand and perform it without Fine Manipulation (much in the same way a normal person who cannot type can "hunt and peck" a document, given enough time). If it would be particularly heroic or dramatic, the GM might even allow the telekinetic to do this in a combat situation if he reduces his DCV to 0 to simulate how hard he's concentrating.

The text of the *Fine Manipulation* Adder notes it does not allow a character to manipulate objects on the microscopic level. With the GM's permission, a character can do that by buying the *Microscopic Sense* Modifier for his Sight, with the Limitation that it only works with Telekinesis, to allow him to "perceive" things at the microscopic level so he can telekinetically manipulate them. The GM determines the effects of microscopic Telekinesis, but of course should not allow it to unbalance the game.

Neither Fine Manipulation nor Microscopic Sight counteract the penalty for Target Size when a character tries to pick up small objects with his Telekinesis. He could, however, buy Penalty Skill Levels for his Telekinesis to partly or fully cancel them out.

GRAB AND MOVE

If a character uses Telekinesis to Grab and Move a character, he can perform the Move as a "free" action immediately after the Grab, instead of Squeeze or Throw. If he wants to try to hit another character with whatever (or whoever) he's moving, he has to wait until his next Phase, same as with Grabbing and Throwing someone — a character's not allowed to convert the "free" action he gets with a Grab into a second attack against a third party.

LINE OF SIGHT

A character cannot Grab or Punch something with Telekinesis (mentalism-based or otherwise) beyond his Line Of Sight. However, once he Grabs an object he can continue to manipulate it even if it passes out of his LOS. If he moves an object behind something he cannot see through, or if he moves it beyond the range of his eyesight, his hold on the object continues (though he may have difficulty knowing where to move it or what he can do with it, of course). Characters who want to have "sensory feedback" with their Telekinesis, so that they know what's happening near objects that they are telekinetically manipulating beyond their LOS, should Link the appropriate form of Clairsentience to their Telekinesis.

LIQUIDS, GASES, AND ENERGY

Characters have to apply the *Affects Porous* Adder to pick up liquids with Telekinesis. *Affects Porous* Telekinesis can affect gases, smokes, and mists, but only if it also has the *Advantage Area Of Effect*. This may grant Telekinesis some Dispel-like effects, since characters usually build gases and smokes with Powers (such as Change Environment, Darkness, and NND Energy Blast). If the GM considers this abusive, he should disallow this use of Telekinesis, instead requiring characters to buy Dispel (and similar Powers).

Some telekinetics can actually use their power to affect forms of energy. Usually this is limited to a particular form of energy, such as a pyrokinetic's ability to move and shape masses of fire. Since energy is weightless, the STR of the Telekinesis reflects how much energy the character can pick up in other terms:

1 Damage Class worth of energy (usually Killing Damage) for every 5 points of telekinetic STR. This also provides a convenient method for determining the damage done to characters touched with the energy. Energy picked up with Telekinesis in this fashion is self-sustaining (it does not "burn out" or dissipate) until used to damage someone (which "extinguishes" it). When let go, the energy dissipates at once, unless it's placed on something it can "attach" itself to (*i.e.*, fire placed on something flammable, where it keeps burning until it exhausts the fuel; electricity placed into an electrical outlet or cable, and so forth).

Characters cannot use ordinary Telekinesis to pick up energy; doing so requires a specialized form of Telekinesis indicated by an appropriate Limitation, such as *Only Works On Fire* or *Only Works On Electricity*. Typically these are -1 Limitations, but the GM may adjust the value if necessary. A character with "energy Telekinesis" can also use it to crudely shape the energy he can hold (to, for example, create a fiery phoenix out of flame). On the other hand he loses most of the ordinary uses of Telekinesis, such as grabbing, throwing, or punching, since he can't affect physical objects.

PUPPETEERING

A character can use Telekinesis to "take control" of a target's body and make him do things he doesn't want to do — sort of an Entangle that forces the target to move. Each Phase in which the telekinetic retains control of the target, he may make that target take one physical action — walk, run, pick things up, pull a trigger, and so on. He cannot force the target to take actions that are mental or which are not based on physical movement (he could not, for example, force the target to fire an innate Energy Blast or use a Mental Power). If he makes the puppet attack another character (either HTH or at Range), the puppet's OCV is ½ of the mentalist's OCV (or OECV if using Psychokinesis); the damage in HTH Combat depends on the mentalist's telekinetic STR, not by the puppet's STR.

A puppet cannot perform fine actions unless the Telekinesis is bought with Fine Manipulation. If two telekinetics try to use the same person as a puppet at the same time, a STR Versus STR Contest determines who wins control.

RAPID FIRE

Assuming the GM allows the use of the *Rapid Fire* maneuver in the campaign, a character can Rapid Fire with his Telekinesis to Grab multiple targets, "punch" multiple targets, or the like. He must affect all targets the same way; he can't Grab some and "punch" others. Having Grabbed multiple targets, he has the following choices:

- he can affect them all the same way (for example, Squeeze all of them, Throw all of them, continue to hold on to all of them, or turn them all upside down). If he does this, he must pay the END cost for his Telekinesis every Phase he maintains it. If Attack Rolls or the like are required, the character must make one roll per victim he wants to affect, or use Rapid Fire again, but making these multiple Attack Rolls counts as a single Attack Action.

■ choose to affect one of the Grabbed victims in whatever way the Grab rules or other rules allow and let all the other victims go. If he does this, he must pay the END cost for his Telekinesis every Phase he maintains it. At the GM's option, the character can affect two or more persons in some appropriate manner (such as smashing them into each other) by again Rapid Firing his Telekinesis against those persons while letting the others go (normal rules for Rapid Fire and END expenditure apply).

■ choose to affect two or more Grabbed victims, up to all of them, in different ways — holding on to some while Throwing others, Squeezing some and Throwing others, turning some upside down and lifting others 4" into the air, or what have you. But to do this, he must pay the END cost for his Telekinesis *once per person or object affected* every Phase he maintains it. If Attack Rolls or the like are required, the character must make one roll per victim he wants to affect (but making these multiple Attack Rolls count as a single Attack Action); he cannot Rapid Fire because he's doing different things to different victims. (Nor is he allowed to, say, Rapid Fire Squeeze three victims while Rapid Fire Throwing four others.)

Example: *Corporal Exeter of the Psi-Patrol has Telekinesis (40 STR — 60 Active Points) and uses it to Rapid Fire Grab six people. That costs him 6 END. In his next Phase, he decides he wants to keep holding on to them. Again, he pays 6 END to do this — he only pays for his Telekinesis once, since he's doing the same thing to every victim.*

In his next Phase, Exeter decides to Squeeze four victims and Throw two of them. He can do so, but must meet two requirements: first, he has to succeed with an Attack Roll against each one (not hard, since they're at reduced DCV due to being Grabbed); second, he has to pay 36 END — one payment of END for each victim affected.

TELEKINESIS TRICKS

In theory a character with Telekinesis could do all sorts of things. For example, a telekinetic can blind a character by throwing dust in his eyes or holding his eyelids shut, mute him by holding his mouth shut, choke him by squeezing his throat, or kill him by squeezing and tearing important internal organs. However, Telekinesis by itself usually won't let him do these things — he has to buy separate abilities defined as “Telekinesis tricks.” Chapter Two has plenty of examples. When deciding what to let a telekinetic do “for free” and what he has to pay points for, the GM should compare Telekinesis to ordinary STR. Would he let a character use his ordinary STR to, for example, scoop up an armful of sand and dust and throw it in an enemy's eyes to blind him? If so, a character using Telekinesis should be able to do the same thing without having to pay Character Points for the ability. Would he let a character use STR to squeeze someone's throat until he

passed out? In that case, the GM might require the character to buy some form of NND defined as a “choke hold,” so a telekinetic would have to purchase the same sort of power usable at Range.

TELEKINETIC “ARMSPAN”

Telekinetic characters sometimes want to pick up an entire layer of soil from a field, or all of the water out of a pool, or something similar. Even if they have the STR to lift the object in question, ordinarily the GM shouldn't allow this. The “armspan” of a character's Telekinesis should be the same as his regular STR, *i.e.*, about the span of his arms. A telekinetic thus can pick up with his Telekinesis as much soil (or whatever) as he could encompass with his arms. If the character wants to use his Telekinesis over a broader area, he should buy the *Area Of Effect* Advantage for it.

However, the limited “span” of Telekinesis does not necessarily limit its uses to those that could be performed with the arms. Consider an automobile engine. A character with a normal armspan can spread his arms and reach across most of the engine. However, he cannot stop the pistons from pumping or the belts from moving. A telekinetic, on the other hand, usually *can* stop the parts of the engine from moving (at least, the visible parts). This is one of the many advantages Telekinesis has over ordinary STR.

Alternately, the GM can allow telekinetics to Spread their Telekinesis. For every 5 points of STR the character sacrifices, he may “spread” the reach of his Telekinesis by +1”. The reach of Telekinesis is assumed to be 1” at its base level, about the same as a person's armspan. However, characters should not be allowed to Spread their Telekinesis when they use it to “punch” targets.

The “telekinetic armspan” rules do not allow a character to pick up multiple people or differing objects by making a single Attack Roll — they don't grant any sort of Area Of Effect for free. They apply to attempts to pick up large masses of a specific type of object. As always, the GM has the final say on what a character can do with his Telekinesis based on special effects, game balance, common sense, dramatic sense, the circumstances, and other appropriate considerations.

Picking Up Multiple Objects

A character can pick up multiple objects with Telekinesis to roughly the same extent that he could with his ordinary STR. Consider, for example, a pile of bricks (assuming all the bricks together don't weigh more than the character's telekinetic lifting capacity). If the bricks are neatly stacked on a pallet, the character can easily lift them all by lifting the pallet. If they're in a big, jumbled pile, he can pick up as many as he can “fit” in his telekinetic “armspan.” The GM should make a final decision as to how a character can telekinetically lift a particular object, group of objects, or the like; obviously the specifics of a situation have a lot of impact on this issue.

WIELDING WEAPONS

If a character uses Telekinesis to wield a weapon to which he can add damage with STR, his Telekinesis STR adds at the same rate and in the same way as his personal STR. There's no change for the fact that Telekinesis costs more than STR. See page 230 of *The HERO System 5th Edition, Revised* for other rules about wielding weapons telekinetically.

TRANSFORM: MENTAL TRANSFORM

The *HERO System 5th Edition, Revised* rule-book states:

To Transform a target's Mind, a character must use a Mental Transform (one with the BOECV Advantage[.]

Transforms bought with the BOECV Advantage are referred to as Mental Transforms. They must also take the Power Modifier Works Against EGO, Not BODY (this may be an Advantage or a Limitation, depending upon which Characteristic is normally higher in the campaign; typically, it's a +¼ Advantage). They also usually take a Limited Target Limitation[.]

Other than working against EGO, Mental Transforms work the same as normal Transforms. Characters can use them to perform "Psionic Surgery" (the removal or alteration of memories, Mental Powers, Psychological Limitations, some Enrageds/Berserks, and the like; this may be a Cosmetic, Minor, or Major Transform depending upon the importance and point value of what's changed or removed). They can also simulate "Mind Transference," the ability to transfer one's mind into another character's body.

Chapter Two has examples of many Mental Transforms, including Mind Transfer and Psionic Surgery. This section contains some additional rules and guidelines to help you create and use Mental Transform powers.

While not all Mental Transforms have a "psionics" special effect (for example, some are drugs built with the *Mental Power Based On CON* Limitation), they all require the BOECV and *Works Against EGO, Not BODY* Advantages regardless of special effect. A Transform with the BOECV Advantage does not require the *Does BODY* Advantage to affect its target.

Psionic Surgery

The primary form of Mental Transform is *Psionic Surgery* — the ability to erase, change, add to, or otherwise affect a person's memories, personality, Psychological Limitations, Enraged/Berserks (and other psychologically-oriented or psychosomatic Disadvantages), Mental Powers, and the

like. In campaigns that use the mental signature and trace rules (page 264), characters can use Psionic Surgery to affect those things as well. (Note: depending on special effects, various uses of Dispel, Drain, Suppress, and possibly even Telepathy could be considered "psionic surgery.")

Psionic Surgery is typically bought with a -½ *Limited Targets* Limitation, with the target defined as "mental 'objects' in the minds of sentient beings." A character can increase the value of the Limitation if he wants to restrict it to just one type of mental object (such as "only memories" or "only Psychological Limitations pertaining to love and desire") or to a particular sentient species in a multi-species campaign.

The accompanying table lists the typical actions performed with Psionic Surgery, the type of Transform required, and the modifier to the target's EGO (if any). As indicated in the table, serious Psionic Surgery usually requires a Major Transform. In some cases, making minor changes to a mental object that ordinarily requires a Major Transform may, at the GM's option, only require a Minor Transform. For example, adjusting the intensity of a Psychological Limitation from Strong to Moderate, or from Strong to Very Strong, might only require a Minor Transform since the character's only altering the intensity of feelings/belief, not their focus. The final decision is, as always, up to the GM. In other cases, the GM might allow a mentalist to use a lesser-strength Transform to accomplish something that ordinarily requires a Major Transform, but have the effects wear off (*i.e.*, heal back) much more quickly, be more easily detected by another mentalist, or the like. For example, temporarily changing someone's personality/"mental appearance" as a quick "mental disguise" might be possible with a Cosmetic Transform — but a mentalist reading that person's mind would have a much easier time seeing through the disguise than he would if it were applied with a Major Transform (perhaps a +3 or greater bonus to his PER Roll).

IMPLICATIONS AND RESTRICTIONS

Psionic Surgery should *not* be used as a cheap way for characters to eliminate their mental Disadvantages on a permanent or near-permanent basis. Psychological Limitations and the like are extremely important for defining who a character is and why he does what he does, so using Psionic Surgery to change or eliminate them on a regular basis makes the game less fun. If characters try to do this anyway, the GM should require them to buy those Disadvantages off, on the grounds that they're not really disadvantageous in any meaningful way.

Healing

Mental Transforms "heal" more or less the same way ordinary Transforms do — either according to some predefined method, or at the rate of REC/month in EGO. In many cases the predefined method is "Psionic Surgery must be used again to reverse the effects." Even if that's not specifically

defined as a healing condition, at the GM's option a mentalist with a "psionic surgery" Mental Transform can usually reverse the effects of any Mental Transform. (Remember, a target of a Mental Power can voluntarily lower his EGO to 0 if he wants to be affected, guaranteeing that the corrective Psionic Surgery succeeds.)

Skill

Messing around with someone's thoughts and memories, not to mention his psionic powers, may be a difficult, delicate, and potentially dangerous task. At the GM's option, characters can only perform simple types of Psionic Surgery (*i.e.*, only Cosmetic Transforms) unless the character buys a special Science Skill, *Psionic Surgery*. Typically this does not entitle the character to take the *Requires A Skill Roll* Limitation for his Psionic Surgery power (it's a prerequisite established by the GM for using such powers at all), but the GM can require it as a mandatory Limitation instead.

In that case, when a character performs Psionic Surgery, he has to make a Skill Roll. If the roll succeeds, he accomplishes what he set out to do with no problems. If he fails, he botches the Psionic Surgery. Typically this means he just failed to do what he wanted to (he doesn't properly excise or implant the memory, Psychological Limitation, or the like). If he fails the roll badly (by 4 or more) he causes complications or side effects. The GM determines what happens; some examples include: he takes away too much of the subject's memory, resulting in partial or total amnesia; he causes the character to acquire another mental Disadvantage, or worsens one the target already has; he injures the subject's brain, causing a temporary or permanent loss of 1d6 points of INT or EGO (or a reduction in INT- or EGO-Based Skill Rolls).

PSIONIC SURGERY

Mental Object And Desired Effect	Transform Required	EGO Required
<i>Enraged/Berserk</i>		
Adding/augmenting	Major Transform	EGO+(value of Disadvantage/5)
Removing/weakening	Major Transform	EGO+(value of Disadvantage/5)
<i>Fact, adding or removing</i>		
Very minor importance	Cosmetic Transform	EGO -3
Minor importance	Minor Transform	EGO -1
Medium/average importance	Major Transform	EGO
Major importance	Major Transform	EGO +1
Extremely important	Major Transform	EGO +3
<i>Memory, adding or removing</i>		
Very weak	Cosmetic Transform	EGO -3
Weak	Minor Transform	EGO -1
Medium/average strength	Major Transform	EGO
Strong/important/intense	Major Transform	EGO +1
Extremely strong/intense	Major Transform	EGO +3
Mental "appearance" or "shape" changing	Minor Transform	EGO
<i>Mental Power (including a Psychic Bond)</i>		
Adding/augmenting (if possible)	Major Transform	EGO+(Active Point of Power/5)
Removing/weakening	Major Transform	EGO+(Active Point of Power/5)
Mental Signature (see page 264)	Minor Transform	EGO +2
Mental Tag (see page 55)	Minor Transform	EGO-(Active Point of Power/5)
Mental Trace (see page 264)	Minor Transform	EGO
Mental Trap (see page 56), adding or removing	Major Transform	EGO + (Active Point of Trap/5)
<i>Psychological Limitation</i>	Major Transform	Cost of Limitation
Adding/augmenting	Major Transform	EGO+(value of Disadvantage/5)
Removing/weakening	Major Transform	EGO+(value of Disadvantage/5)
Restore memory of +20 Mind Control (see page 42)	Minor Transform	EGO
<i>Skill</i>		
Adding/augmenting (if possible)	Major Transform	EGO + (Active Point of Skill/5)
Removing/weakening	Major Transform	EGO + (Active Point of Skill/5)

"Adding" an ability means to give it to the target character; "removing" it means to take away an ability he has. "Augmenting" an ability refers to improving it in some way, such as adding Active Points or an Advantage. "Weakening" a mental object means worsening it in some way, such as reducing its Active Points, removing an Advantage, or imposing a Limitation. In this case, the GM should change "value of [mental object]/5" to "alteration in value of [mental object]/5" — in other words, calculate the modifier to EGO based not on the total value of the object, but what changes. For example, if Mentalla uses a Mental Transform to change Ironclad's Enraged from a 15-point Disadvantage to a 20-point Disadvantage, that increases his EGO by 1 for Mental Transform purposes ((20-15)/5), not by 4 (20/5).

OTHER POWERS



Here's some discussion of how other Powers interact with Mental Powers or psionics in general. See also the discussion of the *Based On ECV Advantage* on page 77.

ADJUSTMENT POWERS

As shown by many examples in Chapter Two, mentalists can use Adjustment Powers to represent a variety of psionic attacks and abilities: leeching the mental energy from someone; psionically or telekinetically interfering with the functioning of the body; using a “burst of mental energy” to boost another person's (or one's own) mental powers temporarily; and so forth.

If a character Links a Drain EGO (or other negative Adjustment Power) to a continuing-effect Mental Power, the Drain EGO applies *second*, after the Mental Power, just like how defense-Draining Linked powers work. Thus, when he first uses that sort of combination power the Breakout Roll and Effect Roll depend on the character's EGO *before* it's been negatively Adjusted. Any later rolls the character makes use his current EGO as of the time of the roll.

MOVEMENT POWERS

Virtually any Movement Power can be defined as a “Telekinesis trick” in which the character uses his psychokinetic abilities to move himself rather than some other object. See the *Telekinetic Powers* section of Chapter Two for several examples.

SENSE-AFFECTING POWERS

The Mental Sense Group is affected by Flash and Darkness somewhat differently than most other Sense Groups. This is because Mental Powers can be targeted two ways: through eyesight (or other Targeting Senses) or through Mind Scan.

A Darkness versus the Mental Sense Group prevents any use of Mental Awareness, Mind Scan, or other Mental Group Senses by affected characters. It also prevents the use of Telepathy and Mind Link, since, like a Darkness versus Hearing, it affects both the “mental hearing” and the “mental voice” aspects of those Powers. However, if the victim has LOS to his target, he can still use Telepathy and Mind Link on that target, since they work either through a Mind Scan “circuit” or through LOS. Mind Scan itself does not work on an LOS basis, so it doesn't matter whether a character in a Mental Sense Group Darkness field can see his target — the Mind Scan is effectively “blacked out.”

A Flash versus the Mental Sense Group is another story. It also blocks Mental Awareness, Mind Scan, or other Mental Group Senses, but it

only Flashes the “mental hearing” aspect of Telepathy and Mind Link. The “mental voice” aspect of those Powers still functions (similarly, a character suffering from a Hearing Group Flash can still talk). Since Mind Scan is Flashed, Telepathy and Mind Link can only be targeted through LOS. The character cannot read the thoughts of anyone he can establish LOS on — his “mental hearing” has been “deafened” — but he can send his thoughts to other persons. If he already has a Mind Link established when the Flash goes off, the “mental voice” aspects continue to function, but the “mental hearing” aspects are cut off.

Additionally, characters can affect Mental Powers with Sense-Affecting Powers that affect the Sight Group (or any other Sense Group that contains Targeting Senses used to establish LOS). If a character does not have Mind Scan and his Sight is blocked by Darkness or Flash, he is effectively unable to use his Mental Powers. If any mental effects are in existence when the Darkness or Flash is used against him, such as Mental Illusions or Mind Control, his control over those powers is cut off, but they remain in effect at whatever level they were at when cut off and deteriorate as per the rules from then on.

ABSORPTION

With the GM's permission, a character can define Absorption as working against Mental attacks instead of Physical or Energy attacks. To determine the strength of a mental attack, count the “Normal Damage BODY” rolled on its effect dice. Characters can also “link” Mental Defense to this sort of power as described on page 132 of *The HERO System 5th Edition, Revised* rulebook. Mental Absorption does not have to be bought BOECV; it simply has to be defined as working against mental attacks.

If the mentalist also wants to Absorb Physical or Energy attacks which are not EGO-based but which are defined as “mental powers” (such as some psychokinetic abilities), he can buy Physical or Energy Absorption with the *Limited Special Effect* (mental powers, -½) Limitation. For purposes of Absorption, telekinetic force blasts and similar attacks are regarded as either Physical or Energy attacks (as defined by the character possessing the power), they are not “mental attacks.”

If the points Absorbed through a Mental Absorption go to EGO, the increased EGO does not help a character resist the effects of the attack he's Absorbing, but they may increase his EGO Roll for purposes of breaking out of that attack.

Example: *Brainstorm* buys *Absorption* 3d6 versus *Mental* attacks; the *Absorbed* points go to his *EGO*. *Mentalla* attacks him with *Mind Control* 10d6. The GM counts the “Normal Damage BODY” on the *Mind Control* dice and gets 9. *Brainstorm* rolls his dice and gets a 13, allowing him to absorb all 9 “BODY” from the *Mind Control*. His *EGO* increases by 4. Although this won’t help him to resist the effects of the *Mind Control* (i.e., the GM still uses his base *EGO* to determine the level of effect achieved by the *Mind Control* roll and to calculate his *Mental Defense*), he has +1 to his *Breakout Roll* when trying to break free from the *Mind Control*.

CHANGE ENVIRONMENT

Clever mentalists can find many uses for Change Environment. First, there are some combat effects specifically related to psionics that the GM can allow. These include:

- *EGO* reduction (-1 point of *EGO*): 5 Character Points
- *EGO* Roll reduction (-1 to *EGO* Rolls): 3 Character Points
- *Breakout Roll* reduction (-1 to *Breakout* Rolls): 3 Character Points (this assumes *Breakout* Rolls are the most common type of *EGO* Roll in the campaign; if that’s not the case the GM may want to lower the cost to 2 Character Points per -1)
- *Danger Sense* roll reduction (-1 to *Danger Sense* rolls): 2 Character Points
- *Precognition* (or *Retrocognition*) reduction (-1 to *PER* Rolls with that *Sense*): 2 Character Points

See Chapter Two for examples of these and other forms of mentalism Change Environments.

Second, a Change Environment that affects a Targeting *Sense*’s *PER* Rolls (e.g., *Sight* *PER* Rolls) may also interfere with a character’s ability to maintain *LOS*. As discussed on page 19, in this situation the GM may require a mentalist to make a *PER* Roll or *EGO* Roll (with the penalty imposed by Change Environment) to establish sufficient *LOS* to use mental powers.

DAMAGE REDUCTION

Characters can buy Damage Reduction to affect mental attacks. As stated in the rulebook:

Mental Damage Reduction reduces not only the damage caused by mental attacks such as *Ego Attack*, but the *Effect* Rolls of Powers such as *Mind Control*. The cost for *Mental Damage Reduction* is the *Resistant* cost (and it applies to any form of damage that *Resistant Damage Reduction* normally applies to, provided the attack is a *Mental* attack). Characters apply *Mental Damage Reduction* like the other forms of *Damage Reduction*: first, apply any applicable *Mental Defense* to reduce the effect of the attack; then apply the *Reduction* to reduce the damage rolled (*Ego Attack*) or the *Effect* Roll (continuing-effect *Mental Powers*).



DESOLIDIFICATION

If a solid character is hit by a Constant or continuing-effect mental attack, he cannot negate its ongoing effects of the attack by becoming Desolidified. Nor does the target's becoming intangible prevent the attacking mentalist from "maintaining mental contact" to keep a continuing-effect Mental Power from deteriorating by feeding it END (or the like). Since Mental Powers can affect Desolidified characters, switching from one state of tangibility to another does nothing to alter the attacker's ability to maintain a Mental Power.

A character who has both a continuing-effect Mental Power and Desolidification cannot use the power on a target while solid, then Desolidify, and while intangible feed END to the Mental Power to keep its effects from deteriorating. Once he activates Desolidification, he loses the ability to "maintain mental contact" with a solid target and thus control Mental Power effects established before he *became intangible unless the Mental Power has the Affects Physical World Advantage*.

DISPEL

Generally speaking, a character can't use Dispel to remove an existing Mental Illusion, Mind Control, or similar mental power (any more than he could remove the effects of an Energy Blast, an Entangle, or the like). Instead, use the rules for competing Mental Powers on page 28. However, there may be some situations where the character is maintaining mental contact (such as to conduct a conversation via Telepathy, or feed the power END to keep it from deteriorating) and the GM thinks a Dispel would be both possible and appropriate. In that case, the Dispel works against the Active Point cost of the power being used, just like normal — it does not use the Effect Roll as its target.

DUPLICATION

Duplicates and their creator do not automatically have a Mind Link (of any type), though they often buy that Power. Having a Mind Link with the original character does not remove Duplicates' need to spend time orienting themselves after they're created.

While Duplication is usually thought of as a physical power, mentalists can use it to create various psionic abilities. These include the power to project one's "mental force" or "mental self" outside the body to act independently (similar to a mystic's astral form) and the power to create Duplicates of telekinetic force. See Chapter Two and the character Esper in Chapter Three for some examples.

EXTRA LIMBS

Don't forget that the head qualifies as a "limb," so you can create a multi-headed character with Extra Limbs. This might be why the character has mental powers in the first place — two brains in one body leads to more mental energy. Usually characters with two or more heads also buy various other powers (such as Increased Arc Of Perception for their Sight, bonuses to Sight Group PER Rolls, or Combat Skill Levels with Bite attacks) to simulate their two-headedness.

FIND WEAKNESS

With the GM's permission, a character may buy Find Weakness for a Mental Power (or for all Mental Powers at once, at the 20-point level). This simulates a powerful mentalist's ability to locate the weaknesses in his target's Mental Defense and punch through them; it has no effect on the target's EGO for purposes of resisting continuing-effect Mental Powers. Characters can buy Lack Of Weakness specifically defined to protect against this (see below). Find Weakness for Mental Powers suffers the standard Range Modifier unless it has the *Line Of Sight Advantage*; it's not a Mental Power and thus doesn't work on an LOS basis without that Advantage.

If a character uses normal Find Weakness on a target and then uses Mental Illusions on him at a level that allows the Illusions to do damage, the target's defenses are not halved as to that damage.

In combat a character may be forced to Find Weakness on a friend or ally because he (the character) is under the effects of a Mental Illusion or Mind Control. If he breaks free, but later in the same battle is again forced to attack that friend/ally, the friend/ally's defenses remain halved as to his attacks — just like it's against the rules to lower one's SPD simply to frustrate a person using Mind Control, it's improper to try to voluntarily lower the dice of effect in a power or not take advantage of other tactical benefits a character has access to (such as knowledge of weaknesses in a defense).

FLASH

Being affected by a Flash versus the Mental Sense Group does not reduce a character to DECV 0. It just prevents the character from perceiving Mental attacks with Mental Awareness, or otherwise using his Mental Group Senses (see above under *Sense-Affecting Powers* for more information). A character's DECV doesn't depend on his ability to perceive Mental attacks — otherwise most characters would have DECV 0 all the time.

FORCE FIELD, FORCE WALL

The Mental Defense provided by a Force Field or Force Wall is automatically considered Resistant (unlike ordinary Mental Defense).

IMAGES

Mentalists often make use of Images to creating intriguing psionic abilities. First, powerful illusion-creators may be able to generate illusions that many people can perceive (Images), rather than ones that exist solely in a single target's mind (*i.e.*, Mental Illusions). The *Illusion Powers* section of Chapter Two has many examples of powers along these lines.

Second, mentalists can create Images to the Mental Sense Group. Some of the possible uses for this sort of power include:

- making a person's "mental signature" (page 264) appear to be different (or even look like someone else's)
- making a character's Mental Powers appear different when perceived with Mental Awareness

- making it appear as if a character who has no Mental Powers actually has some, or vice-versa
- making it appear to Mental Awareness as if a character is under the effect of a maintained continuing-effect Mental Power when he's really not, or vice-versa
- creating false "minds" or "mental presences" to be perceived by Mind Scan, Telepathy, or Detect Mind
- changing or disguising the "thoughts" a character tries to read with Telepathy
- creating Images to Danger Sense that make a character think something's dangerous when it really isn't, or vice-versa
- creating Images to Precognition or Retrocognition to trick a character using those abilities

It's up to the GM to adjudicate the exact effects of and PER Roll Modifiers for any given use of Images versus the Mental Sense Group.

A character might try to use Images to hide himself from mental detection by creating the Image that "there's no one here mentally." That works fine as long as he has no mental activity outside the area of the Image. But once he starts to use a mental power outside the radius of the Images — like sending a message with Telepathy or Mind Scanning somewhere far away — anyone outside the radius of the Images who can perceive Mental Powers will see that a power's being used, but that it "disappears" at the edge of a zone which looks perfectly normal. And that, of course, is assuming the outside character fails his PER Roll to see through the Image.

An Image that imposes penalties on a Targeting Sense's PER Rolls (e.g., Sight PER Rolls) may also interfere with a character's ability to maintain LOS. This depends primarily on the nature of the Image; for example, an Image of a wall could easily interfere with Sight, whereas one of a group of people or a few shrubs wouldn't necessarily "block" LOS. As discussed on page 19, in this situation the GM may require a mentalist to make a PER Roll or EGO Roll (with the penalty imposed by the Image) to establish sufficient LOS to use mental powers.

INVISIBILITY

Invisibility to the Mental Sense Group makes a character imperceivable by Mind Scan and by Detect Mind and any other Senses or Detects included in the Mental Sense Group. (It generally has no effect against Telepathy or Mind Link, since that requires LOS — if the mentalist can see someone, he can use his Telepathy on that person, since Telepathy isn't a Mental Sense even though it has Sense-like aspects.) A "mentally Invisible" character can only be located with Mind Scan (or other Mental Senses) if the mentalist makes a Mind Scan Attack Roll at OECV 0 (or at ½ OECV if the mentalist is within 1" of the target and makes a PER Roll to spot the fringe [if any]). If a Mind Scan lock-on is established, the Invisibility has no further effect against the Mind Scanning character (unless the lock-on is broken somehow). The Invisibility still applies to other mentalists, though they

can may be able to use their Mental Awareness to "trace" the first mentalist's use of Mind Scan and perceive where the target is.

Invisibility to the Mental Sense Group does not affect Mental Awareness, since that sense only detects the use of Mental Powers, not the mere possession of them by an individual. Nor does it interfere with the character's ability to use his own Mental Powers, if any. But if a character who's Invisible to the Mental Sense Group uses a Mental Power, a character with Mental Awareness can perceive the use of that Power (though he could not if the power had the *Invisible Power Effects* to make it Invisible to Mental Senses).

Being Invisible to the Mental Sense Group does not hide the use of Mental Powers from others, any more than being Invisible to Sight Group allows a character to apply Invisible Power Effects to his Energy Blast for free. If the character uses Telepathy to send thoughts to someone, he can receive thoughts from that person, and anyone using Mental Awareness can perceive the exchange. If he has Mind Scan, he can Scan for a mind, and anyone with Mental Awareness can perceive that he's doing so.

LACK OF WEAKNESS

Characters can buy Lack Of Weakness and define it as working for Mental Defenses instead of Normal or Resistant Defenses. This makes it apply against Find Weakness for Mental Powers (see above).

MISSILE DEFLECTION AND REFLECTION

Page 210 of *The HERO System 5th Edition*, Revised rulebook describes how to apply BOECV to Missile Deflection and Reflection to make the Power work against mental attacks rather than physical ones. That text is reprinted (with some additional information) on page 78 of this book.

If a character has Telekinesis and Missile Deflection, he cannot use his Missile Deflection at Range with his Telekinesis. If he wants an ability like that, he has to buy the *Range Advantage* for his Missile Deflection.

SHAPE SHIFT

Shape Shift (Mental Group) allows a character to change his form as perceived by the Mental Group. (This is often known as "psychomorphing.") This means his mind "looks" different to anyone who uses a Mental Sense to perceive his mind. Trying to perceive him with Mind Scan would generally be pointless; he "looks" like some other mind. Telepathy at the "surface thoughts" level would "see" a different mind and thoughts (whatever the character Shifted them into), but at levels beyond that could still perceive the character's true deeper thoughts, memories, and so forth — Shape Shift doesn't change those, and doesn't allow a character to change his Psychological Limitations or other mental Disadvantages. (But see *Deep Mental Shift*, below.) With the *Imitation Adder*, a character with Shape Shift (Mental Group) can make his mind "look" like another person's mind, at least on the surface level described above.

To use the *Imitation Adder* with Mental Group Shape Shift, a mentalist must have previously achieved an EGO +20 Telepathy effect on the subject to be imitated and spent at least 5 Minutes exploring his psyche. If he spends less time than that, or if he hasn't had that level of quality of mental contact with the subject (for example he's only Mind Linked with him), the GM may give other characters a PER Roll, perhaps with a bonus, to see through the psychomorphic disguise.

Example: *Menton buys Shape Shift (Mental Group). He Shifts his mind's Shape to that of an ordinary construction worker. If someone uses Mind Scan or Detect Minds to try to find him, they won't perceive him, they'll perceive an ordinary construction worker. If someone uses Telepathy on him, at the surface thoughts level his thoughts appear to be the appropriate thoughts of an ordinary construction worker, according to the circumstances. Telepathy that reads more deeply than that perceives Menton's true mind. If he later buys the Imitation Adder, he could make his thoughts look like, for example, Defender's or Professor Ben E. Scott's — assuming he's previously had sufficient mental contact with them to know what their thoughts "look like."*

If the GM's using the rules for mental signatures (page 264), a character with Mental Powers who uses them while Shape Shifted to the Mental Sense Group leaves a different mental signature than he does in his normal mental "shape." If he has Imitation, he can "mimic" the mental signature of the person he's imitating exactly.

At the GM's option, a character could use Shape Shift (Mental Group) to alter the class of minds to which his mind belongs. However, this could be unbalancing, since it could have the effect of making the character immune to most Mental Powers. A better way to simulate this is Mental Defense with Limitations like *Costs Endurance*.

Deep Mental Shift

This +5 Character Points Adder allows a Mental Group Shape Shift to affect all levels of the character's mind, not just his surface thoughts. Someone using Telepathy to scan his hidden thoughts, memories, or subconscious still "sees" the change. The character's Psychological Limitations and other mental Disadvantages do not actually change, but to a character using Telepathy they seem to have changed.

SHRINKING

Shrinking does not affect a character's DECV the way it affects his DCV — a Shrunk character's DECV remains the same as it is when he's normal size. However, mentalists may have difficulty perceiving Shrunk characters to establish Line Of Sight.

SKILLS

Some mentalists may have the ability to psionically "implant" or "program" a Skill into another character, or learn a Skill another character knows by "reading" it in his mind. In some cases they buy this ability (such as the *Knowledge Sharing* power on page 200); in others this is simply a convenient explanation for how characters learn Skills in mid-game (in which case they have to pay Character Points for them as usual).

The GM may restrict the ability to implant Skills to characters who have a "psionic surgery" Mental Transform, and of course a character can only implant a Skill he himself knows. At the GM's option a mentalist can only implant a Skill with a roll or effect no greater than what he himself has, even if the person receiving the Skill has a higher base Characteristic than the mentalist does.

In some campaigns, the GM may allow a mentalist to implant Skills without the recipient having to pay Character Points for them, but with some significant restriction that prevents them from unbalancing the game. The most common restriction is that the implanted Skills "fade away" after a while — typically after either 1d6 hours or 1d6 uses of the Skill, whichever occurs first. The recipient can use the Skill normally and freely during that time, but after that it vanishes from his mind unless he pays Character Points to retain the knowledge. Alternately, maybe the recipient automatically has to Concentrate to use the Skill, take Extra Time, or comply with some other restriction when he wants to use the Skill.

In the case of programmed knowledge of Martial Arts, GMs should automatically require characters with this knowledge to take the *Style Distinctive Feature* (whether they get points for it or not; refer to *The Ultimate Martial Artist* for more information on this Disadvantage). This reflects the obviously programmed nature of this form of martial arts prowess — programmed fighting skills are no substitute for the years of dedication, training, and spiritual development which mark a true martial arts master. Analyze Style rolls made by martial artists who fight a "programmed martial artist" often receive a bonus. For this reason, GMs may grant an extra 5 points for the Distinctive Feature.

POWER ADVANTAGES



This section discusses Power Advantages that have a special impact on or relationship to Mental Powers. See also the *Advantages* section on page 29.

ALTERNATE COMBAT VALUE

Under the standard *HERO System* rules, Mental Powers are targeted with OECV and attack against DECV. With a few exceptions (Psychokinesis, Mental Powers Based On CON), there's no way to target a Mental Power with ordinary OCV, or to have a Mental Power attack against DCV. (Though characters sometimes build powers with the Limitation *Requires An Attack Roll* to simulate targeting a mental attack with CV.)

At the GM's option, characters can buy the Power Modifier *Alternate Combat Value* to change the form of (Ego) Combat Value used to target or resist a specific type of attack. In some cases Alternate Combat Value is an Advantage, in others it's a Limitation — it depends on which form of Combat Value tends to be higher in the campaign. The accompanying table lists suggested values, but the final decision is up to the GM.

Buying this Power Modifier for a power does *not* make that power a Mental Power or grant it any of the other attributes of a Mental Power (such as LOS Range or not being perceivable by standard Senses). To obtain benefits like that, use *Based On ECV*, *Invisible Power Effects*, *Line Of Sight*, and other Advantages.

AREA OF EFFECT, EXPLOSION

As noted on page 29, an area-affecting continuing-effect Mental Power has to give the same command or describe the same Illusion to everyone in the target area. At the GM's option, for an additional +1 Advantage, *Varying Effect*, the mentalist can have a different effect on everyone in the target area — he can give each target his own distinct order with Mind Control, make each target see his own distinct Illusion generated with Mental Illusions, and so forth.

Because of the odd concept of an area having a DECV, the standard rule may not appeal to all GMs, particularly those who run campaigns in

which mental powers are an important element. One possible alternative is to rule that Area Of Effect Mental Powers automatically hit the target area, but that the mentalist must roll to hit each individual mind in that area separately — in essence, requiring all Area Of Effect Mental Powers to be Nonselective or Selective.

If a character uses an area-affecting Mental Power, the target can Dive For Cover to escape the area, and thus the effects of the power — though he'd have to have some way to know the attack was coming so he knew when to Dive, and ideally some way to perceive the power so he can choose the best place to Dive to.

An Explosion for a Mental Power loses ½d6 of damage per 1" for Ego Attack and 1d6 per 1" for a continuing-effect Mental Power.

AUTOFIRE

As the rulebook notes, Mental Powers with Autofire require the extra +1 cost for the Advantage. See page 14 regarding Autofire Skills.

BASED ON EGO COMBAT VALUE

As described on page 253 of *The HERO System Rulebook, Revised*:

Powers that are Based On ECV ("BOECV") use an Attack Roll based on ECV rather than on normal Combat Value. They suffer no Range Modifier and work on Line Of Sight if they're Ranged (BOECV does not automatically make a non-Ranged power Ranged). If a BOECV power is subject to a normal Range Modifier, the Advantage is worth ¼ less. BOECV powers can be perceived with Mental Awareness.

Any BOECV powers that are modified by defenses (such as Energy Blast or Drain) can apply either to their standard defense, or to the character's Mental Defense, at the attacker's option (he must make this choice when he buys the power, and cannot change it thereafter). If the power is affected by either defense (chosen by the target when he is attacked), BOECV is worth ¼ less Advantage. If the attacking character can choose which defense the BOECV power applies to each time he uses it,

ALTERNATE COMBAT VALUE

Effect	CV Tends To Be Higher Than ECV	CV Tends To Be Lower Than ECV
Mental Power uses OCV instead of OECV	+¼ Advantage	-¼ Limitation
Mental Power attacks against DCV instead of DECV	-¼ Limitation	+¼ Advantage
Non-Mental Power uses OECV instead of CV	-¼ Limitation	+¼ Advantage
Non-Mental Power attacks against DECV instead of DCV	+¼ Advantage	-¼ Limitation

the Advantage is worth +½ more.

All BOECV attacks do STUN damage only unless the character also pays for the Does BODY Advantage or has special permission from the GM. Even if a BOECV power can do BODY damage, it can't affect beings without minds (such as Automatons or inanimate objects) unless the GM rules otherwise.

Even though a power with BOECV is based on ECV, it's not a Mental Power per se. Unlike normal Mental Powers, a power with BOECV is automatically visible if it would be normally, and does not provide a character with Mental Awareness (see page 62 [of this book]). BOECV powers aren't subject to the "classes of minds" rules (unless the GM rules otherwise).

Although Mental Powers ordinarily affect Desolidified characters, this does not necessarily hold true for BOECV powers. BOECV powers that involve the mental manipulation of physical force (for example, most BOECV Energy Blasts or RKAs) can't affect Desolidified characters unless the character buys the Affects Desolidified Advantage for the power. BOECV powers that don't involve physical force (for example, most BOECV Drains) probably can affect Desolidified characters in the same way a normal Mental Power does. The GM should determine whether a BOECV power affects Desolidified characters; in some cases, inability to affect Desolidified characters may make the Advantage worth ¼ less.

At the GM's option, BOECV powers are affected by the class of minds rules. In a campaign where the characters frequently encounter many different classes of minds, this might entitle a character to a ¼ reduction in the Advantage's value.

Since they only do STUN damage, BOECV powers do not do Knockback. Characters can, however, purchase the Does Knockback Advantage for them.

At the GM's option, characters can buy BOECV that turns a power into a "true Mental Power" — one that's automatically invisible to anyone who lacks Mental Awareness (and which provides Mental Awareness), is subject to the class of minds rules, and so on. This may cost an additional +¼ (or more), or in some campaigns the GM may let BOECV work this way by default.

Further Information

Here's some additional information about how BOECV applies to various Powers not discussed elsewhere in this chapter. Since BOECV powers involve an Attack Roll, the Advantage generally doesn't apply to Powers that don't require such rolls (like Absorption, Body-Affecting Powers, or Defense Powers), or for which the Attack Roll doesn't involve hitting another character (like Clairvoyance).

Movement Powers: Characters cannot apply this Advantage to Movement Powers. To create a movement ability that lets the character move when his "EGO" occurs in the combat order, buy Lightning

Reflexes with the Movement Power to make the character's DEX equal his EGO for that purpose.

Aid, Healing: Since Aid isn't a Ranged Power, applying BOECV to it usually also means buying Ranged (+½). That creates a power that lets a character "mentally boost" another character's abilities, perhaps by psionically stimulating his nervous system or removing "mental blocks" that prevent the character from using his abilities at full power. Healing represents a similar effect — mentally stimulating someone to recover more quickly from injuries and the like (particularly mental attacks).

Change Environment, Darkness: Since Change Environment usually involves some sort of physical effect, characters usually don't buy BOECV for it. However, that might make sense for a character who psychokinetically manipulates molecules (or even atoms) to create or change things, and it's also appropriate for Change Environments that have mental effects (see page 73). The same logic applies to Darkness.

Dispel, Drain, Suppress, Transfer: A BOECV Dispel, Drain, or Suppress is a great way to simulate a mentalist's power to "shut off" another person's psionic abilities (or even any ability that involves the brain or nervous system in any way). In some cases these powers qualify for the *Psionic* Limitation (page 82); a mentalist who can shut off a person's ability to control his innate Energy Blast can't necessarily do the same thing to a blaster pistol. A Transfer works the same, but "steals" the power or ability from the target to give to the mentalist. Drain and Transfer usually have Ranged (+½) as well as BOECV.

Energy Blast, Ranged Killing Attack: One of the most common BOECV abilities, this typically represents a mentalist's ability to project a blast of mental force strong enough to injure someone. Since Ego Attack already allows a mentalist to do STUN damage as a Mental Power, BOECV Energy Blasts usually take the *Does BODY* Advantage as well. RKA does the same thing, but even deadlier.

Flash: A BOECV Flash typically represents a mentalist's ability to "shut off" a target's senses temporarily by scrambling the relevant parts of his brain.

Hand-To-Hand Attack: Since HA depends on a character's STR and thus usually represents a "physical" attack of some sort, characters shouldn't buy BOECV for it.

Images: BOECV Images might represent a "different" form of Mental Illusions — one that lets a character create an Illusion many people can perceive, but that's still targeted with ECV. In this case the GM might let Mental Defense provide a bonus to characters' PER Rolls to perceive that the Image is just an image (say, +1 per full 5 points of Mental Defense).

Missile Deflection And Reflection: Characters cannot normally use Missile Deflection And Reflection against Mental Powers. However, at the GM's option, if the Power is bought with this Advantage, a character can use it on Mental Powers, but not on non-mental attacks. This is usually known as



Mental Deflection. It uses the character's OECV against the OECV of his attacker to "Block" incoming attacks. Standard rules for Missile Deflection And Reflection otherwise apply.

Unless the GM comes up with a list of types or categories of mental powers that would let characters buy the 5-, 10-, or 15-point versions of Missile Deflection as Mental Deflection, characters should always use the 20-point version of Missile Deflection for Mental Deflection.

CUMULATIVE

Cumulative is perfect for creating mental attacks that slowly build until they reach the point where they're powerful enough to affect the target.

Under the standard rules, a character who's attacked with a Cumulative power knows it as soon as he's attacked and can try to do something to counteract the effects — like attacking his attacker. See page 27 for information about how the character can hide the effect of a Cumulative power from the victim himself.

If a character attacks someone with a Cumulative Mental Power, he should describe the effect he wants to achieve however the GM wants him to. Some GMs may prefer an effect-based description ("I want to read his memories and not have him know I'm doing it"), others the easy-to-use raw numbers ("I want EGO +20, with a +20 bonus for non-detectability").

DAMAGE SHIELD

As described on page 254 of *The HERO System Rulebook*, Revised:

Characters can also use Damage Shield to create a Mental Damage Shield. In this case, a character buys an Ego Attack (or other Mental Power) with the Damage Shield Advantage (this removes the Range from the Power, as usual). If someone hits the character with a Mental Power, the attacker suffers the damage from the Shield; he continues to suffer damage from the Shield for every one of the character's Phases during which he maintains mental contact with the character. The Shield's effect automatically hits the attacker; all the character has to do is roll the damage for the Shield.

A Mental Damage Shield is entirely "in the head" — it has no effect on non-mental combat or on characters who physically touch, or are physically touched by, the character with the Mental Damage Shield. At the GM's option, if a character wants to buy a Mental Damage Shield that affects both mental and physical attackers, it costs an additional +½.

Any mental contact — including the use of a continuing-effect Mental Power that doesn't achieve a high enough Effect Roll to accomplish anything, creating a Mind Link, or the like — triggers a Mental Damage Shield. This includes Mind Scan even if the person doing the Scanning is miles or galaxies away; he's still making mental contact, and that activates the Shield.



If a character buys Damage Shield for a continuing-effect Mental Power other than Mind Scan, he must still buy the *Continuous Advantage* to make that Power Constant.

If a non-Mental power has both the Advantages *BOECV* and *Damage Shield*, it follows the standard rules for Mental Damage Shields unless the GM rules otherwise.

When active, a Mental Damage Shield is automatically perceivable by characters with Mental Awareness unless it has Invisible Power Effects (+½). This could reveal the character's mental powers to an enemy or cause other problems.

DIFFICULT TO DISPEL

At the GM's option, characters can buy this Advantage as a form of protection against Mental Transforms. For every level of Difficult To Dispel purchased for a character's EGO (the "BODY" for the purposes of Psionic Surgery), EGO is doubled only for the purpose of resisting Mental Transforms and similar powers. This protects learned or programmed Skills, Psychological Limitations, memories, and similar mental "objects." If the character only wants to protect a particular mental object (or set of objects), then buy Difficult To Dispel as a naked Advantage with an appropriate Limitation (usually -½ to -1). (If the GM prefers not to use this method, he can let characters buy EGO or Power Defense with the -½ Limitation *Only To Protect Against Mental Transforms*.)

INVISIBLE POWER EFFECTS

Invisible Power Effects, even if purchased to make a mental power invisible to Mental Group Senses, does not prevent that power from leaving mental signatures or mental traces (if the campaign uses those rules; see page 264). To hide signatures and traces, a mentalist must buy a special form of IPE, *No Mental Signature/Trace* (+¼).

STICKY

Under the standard rules, characters cannot take Sticky for a Mental Power unless that power has the Limitation *Based On CON*. At the GM's option, characters can buy Mental Powers with Sticky, but the "sticky" aspect is triggered by mental contact with the victim rather than physical contact.

Example: *Defender has been attacked with a Mental Illusion 12d6 that's Sticky. The attacking mentalist achieves an EGO +30 level of effect, so Defender stands there stock-still, totally absorbed in the illusion. His friend Brainstorm, a mentalist, grabs him by the arm and tries to shake him out of it. Since Defender is affected by a Mental Power, Brainstorm's physical contact with him doesn't activate the Sticky effect. But Brainstorm then uses his Telepathy to determine what's wrong with Defender. Since he has now mentally contacted Defender, the Sticky effect activates, assaulting Brainstorm with Mental Illusion 12d6.*

POWER LIMITATIONS



Here are a few notes about Limitations that have special applications with mental powers.

CONTINUING-EFFECT MENTAL POWERS AS CONSTANT POWERS

For Limitations like Concentration and Gestures whose value varies according to whether they just apply to the activation of a Constant Power or a Constant Power's entire use, the GM can let characters take the higher "applies throughout" value for some abilities built with Mental Illusions, Mind Control, and Telepathy. If it seems likely that the character will want or need to maintain mental contact for longer than one Phase (as is often the case with Telepathy in particular), the "throughout use" value for Limitations may be appropriate even though these Powers are technically Instant rather than Constant.

HEROIC LIMITATIONS

In Heroic campaigns, including many psionics-oriented campaigns, characters' Mental Powers tend to be much more restricted than they are in Superheroic games (or even some high-powered Space Opera *Star Hero* games). In *HERO System* terms this typically means not only fewer Active Points in them, but taking Limitations for them to represent the difficulty of using them. Some common choices for "psionics Limitations" include Activation Roll, Concentration, Extra Time, Increased Endurance Cost, Requires A Skill Roll, and Side Effects. In some cases the GM may require that mental powers suffer from these Limitations automatically (i.e., as a campaign default, for no point savings), or he could make them a mandatory Limitation. See Chapter Five for more information.

BASED ON CONSTITUTION

Page 120 of *The HERO System 5th Edition*, Revised describes the *Based On CON* Advantage for Mental Powers:

You can use the HERO System's Mental Powers to create some drugs or other physical effects. To simulate this, characters can buy a Mental Power to affect targets through their CON instead of their EGO. A Power with this Limitation becomes a normal attack with a range of 5" x Active Points, is targeted with CV instead of ECV (unless the GM allows the character to choose otherwise), is perceivable by three Sense Groups, is subject to the Range Modifier, and requires an Attack Roll to hit its target. The target's Energy Defense or Physical Defense, not Mental Defense, applies against the attack (the character defines which Characteristic applies

when he buys the power, and cannot change it thereafter). Compare the Effect Roll to the target's CON (substitute CON for EGO on the Effects Table of the Mental Power). A Mental Power Based On CON lasts until the target shrugs off its effects, which requires a successful CON-based Breakout Roll made with the standard modifiers (if applicable).

When sufficiently affected by a Mental Power Based on CON, a character responds to the first person to give commands: for Telepathy, he answers the first question asked; if Mind Controlled, he obeys the first order given him; for Mental Illusions, he responds to the first illusion described to him. Of course, the attacker isn't always the first person to give a command....

Powers with this Limitation are automatically perceivable, just like normal attacks. Buying a Mental Power with this Limitation does not enable a character to detect Mental Powers (i.e., it does not grant Mental Awareness for free).

Some Mental Powers, like Mind Scan, do not work well based on CON, but several others create interesting dynamics. A good way to build a truth serum or other "mind drug" would be the appropriate Mental Power, Based On CON, NND (defense is Resistant PD), No Range, OAF Fragile. This creates a drug that has to be injected and lasts until the victim overcomes its effects.

Besides creating drugs and some types of gadgets, *Based On CON* also works well for some "biokinetic" psionic powers in which the mentalist psychokinetically manipulates the target's body to achieve an effect — the tougher the target is, the more easily he can resist.

Sometimes characters want to buy both *Attack Versus Limited Defense* and *Based On CON* to create a drug or power that works against *Power Defense* (or the like). In this case *AVLD* costs its full +1½ value.

Other Characteristics

With the GM's permission, characters can take similar Limitations to have a Mental Power work against alternate Characteristics other than *CON*. Some possibilities include:

Mental Power Based On BODY (-¾): This Limitation is basically the same as *Based On CON*, it just uses *BODY* instead. Since the average *BODY* tends to be lower in most campaigns than the average *CON*, the Limitation value is slightly lower; the GM can adjust it as needed.

Mental Power Based On INT (-½): Mental Powers with this Limitation typically involve manipulating someone through logic and skillful argumentation (Mind Control), intellectually convincing the target that his perceptions are wrong (Mental Illusions — “Don’t you realize that under these conditions, science and logic indicate you can’t possibly be seeing what you think you’re seeing?”), and so forth.

Mental Powers Based On INT are targeted with ECV (or, at the GM’s option, with “Intelligence Combat Value,” INT/3), and work on a Line Of Sight basis with no Range Modifier. Like normal Mental Powers, they’re not visible, but characters can perceive them with Mental Awareness. The target’s Mental Defense applies against the attack. Compare the Effect Roll to the target’s INT (substitute INT for EGO on the Effects Table of the Mental Power). A Mental Power Based On INT lasts until the target shrugs off its effects, which requires a successful INT-based Breakout Roll made with the standard modifiers (if applicable). Mental Powers Based On INT may be Deflected with Mental Deflection and do not provide their possessor with Mental Awareness the way standard Mental Powers do.

Mental Power Based On PRE (-¼): This Limitation in effect lets a character transform a Mental Power into a superhuman version of various Interaction Skills (Persuasion as Mind Control [“Are you going to believe your own eyes, or me?”], Conversation or Interrogation as Telepathy, and so on), create Presence Attacks so intense they can stun the target (Ego Attack), and the like.

Mental Powers Based On PRE are targeted with ECV (or, at the GM’s option, with “Presence Combat Value,” PRE/3), and work on a Line Of Sight basis with no Range Modifier. Like normal Mental Powers, they’re not visible, but characters can perceive them with Mental Awareness. The target’s Mental Defense applies against the attack (alternately, the GM might require characters to buy “Presence Defense,” defined as PRE with the -1 Limitation *Only To Protect Against Presence Attacks*, which would also apply against Based On PRE powers).

Compare the Effect Roll to the target’s PRE (substitute PRE for EGO on the Effects Table of the Mental Power). A Mental Power Based On PRE lasts until the target shrugs off its effects, which requires a successful PRE-based Breakout Roll made with the standard modifiers (if applicable). Mental Powers Based On PRE may be Deflected with Mental Deflection and do not provide their possessor with Mental Awareness the way standard Mental Powers do.

EXTRA TIME

For continuing-effect Mental Powers, the GM may want to consider requiring characters to take the half-value version of this Limitation ordinarily applied when the Extra Time affects the use of a Constant Power every Phase. While technically most continuing-effect Mental Powers are Instant, they’re often used in ways that mimic Constant Powers. Thus the lesser Limitation value may be appropriate.

NO CONSCIOUS CONTROL

A Mental Power with this Limitation can be dangerous indeed. Not only can the character not consciously turn the power on, but such powers are often prone to “erupt” without warning. This effect is sometimes known as a “mindquake” or “mindstorm;” it’s most dangerous with telekinetic powers. Sometimes this sort of power makes a great “plot device” when given to an NPC, but PCs usually prefer powers that are more predictable. At the very least PCs favor the -1 version of the Limitation described under *Mental Illusions* (page 38), which lets them control the activation of the power but not what it does.

NO RANGE

Since the range of Mental Powers tends to be greater than the standard 5” x Active Points, and with no Range Modifiers applied, the GM might consider making this Limitation worth -¾ or -1 when applied to Mental Powers. This ties in nicely with the values of Normal Range and Limited Normal Range (page 31), but may not be appropriate for all campaigns.

PSIONIC

This Limitation represents a power that simulates a psionic ability — which means it should only work when other minds are present, not when inanimate objects are involved. It doesn’t apply to Mental Powers (which already suffer from this restriction); it’s intended for abilities that normally would apply to “mental” and “non-mental” situations. Examples include Combat Skill Levels, Danger Sense, and BOECV RKAs. For example, Danger Sense with Psionic wouldn’t alert a character to the danger posed by a trap or rockslide, neither of which involve a mind in any way — it would only warn him about threats posed by beings with minds.

In most cases, Psionic is worth -½. The GM may allow characters to take it at the -¼ level if the power could work based on mental traces or energies left in a physical object. For example, Danger Sense with -¼ Psionic could perceive a trap (assuming the “mental energies” of whoever placed it linger in it), but not a rockslide or other natural disaster (which have no “mental” component at all).

REQUIRES A SKILL ROLL

Characters may take this Limitation and define the Skill Roll as a CV-based Attack Roll to simulate a mental power that requires a standard DEX-based attack. The character first has to succeed with a CV Attack Roll to hit or touch the target physically, then with an ECV Attack Roll to hit and affect the target mentally.

SIDE EFFECTS

Side Effects are an excellent way to simulate psionic powers that are dangerous to use, unreliable, or prone to “backfiring” or “malfunctioning” — which is just the way GMs like to define them for some campaigns.

If a mentalism Side Effect involves a Mental Power (such as Mind Control or Mental Illusions), the character should define it in such a way that his high EGO doesn't make it easy for him to succeed with a Breakout Roll right away — that's not much of a Limitation. For example, the Side Effect may automatically affect the character for a certain period of time, only allowing him a Breakout Roll when that time passes.

Some appropriate possible Side Effects for mental powers include:

- Character suffers a low-level KA or Drain BODY (he begins to bleed, usually from his ears, veins on his head, or his nose).
- Character is afflicted with a Mental Illusion that he automatically believes in (and/or is completely distracted by) for 2 Phases; thereafter he may make Breakout Rolls
- Character's Mental Defense vanishes for 1d6 Phases (this is only appropriate for campaigns where lack of Mental Defense for that long is potentially dangerous at least half of the time)
- Character is stricken deaf, dumb, and/or blind for 1d6 Phases (*i.e.*, the nerves controlling his senses and speech are temporarily “shorted out” because of the mental feedback)
- Character suffers from a Mental Paralysis of appropriate strength
- Character's Psychological Limitations all become 5-10 points worse for 1d6 Hours
- Character suffers from rampant paranoia for 1d6 Hours

MENTALISM POWER FRAMEWORKS

Mentalists can, of course, use Power Frameworks — in fact, they're very common with mentalist characters, since they allow them to buy several expensive Mental Powers at a discount. The combination of a Multipower of mental attacks plus an Elemental Control with Mind Scan and a defensive or movement ability is particularly popular. Some examples of possible mentalism Frameworks include:

Telekinesis Frameworks: Since characters can use “psychokinesis” as a special effect for so many abilities (see *Telekinetic Powers* in Chapter Two for dozens of examples), it's not uncommon for psychokinetic characters to buy a Power Framework for their abilities — a Multipower for attacks, an Elemental Control for movement and defense, or a Variable Power Pool for both.

Mental Powers Pool: A Mental Powers Pool is a Variable Power Pool a character can only use for Powers specifically defined as Mental Powers (Ego Attack, Mental Illusions, Mind Control, Mind Link, Mind Scan, Telepathy, and any Power defined as a Mental Power by the GM). They cannot buy other Powers, including BOECV Powers, as slots in a Mental Powers Pool. “Mental Powers Only” is worth a -½ Limitation on the Pool, but such Pools can usually be changed without a Skill Roll at any time (+1 Advantage).

Mentalist Power Pool: A Mentalist Pool is much broader than a Mental Powers Pool — it allows the mentalist to use any of the powers discussed in this book (including telekinetic effects and BOECV powers), plus any other powers the GM allows under the rubric of “mentalism.” Mentalist Pools usually do not require a Skill Roll to change powers, and can be changed at any time (total of +2 Advantage). “Mentalist Power Pool” is a -0 to -¼ Limitation, depending on just how limiting the GM thinks the concept is.

- Character's Enraged/Berserk is automatically triggered
- Character suffers from a psychosomatic Physical Limitation (“I can't feel my legs!”, for example, or psychosomatic blindness) for 1d6 Hours
- Character's mental powers are all 5-10 Active Points weaker for 1d6 Turns (or longer)
- One or more of character's mental powers suffer from the *No Conscious Control* (-2) Limitation for 1d6 Turns (or longer)

DISADVANTAGES



PSYCHOSOMATIC DISADVANTAGES

Psychosomatic Disadvantages are Disadvantages that are only “in the character’s head,” but which still affect him physically because of the strong connection between the body and the mind. For example, a character might *think* he’s Susceptible to green argonite meteorites. In reality, green argonite meteorites do not affect him at all, but because he believes so strongly that they do exposure to them makes him feel sick and even suffer injury. Such is the power of the mind.

Disadvantages defined as being “psychosomatic” can be affected by Psionic Surgery and certain other powers. A mentalist who uses Telepathy on someone with a Psychosomatic Disadvantage and searches for information about it realize the Limitation is psychosomatic and not “real.”

For the most part, mentalists take the same sorts of Disadvantages as other characters in the campaign. Here are a few notes on Disadvantages that have special applications for them or in psionics campaigns.

AGE

In Heroic psionics campaigns — ones in which Normal Characteristic Maxima exists as a campaign default — this Disadvantage may be quite popular, since it increases the amount of EGO and INT characters can buy at the standard cost. The GM should make sure Age is suited to the character in question and is not just an excuse to buy a higher EGO or INT cheaply.

DEPENDENCE

In genre literature and films, some mentalists require drugs to keep their powers working; this is a Dependence with the “characters powers are affected” result. Alternately, a powerful mentalist might take drugs to *dampen* his powers, lest they go out of control and drive him to distraction (Incompetence).

DISTINCTIVE FEATURES

Some mentalists are so powerful that they stand out to other mentalists and people with Mental Awareness — their powers are like a beacon. (This is similar to the way wizards can perceive other wizards in a Fantasy campaign.) This is a 5-point Distinctive Feature: Mentalist (Not Concealable; Noticed And Recognizable; Requires Unusual Sense [Mental Awareness or the like]).

ENRAGED/BERSERK

Mentalists rarely take this Disadvantage, since they usually have a high degree of control over their mental state. But sometimes being attacked with mental powers themselves causes them intense pain or makes them lose control, resulting in a state of Enragement or Berserk fury.

HUNTED

Some classic Hunteds for mentalists include:

- People who, rightly or wrongly, fear psionic powers and what mentalists may be able to do with them. Some campaigns even have this as a premise — the heroic mentalists band together to use their powers to do good deeds in a world that hates and fears them.

- People who want to exploit mentalists and their powers. This often includes the government (or some branch of it, whether legitimate or “renegade”) and unscrupulous corporations (which want to use psionic powers to damage their competitors and control the marketplace)

- Evil mentalists who want to eliminate the “competition” (a particularly appropriate Hunted in a world with very few mentalists)

PHYSICAL LIMITATION

Several Physical Limitations occur frequently among mentalists or in psionics campaigns.

Telepathic Bleed

A classic Physical Limitation for telepaths is the inability to screen out the thoughts of people around them. They constantly hear the muttering of mental voices in their minds — not clearly enough to really distinguish anything, but “loud” enough to frustrate the mentalist, give him headaches, and generally annoy him. To represent this in game terms, whenever the mentalist has to make a PER Roll or an INT-based roll (such as an Intellect Skill roll) and there are at least four other minds within 3”, he has to make an EGO Roll. If he succeeds, nothing happens (he ignored the mental babble); if he fails he suffers a -1 on all Skill and Characteristic rolls (due to distraction) for 1d6 Phases or until he’s removed from the vicinity of those people or the mental “noise” is blocked out or dampened somehow. This is an Infrequent limitation that’s Slightly Impairing (5 points). On occasion the GM can use this Disadvantage as a plot device by having useful snippets of information leak through into the character’s mind.

Refer to *Susceptibility*, below, for more thoughts on this effect.

Affected By [Type Of Mental Power]

As noted on page 457 of *The HERO System 5th Edition, Revised*, Automatons are generally immune to Mental Powers. However, some types of Automatons should be affected by Mental Powers specifically designed to affect the type of being they are. For example, undead Automatons are affected by Necromancy spells built with Mental Powers, and robot Automatons can be affected by Cyberkinesis powers. To represent this, they take a Physical Limitation indicating which type of Mental Power can affect them, including what their “EGO” is for these purposes. The value of the Disadvantage depends on how high their EGO is and how often they can expect that type of Mental Power to be used in the campaign; usually it’s a 5-10 point Disadvantage.



Affected As Multiple Classes Of Minds

In campaigns that use the class of minds rules extensively, some characters may be vulnerable to Mental Powers that affect either of two (or more) classes of minds. For example, a sentient robot might be affected by Mental Powers that affect either the Machine class (because he's a technological being) or the Human class (because his robot mind is so advanced). The value of the Disadvantage depends on which classes of minds he's affected as (and how many, and how often they're likely to come up in game play), the prevalence of Mental Powers in the campaign, and so forth. In most cases it's worth 5 Character Points (Infrequently, Slightly Impairing).

The Pauli Effect

"The Pauli Effect," named for a German theoretical physicist who seemed to demonstrate it, is a psychic's uncontrollable "power" to cause machinery to malfunction. Page 158 has a write-up of this as an ability, but it may work better in some campaigns as a Physical Limitation. The frequency and degree of impairment depend on how prevalent technology is in the campaign and how often the character inconveniently affects it. It never functions as an attack or helps the character; to do that, a character has to buy it as an ability.

PSYCHOLOGICAL LIMITATIONS

The fact that mentalists have prodigious mental abilities does not make them immune to psychological maladies and quirks — far from it. In fact, the presence of Mental Powers might even tend to cause serious psychological problems. For example, a young telepath with no control over his power might think that he’s “hearing voices in his head,” which could lead to full-blown schizophrenia. A mentalist with criminal inclinations might become a full-blown megalomaniac, convinced that his powers entitle him to rule the world. The definition of how psionics works in some campaigns might even include the fact that mentalists usually have serious psychological problems. Some possibilities include:

Mental Adaptive: This Psychological Limitation represents a character whose personality changes according to the people around him. For example, his mental patterns or personality could adjust to match those of the people around him (usually with negative results, such as being too easily exploited by them). Another possibility is a character who becomes exactly what a specific person, or the people around him, want him to be (as with Kamala, the “empathic metamorph” character from the *Star Trek: The Next Generation* episode “The Perfect Mate”).

Temporal Fugue: A precognitive character may have difficulty telling the past, present, and future apart. If he fails his EGO Roll to keep his Temporal Fugue in check, he suffers a -1 on all rolls for the next 1d6 Segments as he reacts to a view of reality that’s out of synch with the current timeframe.

SOCIAL LIMITATION

Some campaigns may feature a setting in which mental powers are known to exist but cause suspicion and fear. In that case, society may take steps to isolate or control psionic characters. Psionics forced to join the government’s “Psi Authority” are Subject To Orders (and probably Watched as well); those who don’t become outlaws, constantly on the run. And it may be that mentalists have trouble relating to normal people (-1 to Interaction Skill rolls) because they’re feared and disliked.

SUSCEPTIBILITY

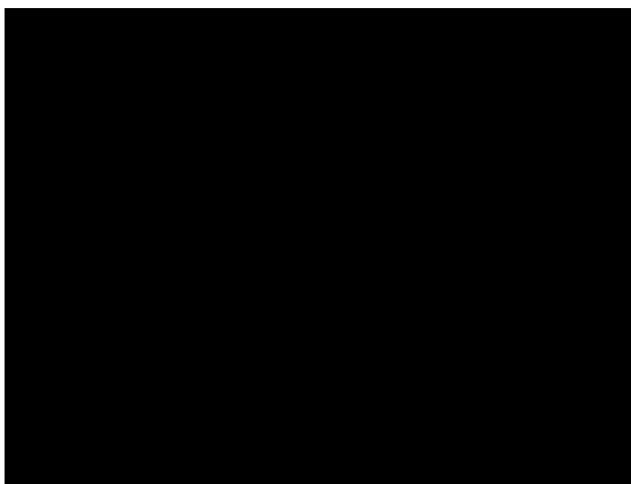
The inability to screen out the thoughts of those around you, discussed above under *Physical Limitation*, can also be bought as a Susceptibility to large groups of people (say, half a dozen or more). In this case the thoughts and mental energy seeping into the character’s brain give him headaches so intense that they can make him pass out, and even die. At the GM’s option, the damage may increase (or the time interval may decrease) if the character’s in a really large group of people.

Susceptibility: takes 1d6 per Minute when in groups of six or more people (Common): 10 points.

VULNERABILITY

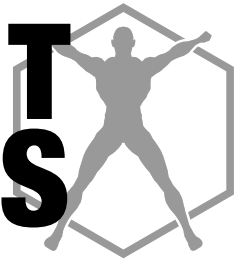
If a character has a Vulnerability to Mental Powers, the Vulnerability multiplier applies to the Effect Roll only. It does not apply to damage done by a Mental Illusion or Mind Control that’s powerful enough to inflict injury — though of course the increased effect makes it more likely the mentalist can achieve an Effect Roll high enough to do damage.

chapter two:



MENTALIST POWERS

MENTALIST POWERS



Mentalist Powers are the vast array of abilities that mentalist characters (of all varieties) might have. In short, they're example powers for mentalists of all stripes. Some of them originally appeared in *The UNTIL Superpowers Database, Database II*, or other Hero Games publications, but they've been updated, expanded, or otherwise altered to take advantage of the information presented in this book, or to better reflect how they typically apply to mentalist characters.

This chapter describes each power with a standard template. The information provided applies only to the standard power; the options may have different areas of effect, ranges, END costs, and so forth.

Name indicates the name of the power. You can, of course, rename it to suit your own character if you prefer.

Effect lists the basic game effect of the power in simple terms: Energy Blast 8d6, Explosive; Desolidification; Telekinesis (30 STR). This tells you quickly what a power can do so you don't have to delve into the full game write-up.

Target describes who or what the power affects. An Attack Power usually indicates "One character" or the area covered due to the *Area Of Effect* or *Explosion* Advantages. (Of course, sometimes even a "one character" power can be Spread, or used with Rapid Fire or Sweep to affect more than one target; a power's shorthand description doesn't override the rules.) "Self" indicates the power only works on the character using it (though it may still "affect" other characters; for example, other characters can perceive the effects of Shape Shift, even though it's a "Self" power.)

Duration lists the power's duration, typically Instant, Constant, Persistent, or Inherent (see the *HERO System 5th Edition, Revised*, page 98). "Uncontrolled" indicates the power has that Advantage; Continuing Charges are also listed here.

Range lists the range for the power. Ranged powers usually have a range in inches (Active Points x 5" in most cases), but may have "LOS"

(Line Of Sight) range. "No Range" indicates that the power has No Range; "Self" that the power only affects the character using it; "Touch" that the power involves having to touch another character (which usually requires an Attack Roll).

END Cost lists the power's Endurance cost.

Mentalism Roll Penalty indicates the penalty for using the *Mentalism* form of the *Power Skill* (page 16) to use the ability, either because the power has the *Requires A Skill Roll* Limitation or for times when the GM permits the character to use the power as an impromptu "mentalist trick" based on a Skill Roll. It's calculated by dividing the Active Point cost of the ability by 10. As usual, a character shouldn't use his *Mentalism* Skill to perform one of these abilities repeatedly; if he wants to use a mentalist trick frequently, he should pay Character Points for it. "N/A" indicates that characters can't activate that ability with a Mentalism roll — it's not a "trick" or a "stunt," but rather an innate power a mentalist might possess.

Description provides a (usually brief) textual description of the power. This section notes any special rules or rules applications relevant to the power.

Game Information is a full write-up of the power in game terms, including Active Point and Real Point costs. (If only one point total is listed, that means the Active and Real Point costs are the same.)

Lastly, many powers have *Options* listed below the game information. These describe various standard ways to alter the power to create a slightly different ability. Optional powers often have their own names related to the standard power's name. For example, under the power *Animate Technology* you can find an optional power called *Legion Of Steel Doom* which is nothing more than the same power expanded to allow for greater effect. Some of the options, such as *Lengthy*, *Attentive*, and *Spell*, are the same from power to power, reflecting how each power would function in lower-powered campaigns such as many *Star Hero* and *Fantasy Hero* games.

CYBERKINESIS POWERS



Also known as *cyberpathy*, cyberkinesis is the ability to mentally interface with and control machines. A cyberkinetic can read computer files with his mind, shut off or turn on machines at will with mental power, or trick security cameras into seeing something that's not there. Some can even disrupt the functioning of machines, or cause them to fall apart.

Most cyberkinesis powers are built as Mental Powers that affect the Machine class of minds. For computers, sentient robots, and other machines that have EGO, use their EGO to resist the Mental Powers as normal; for machines that only have INT, substitute INT for EGO. For machines that have neither INT nor EGO, the GM has two options. First, he can assign the machine an "EGO" based on its sophistication and have the power work normally (after all, most modern machines have one or more computers built into them somewhere); second, he can allow cyberkinetic characters to affect such machines only if they have an appropriate non-Mental Power-based ability with a "cyberkinesis" special effect (such as Machine Manipulation and Deactivation, which a character could use to "turn off" a machine instead of telling it to do so with Mind Control).

Cyberkinetic powers are mainly offensive and sensory. Many cyberkinetics have equipment, or even a Gadget Pool, to provide themselves with defenses and other, more conventional, attacks and abilities.

OFFENSIVE POWERS

ANIMATE TECHNOLOGY

Effect: Summon 4 150-point robots

Target: N/A

Duration: Instant

Range: No Range

END Cost: 9

Cyberkinesis Roll Penalty: -9

Description: The character can use cyberkinetic commands to cause local technology and spare parts to re-assemble themselves into several minor robots to help him perform tasks or attack his enemies. (The Hero Games website, www.herogames.com, has a sample write-up for such a robot; you can also use versions of the ones depicted in *The HERO System Bestiary* or *Star Hero*, or design your own, provided they cost no more than 150 points total.)

Given the nature of this power, the GM may want to make the character buy an RKA or Drain defined as destroying or taking parts away from nearby machines. However, in most cases, you can simply treat the "incidental damage" this power might cause as part of its special effect, and/or not let the power function if the only parts available are from machines that could have an affect on combat.

Game Information: *Summon up to 4 150-point robots, Expanded Class (minor "robots"; +¼), Slavishly Loyal (+1) (90 Active Points); OIF (must have sufficient technology/parts available; -½), Extra Time (Full Phase; -½). Total cost: 45 points.*

Options:

1) Big, Tough Robots: Increase to Summon up to 4 250-point robots. 135 Active Points; total cost 67 points.

2) Small, Weak Robots: Decrease to Summon up to 4 75-point robots. 56 Active Points; total cost 28 points.

3) Legion Of Steel Doom: Increase number of robots Summoned to 64. 135 Active Points; total cost 67 points.

4) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 40 points.

CYBERCONTROL

Effect: Mind Control 8d6**Target:** One machine**Duration:** Constant**Range:** LOS**END Cost:** 4**Cyberkinesis Roll Penalty:** -4

Description: The character mentally interfaces with a computer or similar machine, overriding its control software and taking command of it. This can prove particularly effective if the computer is hooked up to large weapons, a building's security system, the operating systems of a starship, or the like.

Game Information: *Mind Control 8d6 (Machine class of minds). Total cost: 40 points.*

Options:

- 1) **Strong Cybercontrol:** Increase to Mind Control 12d6. Total cost: 60 points.
- 2) **Weak Cybercontrol:** Decrease to Mind Control 6d6. Total cost: 30 points.
- 3) **Obey My Thoughts:** Add Telepathic (+¼). Total cost: 50 points.
- 4) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 27 points.
- 5) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 32 points.
- 6) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 23 points.

CYBERILLUSIONS I

Effect: Mental Illusions 8d6**Target:** One machine**Duration:** Constant**Range:** LOS**END Cost:** 4**Cyberkinesis Roll Penalty:** -4

Description: This power allows a cyberkinetic to control what a machine "sees" or displays. For example, he could make security cameras show himself and his comrades as uniformed security guards rather than superheroes, or cause a computer screen to display the specific images he wants it to. The character cannot cause the machine to take STUN or BODY damage due to the effect of the illusion.

Game Information: *Mental Illusions 8d6 (Machine class of minds) (40 Active Points); Cannot Cause Harm (-¼). Total cost: 32 points.*

Options:

- 1) **Strong Cyberillusions:** Increase to Mental Illusions 12d6. 60 Active Points; total cost 48 points.
- 2) **Weak Cyberillusions:** Decrease to Mental Illusions 6d6. 30 Active Points; total cost 24 points.
- 3) **See What I Want You To See:** The standard Cyberillusions power affects all senses, since a cyberkinetic might need to attack a sentient robot or the like with it. However, some cyberkinetics can

only affect machines' sight and radio senses, since so few have any other senses. Add Limited Senses (cannot affect Hearing, Smell/Taste, and Touch Groups; -¾). 40 Active Points; total cost 20 points.

4) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 23 points.

5) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 27 points.

6) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 20 points.

CYBERILLUSIONS II

Effect: Sight and Radio Group Images**Target:** 8" radius**Duration:** Constant**Range:** 130"**END Cost:** 3**Cyberkinesis Roll Penalty:** -3

Description: A cyberkinetic can use this power to fool machines that don't have EGO or INT – some security cameras, for example. It allows him to control what the machine sees or displays (and thus what anyone monitoring the machine sees). For example, he could make a security camera see the undisturbed bank vault it normally expects to see, even when a team of supervillains is busy looting the place. Anyone monitoring that camera remotely would see the Image, but anyone viewing the scene with the naked eye would not be affected at all.

The Image has an 8" radius, which should suffice to cover the the area scanned by most cameras. If necessary, the cyberkinetic can place the illusion directly in front of the camera so it cannot avoid it.

Game Information: *Sight and Radio Group Images, Increased Size (8" radius; +¾) (26 Active Points); Only Versus Machines (-1). Total cost: 13 points.*

Options:

- 1) **Smaller Cyberillusions:** Reduce to Increased Size (4" radius; +½). 22 Active Points; total cost 11 points.
- 2) **High Resolution Cyberillusions:** The character has such precise control over his cyberillusions that few people can see through them. Add -3 to PER Rolls. 42 Active Points; total cost 21 points.
- 3) **Expanded Cyberillusions:** The character's illusions are so convincing that sentient machines even hear and feel what he wants them to. Add Hearing and Touch Groups. 44 Active Points; total cost 22 points.
- 4) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 10 points.
- 5) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 11 points.
- 6) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 9 points.



CYBERMORPHING

Effect: Major Transform 3d6 (machines to other machines, or spare parts into machines)

Target: One machine or collection of spare parts

Duration: Instant

Range: No Range

END Cost: 6

Cyberkinesis Roll Penalty: -6

Description: The character has the ability to cyberkinetically transmutate one machine into another machine, or a collection of spare parts into a working machine. The GM determines the BODY of the machine or spare parts (see *The HERO System 5th Edition, Revised* rulebook, pages 447-49, for guidelines). The rules for adding or removing abilities with Transform (page 239 of the rulebook) apply. Depending on the situation, the GM may limit the scope of what the character can do with this power based on the material he's got to work with and the degree of similarity between the two machines. For example, a cyberkinetic could Transform a television remote control into an infrared laser pistol, but not into a starter motor.

Game Information: Major Transform 3d6 (machine into any other type of machine, or spare parts into working machine; heals back by being taken apart or destroyed, or subjected to another use of this power), Improved Results Group (any machine; +¼) (56 Active Points); No Range (-½), Limited Target (machines and spare parts for machines; -½). Total cost: 28 points.

Options:

- 1) **Strong Cybermorphing:** Increase to Major Transform 4d6. 75 Active Points; total cost 37 points.
- 2) **Weak Cybermorphing:** Decrease to Major Transform 2d6. 37 Active Points; total cost 18 points.
- 3) **Ranged Cybermorphing:** The character can transmutate machines at range. Remove No Range (-½). Total cost: 37 points.
- 4) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 22 points.
- 5) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 25 points.
- 6) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 20 points.

CYBERPATHY

Effect: Telepathy 8d6
Target: One machine
Duration: Constant
Range: LOS
END Cost: 4
Cyberkinesis Roll Penalty: -4

Description: The character mentally interfaces with a machine to read its files and records of use. For example, he could scan the buffer of a fax to find out about incoming and outgoing faxes, or the hard drive of a computer to find out what the files it contains says. He can also send his own thought and “talk” to machines. He cannot, however, make permanent changes to computer files or the like; that requires Erase/Alter Records (see below).

Given the standard speed of Telepathy (one fact per Phase), it may take the cyberkinetic a long time to find the fact he wants if he doesn’t have a good idea about where to start searching. If necessary, the GM can have the character make an EGO Roll, with a penalty based on the amount of data, to find what he’s looking for quickly; the more the character makes the roll by, the quicker he finds the data. (Perhaps the GM can adapt the Mind Scan Modifiers table to determine the penalty, with 1 megabyte equal to one person, and 1 gigabyte of information equal to 10 people [-2 penalty], then doubling the gigabytes for each step down the table.)

When reading a computer or the like, “surface thoughts” include any program currently open or running (and all data files those programs contain). Deep, hidden thoughts include any program installed on the computer, but not currently open, running, or otherwise active (and all that program’s data files). Memories include any deleted programs or files, any Psychological Limitations a sentient computer has, and possibly some programs the computer hasn’t run or activated for a long time (a month or more). Non-sentient machines generally don’t have subconscious thoughts, but you could use this level for any programs or files thoroughly erased. Machines count as being “unconscious” for purposes of Telepathy on if unplugged (just being turned off doesn’t qualify).

Game Information: *Telepathy 8d6 (Machine class of minds). Total cost: 40 points.*

Options:

- 1) Strong Cyberpathy:** Increase to Telepathy 12d6. Total cost: 60 points.
- 2) Weak Cyberpathy:** Decrease to Telepathy 6d6. Total cost: 30 points.
- 3) Rapid Reading:** The character can scan through computer files and the like with much greater speed. Add Autofire (5 facts per Phase; +1½). Total cost: 100 points.
- 4) Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 27 points.
- 5) Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 32 points.
- 6) Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 23 points.

DEACTIVATION

Effect: Dispel 20d6, any Electrical Device power one at a time
Target: One machine
Duration: Instant
Range: 375"
END Cost: 7
Cyberkinesis Roll Penalty: -7

Description: This power allows a cyberkinetic to break, shut down, or otherwise deactivate an electronic device, such as an enemy’s blaster, a computer, or the spark plugs in a car. Once this Dispel works, getting the affected power functioning again typically requires a Full Phase and succeeding with a roll using Electronics (or another appropriate Skill); the roll suffers a -1 penalty for every 5 point by which the Dispel roll exceeded the power’s Active Points. Any other powers built into the same device remain unaffected.

Game Information: *Dispel 20d6, any Electrical Device power one at a time (+¼). Total cost: 75 points.*

Options:

- 1) Strong Deactivation:** Increase to Dispel 24d6. Total cost: 90 points.
- 2) Weak Deactivation:** Decrease to Dispel 16d6. Total cost: 60 points.
- 3) Broad-Spectrum Deactivation I:** The character has the ability to deactivate multiple electronic device powers at once. Reduce to Dispel 16d6, and increase Expanded Effect to any two Electronic Device powers simultaneously (+½). Total cost: 72 points.
- 4) Broad-Spectrum Deactivation II:** Reduce to Dispel 15d6, and increase Expanded Effect to any four Electronic Device powers simultaneously (+1). Total cost: 90 points.
- 5) Broad-Spectrum Deactivation III:** Reduce to Dispel 14d6, and increase Expanded Effect to all Electronic Device powers simultaneously (+2). Total cost: 126 points.
- 6) Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 50 points.
- 7) Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 60 points.
- 8) Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 43 points.

ERASE/ALTER RECORDS

Effect: Major Transform 4d6**Target:** One machine**Duration:** Instant**Range:** Touch**END Cost:** 7**Cyberkinesis Roll Penalty:** -7

Description: A cyberkinetic with this power can add, alter, or remove software and files to or from a computer with his mind.

The GM must determine the “BODY” of a piece of software or a file for purposes of this power. A Psychological Limitation has “BODY” equal to its value as a Disadvantage. A piece of software typically has about 1 BODY per megabyte of hard drive space it occupies; a particularly complex or important piece of software (such as an operating system) may have more. A computer file (such as a word processing document or a spreadsheet) has about 1 BODY per two megabytes. The GM may alter these guidelines as he sees fit.

In most cases, adding, removing, or altering a sentient machine’s Psychological Limitations requires a Major Transform. So does adding, removing, or altering a piece of software. Adding, altering, or removing a computer file may only require a Cosmetic or Minor Transform effect, based on the GM’s judgment regarding the complexity and importance of the information; the *Partial Transform* Advantage allows the cyberkinetic to achieve such lesser effects easily.

This power has the *BOECV* Advantage so that a cyberkinetic can alter a sentient machine’s Psychological Limitations. However, the effect still depends on the “BODY” of the Psychological Limitation, so with the GM’s permission the *Works Against EGO, Not BODY* Modifier does not apply.

Game Information: *Major Transform 2d6 (add, alter, or remove computer Psychological Limitations, programs, or records; heal back through application of the same power, reprogramming, and/or re-entering the data), BOECV (affected by either Mental Defense or Power Defense; +¾), Partial Transform (+½) (67 Active Points); No Range (-½), Limited Target (computer software and files; -½). Total cost: 33 points.*

Options:

1) Stronger Erasure: Increase to Major Transform 3d6. 101 Active Points; total cost 50 points.

2) Weaker Erasure: Reduce to Major Transform 1d6. 34 Active Points; total cost 17 points.

3) Distant Erasure: Most cyberkinetics can only alter or erase computer records if they can touch the computer they want to affect. A character with this option can affect computers at range. Change *BOECV* to +½ (power suffers normal Range Modifier) and remove *No Range* (-½). 60 Active Points; total cost 40 points.

4) Scrambling The Electronics: This form of Erase/Alter Records doesn’t function like a Mental Power, so the character cannot use it to alter a sentient

machine’s Psychological Limitations. Remove *BOECV* and increase to Major Transform 3d6. 67 Active Points; total cost 33 points.

5) Lengthy Power: Add Extra Time (Full Phase; -½). Total cost: 27 points.

6) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 30 points.

7) Lengthy And Attentive Power: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 24 points.

LEGION OF WEAPONS

Effect: Energy Blast 6d6, Indirect, Variable Advantages, Variable Special Effects**Target:** One character**Duration:** Instant**Range:** 20”/410” (see text)**END Cost:** 13**Cyberkinesis Roll Penalty:** -13

Description: With this power, a cyberkinetic can override and take control of any electronic weapon within 20” and cause it to fire at one of his enemies. The weapon has its normal range when firing, to a maximum of 410” from the character. The character’s control isn’t absolute, so he may not be able to use the weapon at full power or access the Advantages applied to it. In game terms, he’s limited to the dice and level of Variable Advantages bought for the attack, regardless of how powerful the weapon itself might be; if the weapon has no Advantages, the character cannot apply one, if it has multiple Advantages, he can choose which one to use. The attack could come from any direction (based on where the weapon is located), so this power includes the Indirect Advantage at the +¾ level.

This power is bought with Energy Blast, since that’s the most common power used to build weapons in many campaigns. The GM must decide whether the character can use this power with non-EB weapons (e.g., weapons built with RKA), or must have a Power Framework with various slots for the different types of weapons he might encounter (see Options, below). In any event, a character can’t use this power with weapons that don’t involve powers similar to Energy Blast (such as weapons built with Drain, Entangle, or Flash).

Because causing a weapon to fire may use up Charges or END, this power includes a Linked Drain. The effect on END or an Endurance Reserve is as normal under the rules. To determine the effect on Charges, divide the weapon’s Active Points by the number of Charges it has; that gives you a “point total” for each Charge, which tells you how much effect the Drain has to achieve to remove one.

A character with Machine Manipulation (see below) may be able to fire weapons telekinetically instead of using this power.

Game Information: *Energy Blast 6d6, Indirect (based on location of weapons accessed; +¾), Variable Advantage (+½ Advantages, reduced by¼ since character usually has little or no control over the Advantages he can use; +¾), Variable Special Effects (+¼) (82 Active Points); OIF*

(appropriate weapons of opportunity within 20"; -½), Can Only Do Maximum Of 6d6 And One +½ Advantage Regardless Of Weapon's Actual Power (-0) (total cost: 55 points) **plus** Drain Weapons 3d6, Charges or END one at a time (+¼), Limited Ranged (20"; +¼) (45 Active Points); Only Removes 1 Charge Or Enough END For One Shot (-½), Linked (-½) (total cost: 22 points). Total cost: 77 points.

Options:

- 1) **Greater Access:** The character can exert greater control over nearby weapons. Increase to Energy Blast 8d6. $110 + 52 = 162$ Active Points; total cost $73 + 22 = 95$ points.
- 2) **Total Weapons Control:** The character can control and use any weapon, no matter what effect it has on targets. For the Energy Blast, substitute a Variable Power Pool, 75 base + 37 control cost; OIF (appropriate weapons of opportunity within 20"; -½). Total cost: $75 + 25 = 100$ points. You may also need to remove the Linked from the Drain Weapons (since characters can only Link powers to entire Power Frameworks with the GM's permission), giving it a total cost of 30 points. When the character uses the power, he also uses the Drain Weapons as a multiple-Power attack.

MACHINE DESTRUCTION

Effect: RKA 3d6, Only Versus Machines

Target: One machine

Duration: Instant

Range: 335"

END Cost: 7

Cyberkinesis Roll Penalty: -7

Description: The character can cause machines to short out, break down, fall apart, or otherwise cease working. In short, he destroys them, rendering them useless until someone makes extensive repairs (if that's even possible). The power works on any sort of mechanical or electronic device; it wouldn't work on, for example, organic technology, or technology based entirely on crystals.

Game Information: RKA 3d6, Area Of Effect (One Hex; +½) (67 Active Points); Only Versus Machines (-1). Total cost: 33 points.

Options:

- 1) **Stronger Machine Destruction:** Increase damage to RKA 4d6. 90 Active Points; total cost 45 points.
- 2) **Weaker Machine Destruction:** Decrease damage to RKA 2d6. 45 Active Points; total cost 22 points.
- 3) **Irresistible Machine Destruction:** Even tough machines can't resist the character's power. Add Armor Piercing (+½). 90 Active Points; total cost 45 points.
- 4) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 27 points.
- 5) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 30 points.
- 6) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 24 points.

MACHINE MANIPULATION

Effect: Telekinesis (10 STR), Fine Manipulation, Only Versus Machines

Target: One machine

Duration: Constant

Range: 125"

END Cost: 2

Cyberkinesis Roll Penalty: -2

Description: The character can move and operate machines and machine parts at a distance, without having to touch them. He can type while sitting across the room from the keyboard, turn a robot's Off/On switch without using his hands, fire weapons remotely, and so forth. He can even disassemble machines, or if necessary tear them apart. The GM determines exactly what effects a character can accomplish with this power.

Game Information: Telekinesis (10 STR), Fine Manipulation (25 Active Points); Only To Control Machines And Machine Parts (-1). Total cost: 12 points.

Options:

- 1) **Stronger Machine Manipulation I:** Increase to Telekinesis (20 STR). 40 Active Points; total cost 20 points.
- 2) **Stronger Machine Manipulation II:** Increase to Telekinesis (30 STR). 55 Active Points; total cost 27 points.
- 3) **Weaker Machine Manipulation:** Decrease to Telekinesis (6 STR). 19 Active Points; total cost 9 points.
- 4) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 10 points.
- 5) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 11 points.
- 6) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 9 points.

POWER BOOST

Effect: Succor Machine Powers 6d6

Target: One machine

Duration: Constant

Range: 260"

END Cost: 5

Cyberkinesis Roll Penalty: -5

Description: The character can increase the power output of any single function of any single machine (even if that machine has multiple components working in tandem, such as jet-boots).

Game Information: Succor Machine Powers 6d6, any Machine Power one at a time (+¼), Ranged (+½). Total cost: 52 points.

Options:

- 1) **Strong Power Boost:** Increase to Succor 8d6. Total cost: 70 points.
- 2) **Weak Power Boost:** Decrease to Succor 4d6. Total cost: 35 points.
- 3) **Power Boost Touch:** The character has to touch a machine to enhance its power. Remove Ranged (+½). Total cost: 37 points.

- 4) **Lasting Power Boost:** Change to Aid Machine Powers 3d6. Total cost: 52 points.
- 5) **Expanded Power Boost I:** The character can increase the power of all functions of a single machine. Change to Succor Machine Powers 3d6, any two Machine Powers simultaneously (+½). Total cost: 30 points.
- 6) **Expanded Power Boost II:** As Expanded Power Boost I, but change to any four Machine Powers simultaneously (+1). Total cost: 37 points.
- 7) **Expanded Power Boost III:** As Expanded Power Boost II, but change to all Machine Powers simultaneously (+2). Total cost: 52 points.
- 8) **Multiple Machine Boost:** The character can affect all machines in a given area, though only for one function at a time. Decrease to Succor Machine Power 4d6 and add Area Of Effect (4" Radius; +1). Total cost: 55 points.
- 9) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 35 points.
- 10) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 42 points.
- 11) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 30 points.

SAP POWER

Effect: Suppress Electronic Devices
Target: One electronic device
Duration: Constant
Range: 20"
END Cost: 6
Cyberkinesis Roll Penalty: -6

Description: The character can drain the power away from any electronic device within 20" of him, causing it to function less efficiently (and possibly to shut down altogether).

Game Information: *Suppress 4d6, all Electronic Device powers simultaneously (+2) (60 Active Points); Limited Range (20"; -¼). Total cost: 48 points.*

Options:

- 1) **Swifter Sapping:** Increase to Suppress 6d6. 90 Active Points; total cost 72 points.
- 2) **Slower Sapping:** Decrease to Suppress 2d6. 30 Active Points; total cost 24 points.
- 3) **Sapping Field:** The character can affect numerous devices at once. Add Area Of Effect (6" Radius; +1). 80 Active Points; total cost 64 points.
- 4) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 34 points.
- 5) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 40 points.
- 6) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 30 points.

DEFENSIVE POWERS

ELECTRONIC CONCEALMENT

Effect: Invisibility to Sight Group
Target: Self
Duration: Constant
Range: Self
END Cost: 3
Cyberkinesis Roll Penalty: -3

Description: This power represents a focused form of the Cyberillusions powers described above. The character interfaces with electronic monitoring systems, such as cameras, and makes it seem to them as if he is not present.

Game Information: *Invisibility to Sight Group, No Fringe (30 Active Points); Only Versus Machines (-1). Total cost: 15 points.*

Options:

- 1) **Group Concealment:** The cyberkinetic can extend his control so that he hides his friends as well. Add Usable Simultaneously (up to 8 people at once; +1). 60 Active Points; total cost 30 points.
- 2) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 13 points.

MISDIRECTION

Effect: Armor (10 PD/10 ED), Hardened
Target: Self
Duration: Constant
Range: Self
END Cost: 4
Cyberkinesis Roll Penalty: -4

Description: The character subconsciously protects himself from attacks involving machines, gadgets, or electronic weapons by causing the weapon to misfire or fire off-target.

Game Information: *Armor (10 PD/10 ED), Hardened (+¼) (37 Active Points); Only Versus Ranged Attacks (-1), Only Versus Attacks Involving Machines/Electronic Devices (-1), Costs Endurance (-½). Total cost: 11 points.*

Options:

- 1) **Missed Me! I:** Substitute 7 DCV Levels. 35 Active Points; total cost 10 points.
- 2) **Missed Me! II:** With this variant, the character not only protects himself, he protects his friends. Substitute Missile Deflection (any attack), Ranged (+1), remove Only Versus Ranged Attacks. 40 Active Points; total cost 16 points.
- 3) **Missed Me! III:** As Missed Me! II, but the character's control becomes so precise he can cause an enemy to shoot himself, or an ally, rather than the character. Add Reflection at any target. 30 Active Points; total cost 12 points. 40 + 30 = 70 Active Points total; total cost 16 + 12 = 28 points.

MOVEMENT POWERS

CYBERTRAVEL

Effect: Extra-Dimensional Movement (to cyberspace)
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Cyberkinesis Roll Penalty: -3

Description: The cyberkinetic can inject his intelligence/persona into the virtual realm of cyberspace, travel the dataways in search of the information he needs.

For general rules on how things function in cyberspace, see pages 162-63 of *Star Hero*, but make adjustments for the type of technology involved, if necessary.

Game Information: *Extra-Dimensional Movement (any location in cyberspace, as defined by the location of the computer the character uses), Reduced Endurance (0 END; +½) (33 Active Points); OIF (computer of opportunity; -½), Meat Body (character's body remains in the real world, but cannot move, perceive, or act, and damage to either the virtual form [in cyberspace] or the real body [in the real world] can hurt or kill the character; -1). Total cost: 13 points.*

Options:

- 1) **Cyberspace Road Trip:** The cyberkinetic can bring several of his friends along for the virtual journey. Add Usable Simultaneously (up to 8 people at once; +1). 55 Active Points; total cost 22 points.
- 2) **Lengthy Power:** Add Extra Time (1 Turn; -1¼). Total cost: 9 points.

SENSORY POWERS

CAMERAVISION

Effect: Clairsentience (Sight and Hearing Groups)
Target: Special
Duration: Constant
Range: 150"
END Cost: 3
Cyberkinesis Roll Penalty: -3

Description: The character can interface with monitoring devices within about a fifth of a mile from him, such as security cameras and "bugs," and use them to see and hear what they see and hear. The senses he can use depend on the "senses" these devices have. For example, if he accesses a videocamera that cannot record sound (or does not have audio recording turned on), he can't use the Hearing Group part of this power.

Game Information: *Clairsentience (Sight and Hearing Groups) (30 Active Points); Only Through Cameras And Listening Devices (-½), Attack Roll Required (-¼). Total cost: 17 points.*

Options:

- 1) **Long-Range Cameravision:** The character can access monitoring devices up to a mile and a half from his location. Add 8x Range (1,200"). 45 Active Points; total cost 26 points.
- 2) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 13 points.
- 3) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 15 points.
- 4) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 12 points.

CYBERLINK

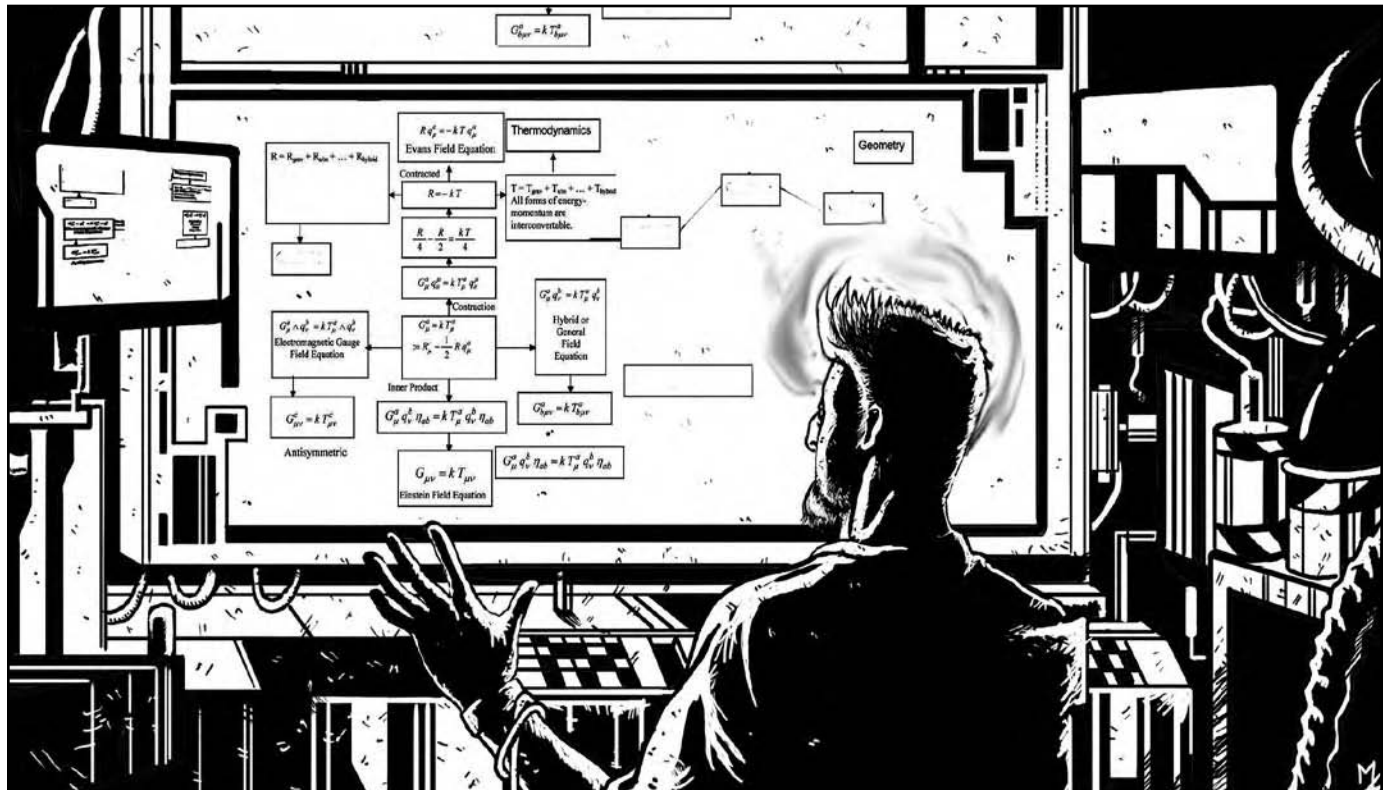
Effect: Mind Link, any machine
Target: Self
Duration: Persistent
Range: No Range
END Cost: 0
Cyberkinesis Roll Penalty: -1

Description: A limited form of Cyberpathy (see above), this power allows a cyberkinetic to communicate with any machine he touches, provided that machine has EGO and/or INT.

Game Information: *Mind Link, any willing machine (15 Active Points); No Range (-½). Total cost: 10 points.*

Options:

- 1) **Ranged Link:** The character can establish a cyberlink at a distance. Remove No Range (-½). Total cost: 15 points.
- 2) **Machine Gestalt:** The character can communicate with multiple machines at once. Add up to any eight machines and remove No Range (-½). Total cost: 30 points.
- 3) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 5 points.



CYBERSCANNING

Effect: Mind Scan 8d6

Target: One machine

Duration: Constant

Range: See rules

END Cost: 4

Cyberkinesis Roll Penalty: -4

Description: The character can scan for the presence of “thinking” machines, ranging from ordinary computers to sentient androids and the like.

The GM should determine the Mind Scan modifier based on the number of *machine minds* in the designated area, not people. Given the prevalence of computers and similar devices (fax machines, PDAs, multi-function cellular phones, and so on) in modern cities (not to mention a place like Millennium City), the difference in numbers may not be great, but it probably exists. Powerful supercomputers and sentient machines may qualify as “unique, strange, or powerful,” thus granting the character a bonus to find them.

Game Information: *Mind Scan 8d6 (Machine class of minds)*. Total cost: 40 points.

Options:

1) Strong Cyberscan: Increase to Mind Scan 12d6. Total cost: 60 points.

2) Weak Cyberscan: Decrease to Mind Scan 6d6. Total cost: 30 points.

3) Lengthy Power: Add Extra Time (Full Phase; -½). Total cost: 27 points.

4) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 32 points.

5) Lengthy And Attentive Power: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 23 points.

INFRARED COMMUNICATION

Effect: Infrared Perception (Sight Group), Transmit, Only To Communicate With Machines

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Cyberkinesis Roll Penalty: -1

Description: Many electronic devices “communicate” with each other via beams of infrared light — such as a remote control turning a television on and off, or two computers exchanging data via an IR link. The cyberkinetic can perceive such communications, and even communicate with machines himself that way.

Game Information: *Infrared Perception (Sight Group), Transmit (7 Active Points); Only To Communicate With Machines (-1)*. Total cost: 3 points.

Options:

1) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 3 points.

READ DATA

Effect: Detect Data In Computer**Target:** Self**Duration:** Persistent**Range:** No Range**END Cost:** 0**Cyberkinesis Roll Penalty:** -3

Description: By touching a computer (or similar electronic media storage device), the character can detect the data inside it. It may take him a long time to sift through all that data to find what he wants, but at least he doesn't have to turn the computer on, hack through its security programs, and so forth.

Game Information: *Detect Data In A Computer* (INT Roll) (*Radio Group*), *Discriminatory*, *Analyze*, *Rapid* (x10,000). *Total cost: 32 points.*

Options:

1) Strong Data-Reading: Increase to INT Roll +5. *Total cost: 37 points.*

2) Weak Data-Reading: The character's ability to differentiate between different types of data isn't always precise. Remove *Analyze*. *Total cost: 27 points.*

3) Fast Data-Reading: Increase to Rapid (x100 million). *Total cost: 44 points.*

4) Slow Data-Reading: Decrease to Rapid (x100). *Total cost: 26 points.*

5) Attentive Power: Add Concentration (½ DCV; -¼). *Total cost: 26 points.*

WIDEBAND SENSES

Effect: HRRP (Radio Group)**Target:** Self**Duration:** Persistent**Range:** Self**END Cost:** 0**Cyberkinesis Roll Penalty:** -1

Description: The character's "cyber-senses" allow him to perceive broadcast signals (and transmit such signals) without the need for a radio or television.

Game Information: *HRRP* (*Radio Group*). *Total cost: 12 points.*

Options:

1) Attentive Power: Add Concentration (½ DCV; -¼). *Total cost: 10 points.*

MISCELLANEOUS POWERS

ASSEMBLE MACHINE

Effect: Minor Transform 4d6 (parts into working machine)**Target:** One set of parts**Duration:** Instant**Range:** 10"**END Cost:** 5**Cyberkinesis Roll Penalty:** -5

Description: When given a set of spare parts, the character can cyberkinetically assemble them into any working machine those parts could make (if they could make more than one, he chooses which one). Use the BODY of the completed machine as the target of the Transform; the character has to achieve twice that much BODY on his rolls to succeed.

The character must make a Skill Roll to use this power successfully. The Skill varies depending on the type of machine the character wants to create: Computer Programming for computers; Electronics for electronic devices; Mechanics for hydraulic pumps; and so forth. Gamemasters who are uncomfortable with this should either define one Skill for all applications of the power (typically Electronics), or reduce the value of the Limitation to -¼ (or even -0) to compensate.

Game Information: *Minor Transform 4d6* (parts into working machine), *Improved Results Group* (various machines, as defined by the parts available; +¼) (50 Active Points); *Requires An Appropriate Skill Roll* (see text; -½), *Extra Time* (Full Phase; -½), *Limited Target* (spare parts; -½), *Limited Range* (10"; -¼). *Total cost: 18 points.*

Options:

1) Fast Assembly: Increase to Minor Transform 6d6. 75 Active Points; total cost 27 points.

2) Slow Assembly: Reduce to Minor Transform 3d6. 37 Active Points; total cost 13 points.

3) Really Slow Assembly: Change Extra Time to (1 Turn; -1¼). *Total cost: 14 points.*

4) Attentive Power: Add Concentration (½ DCV; -¼). *Total cost: 17 points.*

COMPUTER BRAIN

Effect: +15 INT, Various Talents**Target:** Self**Duration:** Persistent**Range:** Self**END Cost:** 0**Cyberkinesis Roll Penalty:** N/A

Description: The character's mind functions with computer-like precision, giving him heightened intelligence, increased powers of perception, and various other abilities. A character can buy as many of the listed abilities as he wishes.

Game Information:**Cost Power**

- 3 *Calculator Brain:* Lightning Calculator
- 5 *Computer-Like Memory:* Eidetic Memory
- 15 *Computer-Like Thinking:* +15 INT
- 3 *Internal Clock:* Absolute Time Sense
- 4 *Text Scanning:* Speed Reading

Options:

1) Computer Access: The character's heightened intellect only functions when he consciously or subconsciously draws upon the power of nearby computers to enhance his brain. "Computers" in this instance refers to relatively powerful computing devices such as desktops and laptops; smaller computers (PDAs, computer chips in automobile engines) won't do the trick. Change to:

Cost Power

- 2 *Calculator Brain:* Lightning Calculator; Only In Proximity to Computers (-½)
- 3 *Computer-Like Memory:* Eidetic Memory; Only In Proximity to Computers (-½)
- 10 *Computer-Like Thinking:* +15 INT; Only In Proximity to Computers (-½)
- 2 *Internal Clock:* Absolute Time Sense; Only In Proximity to Computers (-½)
- 3 *Text Scanning:* Speed Reading; Only In Proximity to Computers (-½)

COPY MACHINE

Effect: Variable Power Pool to copy the abilities of any machine**Target:** Self**Duration:** Varies**Range:** Touch**END Cost:** Varies**Cyberkinesis Roll Penalty:** N/A

Description: The character has the ability to touch any machine and "copy" its powers and other abilities (such as Talents). For example, the character could gain the ability to run as fast as a sportscar, smash a building like a wrecking ball, shoot bullets like a gun, and so forth just by touching the object in question. This power resembles Mimicking (See *The UNTIL Superpowers Database*, pages 265-266), but mimics the powers of a machine instead of another character.

The character's newfound powers have all of the same Advantages and Limitations as those of the copied device, except for the *Focus* Limitation (or other Limitation representing the technological

nature of the device, such as *Restrained* [at -¼]). This includes any Advantages or Limitations that might apply to the Power because of the target's nature; for example, if the character touches a sportscar, he can run as fast as that sportscar, but would have to take the Advantage *Reduced Endurance* (0 END; +½) and the Limitation *Turn Mode* (-¼) unless the sportscar's Ground Movement has the *No Turn Mode* Advantage or the *Costs Endurance* Limitation.

The character may also copy the device's physical properties to gain its DEF in resistant defense. He should buy Damage Resistance first, until it equals either his natural DEF or the DEF of the targeted object, and buy any extra using Armor.

The character retains the copied powers as long as he wants, until he has to "trade out" something to make room for more. When this happens, the rule is "first in, first out" — all of the properties of the earliest object he mimicked leave at once, and then the next object, until there's enough room in the pool for the new one. However, if even completely emptying out the pool won't enable the character to mimic a target's abilities (as might happen if the character should try to absorb the powers of, for example, a high-tech battlesuit or an extremely powerful vehicle), the power will not activate at all — the old powers don't even "drop out" of the pool.

Game Information: *Variable Power Pool (Mimic Pool)*, 200 base + 100 control cost; *Requires Successful HTH Attack Roll* (-½), *VPP Mimics Target's Powers* (-½), *Only To Mimic Technological Devices* (-½), *Powers May Only Be As Powerful As Target's Powers* (-½), *No Conscious Control* (VPP copies the largest power first, character can activate the VPP but has no control over the powers he gets; -1). Total cost: 200 + 25 = 225 points.

Options:

1) Greater Copy Machine: Increase to 250 base + 125 control cost. Total cost: 250 + 31 = 281 points.

2) Lesser Copy Machine: Decrease to 150 base + 75 control cost. Total cost: 150 + 19 = 169 points.

3) Ranged Copying: Replace *Requires Successful HTH Attack Roll* with *Can Only Copy Powers From Devices Within 10" And LOS* (-¼). Total cost: 200 + 27 = 227 points.

4) Copy Machine Singular: The character can only copy the powers of one machine at a time. Add *Cannot Retain Copied Powers* (when character copies powers, he immediately loses all previously-copied powers; -¼). Total cost: 200 + 23 = 223 points.

CYBERKINETIC CHAUFFEUR

Effect: Summon one motor vehicle built on up to 300 total points, LOS Required

Target: One motor vehicle

Duration: Instant

Range: No Range

END Cost: 15

Cyberkinesis Roll Penalty: -15

Description: The character can remotely activate any motor vehicle he can see and cause it to come to him and then obey his commands as he rides in it. The car uses its own DEX and SPD, not the character's DEX and SPD. The vehicle is totally "loyal" to him, though someone else could physical take control of it away from him (by, for example, leaping into the driver's seat and grabbing the wheel).

Game Information: *Summon one motor vehicle built on up to 300 total points, Expanded Class (motor vehicles; +½), Slavishly Loyal (+1) (150 Active Points); Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½), Character Must Have LOS To Vehicle To Summon It (-½). Total cost: 60 points.*

Options:

1) Strong Chauffeur: Increase to one motor vehicle built on up to 500 total points. 250 Active Points; total cost 100 points.

2) Weak Chauffeur: Decrease to one motor vehicle built on up to 200 total points. 100 Active Points; total cost 40 points.

LET THERE BE LIGHT

Effect: Change Environment (change ambient lighting conditions)

Target: 4" radius

Duration: Constant (Long-Lasting)

Range: 175"

END Cost: 3

Cyberkinesis Roll Penalty: -3

Description: The cyberkinetic uses his ability to interface with local electronic systems to adjust the lighting — turn the lights on, turn them off, or if possible dim or brighten them. (While Change Environment can't be used to provide positive modifiers in combat or to create light, in this case with the GM's permission that power is used because the character is simply controlling a local electronic system.)

Game Information: *Change Environment (alter lighting conditions) 4" radius, Long-Lasting (stays that way until someone changes it, power is shut off, bulbs burn out, or the like). Total cost: 35 points.*

Options:

1) Skillful Power: Add Requires A Mentalism Roll (-½). Total cost: 23 points.

2) Lengthy Power: Add Extra Time (Full Phase; -½). Total cost: 23 points.

3) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 28 points.

4) Lengthy And Attentive Power: Add Extra Time

(Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 20 points.

5) Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 14 points.

MACHINE REPAIR

Effect: Healing BODY 4d6, Machines Only

Target: One machine

Duration: Instant

Range: No Range

END Cost: 4

Cyberkinesis Roll Penalty: -4

Description: The character can instantly repair damage done to any machine or technological device. This power only works on mechanical or electronic devices; it wouldn't work on, for example, organic technology, or technology based entirely on crystals.

Game Information: *Healing BODY 4d6 (40 Active Points); Only Versus Machines (-1). Total cost: 20 points.*

Options:

1) Strong Machine Repair: Increase to Healing BODY 6d6. 60 Active Points; total cost 30 points.

2) Weak Machine Repair: Decrease to Healing BODY 3d6. 30 Active Points; total cost 15 points.

3) Multiple Machine Repair: Decrease to Healing BODY 3d6 and add Area Of Effect (3" Radius; +1). 60 Active Points; total cost 30 points.

4) Lengthy Power: Add Extra Time (Full Phase; -½). Total cost: 16 points.

5) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 18 points.

6) Lengthy And Attentive Power: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 14 points.

TECHNOLOGICAL INTUITION

Effect: Computer Programming, Electronics, and Systems Operation, all INT +3.

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Cyberkinesis Roll Penalty: N/A

Description: The character has an innate talent for operating and fixing technological devices. This typically has more to do with his intuitive cyberkinetic abilities than with any training he's received. He couldn't tell you the principles behind the construction of a particular device, or the science that allows it to operate — he just has an instinctive knowledge of how to build, repair, and alter such devices.

Game Information:

Cost Value

3 Computer Programming (INT Roll)

3 Electronics (INT Roll)

3 Inventor (INT Roll)

3 Systems Operation (INT Roll)

15 +3 with Intellect Skills

Total cost: 27 points.

MENTAL DEFENSE POWERS



This section includes a variety of general “defensive” mental powers, and/or powers that protect characters against mental attacks. To some extent they overlap with the “Defensive Powers” section of *Telepathy Powers*, and can often be interchanged with them (and vice-versa).

BACKGROUND MIND

Effect: Reduced Endurance (0 END) for up to EGO 30, Only To Hide From Mind Scan

Target: Self

Duration: Constant

Range: Self

END Cost: 0

Mentalism Roll Penalty: N/A

Description: The character can “dampen” his mental powers so that he’s not easy to find with Mind Scan (see page 48). To most Scans he seems to be an ordinary mind, just part of the “mental background.”

Game Information: *Reduced Endurance (0 END; +½) for up to EGO 30 (30 Active Points); Only To Hide From Mind Scan (-¼). Total cost: 24 points.*

Options:

1) Strong Power: Increase to Reduced Endurance (0 END; +½) for up to EGO 40. 40 Active Points; total cost 32 points.

2) Weak Power: Decrease to Reduced Endurance (0 END; +½) for up to EGO 20. 20 Active Points; total cost 16 points.

DEFENSIVE EGO

Effect: +10 EGO, Only To Resist Mental Powers

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Mentalism Roll Penalty: -1

Description: The character is particularly difficult to affect with continuing-effect Mental Powers — in game terms, his EGO’s unusually high for that one purpose. The EGO does not grant extra Mental Defense, an improved EGO Roll or ECV, or anything like that; it just increases his EGO when it comes time to compare an Effect Roll to it. (See Iron Will, below, for a similar power.)

Game Information: *+10 EGO (20 Active Points); Only To Resist Mental Powers (-½). Total cost: 13 points.*

Options:

1) Strong Power: Increase to +15 EGO. 30 Active Points; total cost 20 points.

2) Weak Power: Decrease to +5 EGO. 10 Active Points; total cost 7 points.

3) Skillful Power: Add Requires A Mentalism Roll (-½). Total cost: 10 points.

4) Lengthy Power: Add Extra Time (Full Phase; -½). Total cost: 10 points.

5) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 11 points.

6) Lengthy And Attentive Power: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 9 points.

7) Spell: Add OAF (wizard’s staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 7 points.

IRON WILL

Effect: Aid EGO 4d6, Only To Resist Mental Powers**Target:** One character**Duration:** Instant**Range:** Touch**END Cost:** 4**Mentalism Roll Penalty:** -4

Description: The character can enhance his, or another person's, willpower for purposes of resisting mental and psionic powers. This increases the character's DECV, his Mental Defense (if he has some already), and his EGO for the purposes of determining the results of Effect Rolls for continuing-effect Mental Powers. It does not increase his OECV, his EGO Roll, or the like. (See Defensive EGO, above, for a similar power.)

Game Information: *Aid EGO 4d6 (40 Active Points); Only To Resist Mental Powers (-½), Costs Endurance (-½). Total cost: 20 points.*

Options:

- 1) **Stronger Will:** Increase to Aid EGO 6d6. 60 Active Points; total cost 30 points.
- 2) **Weaker Will:** Decrease to Aid EGO 3d6. 30 Active Points; total cost 15 points.
- 3) **Distant Will:** The character can increase another person's willpower without having to touch him. Add Ranged (+½). 60 Active Points; total cost 30 points.
- 4) **Mental Iron Will:** The character's ability to enhance willpower functions like a Mental Power, with a range of Line Of Sight. Decrease to Aid EGO 3d6 and add BOECV (Mental Defense applies, if appropriate; +1) and Ranged (+½). 75 Active Points; total cost 37 points.
- 5) **Personal Iron Will:** The character can only enhance his own will. Add Self Only (-½). (For the opposite version, add Others Only (-½).) Total cost: 16 points.
- 6) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 16 points.
- 7) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 18 points.
- 8) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 14 points.
- 9) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 11 points.

MENTAL BASTION

Effect: Power Defense (20 points); Only Works Against Limited Type Of Attack (mental/psionic powers; -½)

Target: Self**Duration:** Persistent**Range:** Self**END Cost:** 0**Mentalism Roll Penalty:** N/A

Description: The character has such strong willpower and psychic defenses that efforts to use mental or psionic powers to drain, block, or alter his mental abilities are much more difficult than normal. Additionally, it's harder for people to affect him with Mental Power-like abilities that drain him. In game terms, the character's Power Defense protects him against: Mental Powers or BOECV powers to which Power Defense applies; and any attempt to Drain, Suppress, or otherwise harmfully alter any of his mental or psionic abilities, regardless of the special effect or nature of the attack.

Game Information: *Power Defense (20 points) (20 Active Points); Only Works Against Limited Type Of Attack (attacks versus, or involving, mental/psionic powers; -½). Total cost: 13 points.*

Options:

- 1) **Stronger Bastion:** Increase to Power Defense (30 points). Total cost: 20 points.
- 2) **Weaker Bastion:** Decrease to Power Defense (10 points). Total cost: 7 points.
- 3) **Tiring Bastion:** The character's defenses don't protect him all the time; he has to concentrate to maintain them. Add Costs Endurance (-½). Total cost: 10 points.
- 4) **Group Bastion:** The character can also give his friends the power to protect themselves from draining mental attacks. Add Usable Simultaneously (up to eight people at once; +1) and Costs Endurance (-½). 40 Active Points; total cost 20 points.
- 5) **Group Bastion Spell:** The character's ability to protect others is a spell rather than an innate power. To the "Group Bastion" option add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 13 points.

MENTAL DEFLECTION

Effect: Missile Deflection, BOECV

Target: Self One character

Duration: Constant

Range: Self

END Cost: 4

Mentalism Roll Penalty: -4

Description: The character can deflect mental attacks away from his mind, regardless of how strong they are.

Characters may only buy this power with the GM's permission, because it uses the optional rules on page 75.

Game Information: *Missile Deflection (all mental attacks), BOECV (+1) (40 Active Points); Costs Endurance (-½). Total cost: 27 points.*

Options:

1) Ranged Mental Deflection: The character can also deflect mental attacks away from his friends and allies. Add Range (+1). 60 Active Points; total cost 40 points.

MENTAL IMPERVIOUSNESS

Effect: Lack Of Weakness (-10) for Mental Defenses

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Mentalism Roll Penalty: N/A

Description: The character's mental defenses are unusually resilient.

Game Information: *Lack Of Weakness (-10) for Mental Defenses. Total cost: 10 points.*

Options:

1) Greater Imperviousness: Increase to Lack Of Weakness (-15) for Mental Defenses. Total cost: 15 points.

2) Lesser Imperviousness: Decrease to Lack Of Weakness (-5) for Mental Defenses. Total cost: 5 points.

MENTAL INVULNERABILITY

Effect: Mental Damage Reduction, 75%

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Mentalism Roll Penalty: N/A

Description: The character possesses a high degree of protection against mental and psionic powers. Even those that manage to hit him rarely have much, if any, effect.

Game Information: *Mental Damage Reduction, 75%. Total cost: 60 points.*

Options:

1) Enhanced Invulnerability I: Just to make sure mental and psionic powers can't affect him, the character has lots of Mental Defense. Character also buys Mental Defense (40 points plus EGO/5) (total cost: 40 points). Total cost for both powers: 100 points.

2) Enhanced Invulnerability II: Characters with mental and psionic powers often find it difficult to "draw a bead" on the character; somehow, they can't seem to hit his mind. Character also buys +8 DECV (total cost: 40 points). Total cost for both powers: 100 points.

3) Tiring Invulnerability: The character's Mental Invulnerability doesn't protect him all the time; he has to concentrate to maintain it. Add Costs Endurance (-½). Total cost: 40 points.

4) Group Invulnerability: The character can extend his psionic invulnerability to his friends. Add Usable Simultaneously (up to eight people at once; +1) and Costs Endurance (-½). 120 Active Points; total cost 80 points.

5) Group Invulnerability Spell: The character's ability to protect others is a spell rather than an innate power. To the "Group Bastion" option add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 40 points.

MENTAL NULL

Effect: Invisibility to Sight Group, Only To Protect Against Mental Attacks

Target: Self

Duration: Constant

Range: Self

END Cost: 2

Mentalism Roll Penalty: -2

Description: It's particularly difficult for mentalist to see a character with this power for purposes of establishing Line Of Sight to attack with a Mental Power. They can actually see that he's there — he's not Invisible for any purpose other than mental targeting — but for some reason targeting his mind by Sight is impossible. A mentalist with a Targeting Sense belonging to another Sense Group can get around this problem easily; sometimes so can a mentalist who gets close enough to the target. Characters should obtain the GM's permission before buying this power.

Game Information: *Invisibility to Sight Group (20 Active Points); Only To Protect Against Mental Attacks (-1). Total cost: 10 points.*

Options:

1) Strong Power: Add No Fringe. 30 Active Points; total cost 15 points.

2) Weak Power: Change to Change Environment 1" radius (-3 to Sight Group PER Rolls); Self Only (-½), No Range (-½), Only To Protect Against Mental Attacks (-1). 11 Active Points; total cost 4 points.

3) Skillful Power: Add Requires A Mentalism Roll (-½). Total cost: 8 points.

4) Lengthy Power: Add Extra Time (Full Phase; -½). Total cost: 8 points.

5) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 9 points.

6) Lengthy And Attentive Power: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 7 points.

7) The Spell Of Sorcerous Exclusion: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 6 points.



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MENTAL RESISTANCE TRAINING

Effect: Mental Defense (4 points plus EGO/5), Requires An EGO Roll

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Mentalism Roll Penalty: N/A

Description: The non-mentalist character who received basic training in how to withstand mental attacks.

Game Information: *Mental Defense (4 points plus EGO/5) (4 Active Points); Requires An EGO Roll (assumes an EGO Roll of 11- [-1] or 12-/13- [-¾]). Total cost: 2 points.*

Options:

- 1) **Better Training:** Increase to Mental Defense (6 points plus EGO/5). Total cost: 3 points.
- 2) **Worse Training:** Decrease to Mental Defense (2 points plus EGO/5). Total cost: 1 point.
- 3) **Tiring Defenses:** The character's training doesn't make his mental defenses work all the time; he has to concentrate to maintain them, and that can tire him out. Add Costs Endurance (-½). Total cost: 13 points.
- 4) **Activated Defenses:** Using this power doesn't tire the character out, but he has to focus on maintaining his mental protection (possibly by reciting some nonsense phrase, running multiplication tables in his head, or the like). Add Nonpersistent (-¼). Total cost: 2 points.

MENTAL SUPPRESSION FIELD

Effect: Suppress Mental/Psionic Powers 3d6

Target: 5" Radius

Duration: Constant

Range: 300"

END Cost: 6

Mentalism Roll Penalty: -6

Description: The character can create a zone of "psionic interference" that weakens or disrupts any mental power used within or through it. For example, if the character hits an area and rolls 12 on his Suppress dice, anyone within the area who uses a mental or psionic power must subtract 12 Active Points (minus their Power Defense) of effect from the power. The same applies to anyone who wants to project a mental or psionic power through the field, even if neither he nor his target are actually within the field.

This power uses the optional rules for "Suppression fields" on page 227 of *The HERO System 5th Edition, Revised*. Therefore, it requires the GM's permission.

Game Information: *Suppress Mental/Psionic Powers 3d6, all Mental/Psionic Powers simultaneously (+2), Area Of Effect (5" Radius; +1). Total cost: 60 points.*

Options:

- 1) **Strong Field:** Increase to Suppress 4d6. Total cost: 80 points.
- 2) **Weak Field:** Decrease to Suppress 2d6. Total cost: 40 points.
- 3) **Larger Field:** Increase to Area Of Effect (20" Radius; +1½). Total cost: 67 points.

4) Smaller Field: Change to Area Of Effect (2" Radius [One Hex, doubled]; + $\frac{3}{4}$). Total cost: 56 points.

5) Protective Field: The character can use his Mental Suppression Field defensively because he's immune to its effects. Add Personal Immunity (+ $\frac{1}{4}$). Total cost: 64 points.

MIND SHIELD

Effect: Mental Defense (20 points plus EGO/5)

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Mentalism Roll Penalty: N/A

Description: The character possesses strong mental "shields" that make it difficult for other people to affect him with mental and psionic powers.

Game Information: *Mental Defense (20 points plus EGO/5). Total cost: 20 points.*

Options:

1) Strong Shields: Increase to Mental Defense (30 points plus EGO/5). Total cost: 30 points.

2) Weak Shields: Decrease to Mental Defense (10 points plus EGO/5). Total cost: 10 points.

3) Tiring Shields: The character's mental defenses don't protect him all the time; he has to concentrate to maintain them. Add Costs Endurance (- $\frac{1}{2}$). Total cost: 13 points.

4) Group Shields: The character can also give his friends the power to protect themselves from mental attacks. Add Usable Simultaneously (up to eight people at once; +1) and Costs Endurance (- $\frac{1}{2}$). 40 Active Points; total cost 27 points.

5) Group Shields Spell: The character's ability to protect others is a spell rather than an innate power. To the "Group Shields" option add OAF (wizard's staff; -1), Gestures (- $\frac{1}{4}$), and Incantations (- $\frac{1}{4}$). Total cost: 13 points.

MISDIRECTED AIM

Effect: +4 DCV, Usable As Attack

Target: One character

Duration: Constant

Range: Self/200"

END Cost: 2/5

Mentalism Roll Penalty: -2/-5

Description: The character has the ability to contact attackers' minds telepathically and "nudge" them so their attacks are more likely to miss. He can use this ability for himself, or for another person (in the latter case it's bought Usable As Attack so the character controls how long it remains active, pays the END for it, and can grant the ability to someone without their needing to take any action).

Game Information:

Cost Power

33 *Misdirected Aim:* Multipower, 50-point powers; all Costs Endurance (- $\frac{1}{2}$)

1u 1) *Self-Protection:* +4 DCV; Costs Endurance (- $\frac{1}{2}$)

3u 2) *Protection Of Another:* +4 DCV, Usable As Attack (+1), Ranged (+ $\frac{1}{2}$); Costs Endurance (- $\frac{1}{2}$)

Total cost: 37 points.

Options:

1) Strong Misdirection: Increase reserve to 75 points and both slots to +6 DCV. Total cost: 57 points.

2) Weak Misdirection: Decrease reserve to 25 points and both slots to +2 DCV. Total cost: 20 points.

EGO ATTACK POWERS



Ego Attack powers are abilities that involve attacking an enemy's mind or body directly with non-psychokinetic mental energy. Some examples of Ego Attack include pain infliction, induced sleepiness or euphoria, making the target's traumatic memories and Psychological Limitations "feed back" into him, or harmful "mental feedback." In many ways these abilities overlap with the "Offensive Powers" section of *Telepathy Powers*, and can often be interchanged with them (and vice-versa).

BASIC POWERS

MIND BLAST

Effect: Ego Attack 4d6

Target: One character

Duration: Instant

Range: LOS

END Cost: 4

Mentalism Roll Penalty: -4

Description: The most basic form of psionic attack is simply to assault another person's mind with mental energy. This could represent mentally lulling the victim to sleep, inflicting torturous headaches, or a painful mental overload.

Game Information: *Ego Attack 4d6. Total cost: 40 points.*

Options:

1) Strong Mind Blast: Increase to Ego Attack 6d6. Total cost: 60 points.

2) Weak Mind Blast: Decrease to Ego Attack 3d6. Total cost: 30 points.

3) Mind Lance: The character's Mind Blast manifests as a visible beam of light emanating from his forehead, or the like. Add Visible (-¼). 40 Active Points; total cost 32 points.

4) Mind Blast Touch I: The character must touch the target to attack him psionically. Increase to Ego Attack 5d6 and add No Range (-½) and Requires A DEX Roll (assumes a DEX Roll of 14-; -½). 50 Active Points; total cost 25 points.

5) Mind Blast Touch II: As Mind Blast Touch I, but the character must make skin-to-skin contact to use his Mind Blast. Remove No Range (-½) and add Skin Contact Required (-1). 50 Active Points; total cost 20 points.

6) Ongoing Mind Blast: The character can keep his Mind Blast focused on the target until the target passes out. Decrease to Ego Attack 3d6 and add Continuous (+1). Total cost: 60 points.

7) Harmful Mind Blast: The character's Mind Blast can cause physical injury. Decrease to Ego Attack 3d6 and add Does BODY (+1). Total cost: 60 points.

8) Piercing Mind Blast I: Standard psionic defenses are more vulnerable to this attack than normal. Add Armor Piercing (+½). Total cost: 60 points.

9) Piercing Mind Blast II: The character's Mind Blast can easily penetrate mental defenses... provided the character touches the target. Character also buys as a naked Advantage Armor Piercing (+½) (20 Active Points); Skin Contact Required (-1). Total cost: 10 points.

10) Lengthy Power: Add Extra Time (Full Phase; -½). Total cost: 27 points.

11) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 32 points.

12) Lengthy And Attentive Power: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 23 points.

13) Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 16 points.

MIND PULSE

Effect: Ego Attack 3d6, Autofire (up to 5 shots)

Target: One or more characters

Duration: Instant

Range: LOS

END Cost: 7

Mentalism Roll Penalty: -7

Description: Rather than being a single powerful burst of mental energy, the character's Mind Blast is a series of slightly weaker pulses designed to overwhelm the target with both force and volume.

Game Information: *Ego Attack 3d6, Autofire (up to 5 shots; +1½). Total cost: 75 points.*

Options:

- 1) **Strong Mind Pulse:** Increase to Ego Attack 4d6. Total cost: 100 points.
- 2) **Weak Mind Pulse:** Decrease to Ego Attack 2d6. Total cost: 50 points.
- 3) **Pulsing Mind Lance:** The character's Mind Pulse manifests as visible beams of light emanating from his forehead, or the like. Add Visible (-¼). 75 Active Points; total cost 60 points.
- 4) **Ongoing Mind Pulse:** The character can keep his Mind Pulse focused on the target until the target passes out. Decrease to Ego Attack 2d6 and add Continuous (+1). Total cost: 70 points.
- 5) **Harmful Mind Pulse:** The character's Mind Blast can cause physical injury. Decrease to Ego Attack 2d6 and add Does BODY (+1). Total cost: 70 points.
- 6) **Piercing Mind Pulse:** Standard psionic defenses are more vulnerable to this attack than normal. Add Armor Piercing (+½). Total cost: 90 points.
- 7) **Lengthy Power:** Add Extra Time (Full Phase; -½). 75 Active Points; total cost 50 points.
- 8) **Attentive Power:** Add Concentration (½ DCV; -¼). 75 Active Points; total cost 60 points.
- 9) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). 75 Active Points; total cost 43 points.
- 10) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). 75 Active Points; total cost 30 points.

OTHER POWERS

BRAINBURNING

Effect: RKA 2d6, BOECV, Does BODY

Target: One character

Duration: Instant

Range: LOS

END Cost: 9

Mentalism Roll Penalty: -9

Description: By turning his telepathic powers on a target full-force, the character can literally fry the target's brain, killing him without leaving any outward trace. The target may bleed from his nose, mouth, ears, or forehead veins when attacked this way due to the brain hemorrhage the attack causes.

Game Information: *RKA 2d6, BOECV (Mental Defense applies; +1), Does BODY (+1). Total cost: 90 points.*

Options:

- 1) **Strong Burn:** Increase to RKA 3d6. Total cost: 135 points.
- 2) **Weak Burn:** Decrease to RKA 1d6. Total cost: 45 points.
- 3) **Lasting Burn:** The character can keep assaulting the target's brain without making another ECV Attack Roll as long as he keeps paying END. Add Continuous (+1). Total cost: 120 points.
- 4) **Psionic Brainburning:** If the GM uses the *Psionic Limitation* in the campaign (see page 82), this is a good power to apply it to. Add Psionic (-½). Total cost: 60 points.
- 5) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 60 points.
- 6) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 72 points.
- 7) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 51 points.
- 8) **The Spell Of Psychic Agony:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 36 points.

BRAIN DRAIN I

Effect: Drain EGO 2d6, BOECV**Target:** One character**Duration:** Instant**Range:** LOS**END Cost:** 5**Mentalism Roll Penalty:** -5

Description: The character can psionically attack other people to reduce their general willpower and resistance to other Mental Powers. This version applies against Mental Defense; the character can change that to Power Defense when he buys the ability if he prefers.

Game Information: *Drain EGO 2d6, BOECV (Mental Defense applies; +1), Ranged (+½). Total cost: 50 points.*

Options:

1) Strong Brain Drain I: Increase to Drain EGO 3d6. Total cost: 75 points.

2) Strong Brain Drain II: The character gets to choose whether the target can apply Mental Defense or Power Defense each time he uses the power. Change to BOECV (+1½). Total cost: 60 points.

3) Weak Brain Drain I: Decrease to Drain EGO 1½d6. Total cost: 37 points.

4) Weak Brain Drain II: The target of the Brain Drain gets to choose whether Mental Defense or Power Defense applies. Change to BOECV (+¾). Total cost: 45 points.

5) Psiphoning: The character can keep Draining the victim's EGO as long as he can afford to pay END. Add Continuous (+1). Total cost: 70 points.

6) Brain Drain Touch: The character cannot use Brain Drain at range; he must touch the target to affect him. Increase to Drain EGO 4d6, remove BOECV (+1) and Ranged (+½), and add Requires An EGO Roll (assumes an EGO Roll of 14-; -½). 40 Active Points; total cost 27 points.

7) Lengthy Power: Add Extra Time (Full Phase; -½). Total cost: 33 points.

8) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 40 points.

9) Lengthy And Attentive Power: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 29 points.

10) Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 20 points.

BRAIN DRAIN II

Effect: Drain INT 2d6, BOECV**Target:** One character**Duration:** Instant**Range:** LOS**END Cost:** 5**Mentalism Roll Penalty:** -5

Description: The character can psionically attack an enemy to reduce his ability to think clearly and perceive things. This version applies against Mental Defense; the character can change that to Power Defense when he buys the ability if he prefers.

Game Information: *Drain INT 2d6, BOECV (Mental Defense applies; +1), Ranged (+½). Total cost: 50 points.*

Options:

1) Strong Brain Drain I: Increase to Drain INT 3d6. Total cost: 75 points.

2) Strong Brain Drain II: The character gets to choose whether the target can apply Mental Defense or Power Defense each time he uses the power. Change to BOECV (+1½). Total cost: 60 points.

3) Weak Brain Drain I: Decrease to Drain INT 1½d6. Total cost: 37 points.

4) Weak Brain Drain II: The target of the Brain Drain gets to choose whether Mental Defense or Power Defense applies. Change to BOECV (+¾). Total cost: 45 points.

5) Psiphoning: The character can keep Draining the victim's INT as long as he can afford to pay END. Add Continuous (+1). Total cost: 70 points.

6) Brain Drain Touch: The character cannot use Brain Drain at range; he must touch the target to affect him. Increase to Drain INT 4d6, remove BOECV (+1) and Ranged (+½), and add Requires An EGO Roll (assumes an EGO Roll of 14-; -½). 40 Active Points; total cost 27 points.

7) Lengthy Power: Add Extra Time (Full Phase; -½). Total cost: 33 points.

8) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 40 points.

9) Lengthy And Attentive Power: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 29 points.

10) Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 20 points.

BRAIN DRAIN III

Effect: Drain PRE 2d6, BOECV

Target: One character

Duration: Instant

Range: LOS

END Cost: 5

Mentalism Roll Penalty: -5

Description: The character psionically assaults someone in ways designed to reduce his self-confidence, self-esteem, and bravery. This version applies against Mental Defense; the character can change that to Power Defense when he buys the ability if he prefers.

Game Information: *Drain PRE 2d6, BOECV (Mental Defense applies; +1), Ranged (+½). Total cost: 50 points.*

Options:

1) Strong Brain Drain I: Increase to Drain PRE 3d6. Total cost: 75 points.

2) Strong Brain Drain II: The character gets to choose whether the target can apply Mental Defense or Power Defense each time he uses the power. Change to BOECV (+1½). Total cost: 60 points.

3) Weak Brain Drain I: Decrease to Drain PRE 1½d6. Total cost: 37 points.

4) Weak Brain Drain II: The target of the Brain Drain gets to choose whether Mental Defense or Power Defense applies. Change to BOECV (+¾). Total cost: 45 points.

5) Psiphoning: The character can keep Draining the victim's PRE as long as he can afford to pay END. Add Continuous (+1). Total cost: 70 points.

6) Brain Drain Touch: The character cannot use Brain Drain at range; he must touch the target to affect him. Increase to Drain PRE 4d6, remove BOECV (+1) and Ranged (+½), and add Requires An EGO Roll (assumes an EGO Roll of 14-; -½). 40 Active Points; total cost 27 points.

7) Lengthy Power: Add Extra Time (Full Phase; -½). Total cost: 33 points.

8) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 40 points.

9) Lengthy And Attentive Power: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 29 points.

10) Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 20 points.

PSI-BLADE

Effect: Ego Attack 4d6, No Range, Requires An Attack Roll

Target: One character

Duration: Instant

Range: No Range

END Cost: 4

Mentalism Roll Penalty: -4

Description: The character can form a blade of pure psychic energy and use it to attack as he would a sword or dagger — except that it doesn't cut the victim, it inflicts psionic damage that stuns him. In addition to the standard Ego Attack Roll, the character must also make an OCV-based Attack Roll to hit the target. (The GM may, at his option, dispense with the Ego Attack Roll, but this may cause game balance problems.)

Game Information: *Ego Attack 4d6 (40 Active Points); No Range (-½), Requires An Attack Roll (-½). Total cost: 20 points.*

Options:

1) Strong Psi-blade: Increase to Ego Attack 6d6. 60 Active Points; total cost 30 points.

2) Weak Psi-blade: Decrease to Ego Attack 3d6. 30 Active Points; total cost 15 points.

3) Deadly Psi-blade I: Add Does BODY (+1). 80 Active Points; total cost 40 points.

4) Deadly Psi-blade II: Change to RKA 2d6, BOECV (Mental Defense applies; +1), Does BODY (+1). 90 Active Points; total cost 45 points.

5) Alternate Psi-Blade: If the GM's using the *Alternate Combat Value* Power Modifier from Chapter One, you can redesign this power to use it. Here's a version for a campaign where CVs tend to be higher than ECVs: Ego Attack 4d6 (40 Active Points); Alternate Combat Value (use ECV to attack against DCV; -¼), No Range (-½). Total cost: 23 points.

6) Lengthy Power: Add Extra Time (Full Phase; -½). Total cost: 16 points.

7) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 18 points.

8) Lengthy And Attentive Power: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 14 points.

9) Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 11 points.



PSI-DARTS

Effect: Ego Attack 4d6, Requires An Attack Roll

Target: One character

Duration: Instant

Range: RBS

END Cost: 4

Mentalism Roll Penalty: -4

Description: The character can form a “dart” of pure psychic energy and throw it at targets (for these purposes the dart is assumed to have a “weight” of .25 kg). The dart doesn’t cut the victim, it inflicts psionic damage that stuns him. In addition to the standard Ego Attack Roll, the character must also make an OCV-based Attack Roll to hit the target. (The GM may, at his option, dispense with the Ego Attack Roll, but this may cause game balance problems.)

Game Information: *Ego Attack 4d6 (40 Active Points); Normal Range Based On STR (-½), Requires An Attack Roll (-½). Total cost: 20 points.*

Options:

- 1) **Strong Psi-dart:** Increase to Ego Attack 6d6. 60 Active Points; total cost 30 points.
- 2) **Weak Psi-dart:** Decrease to Ego Attack 3d6. 30 Active Points; total cost 15 points.
- 3) **Deadly Psi-dart I:** Add Does BODY (+1). 80 Active Points; total cost 40 points.

4) **Deadly Psi-dart II:** Change to RKA 2d6, BOECV (Mental Defense applies; +1), Does BODY (+1). 90 Active Points; total cost 45 points.

5) **Multiple Psi-darts:** Add Autofire (3 shots; +1¼). 90 Active Points; total cost 45 points.

6) **Seeking Psi-darts:** The character can throw the darts so that they arc around corners and other obstacles. Add Indirect (always originates from the character, but can strike target from any angle; +½). 60 Active Points; total cost 30 points.

7) **Alternate Psi-Darts:** If the GM’s using the *Alternate Combat Value* Power Modifier from Chapter One, you can redesign this power to use it. Here’s a version for a campaign where CVs tend to be higher than ECVs: Ego Attack 4d6 (40 Active Points); Alternate Combat Value (use ECV to attack against DCV; -¼), Normal Range Based On STR (-½). Total cost: 23 points.

8) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 16 points.

9) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 18 points.

10) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 14 points.

11) **Spell:** Add OAF (wizard’s staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 11 points.

PSIONIC ASSAULT

Effect: Energy Blast 6d6, BOECV**Target:** One character**Duration:** Instant**Range:** LOS**END Cost:** 6**Mentalism Roll Penalty:** -6**Description:** The character can blast his enemies with a bolt of psychic energy. It can only stun, not kill.**Game Information:** *Energy Blast 6d6, BOECV (Mental Defense applies; +1). Total cost: 60 points.***Options:****1) Strong Psionic Assault I:** Increase to Energy Blast 8d6. Total cost: 80 points.**2) Strong Psionic Assault II:** The character gets to choose whether the target can apply Mental Defense or ED each time he uses the power. Change to BOECV (+1½). Total cost: 75 points.**3) Weak Psionic Assault I:** Decrease to Energy Blast 5d6. Total cost: 50 points.**4) Weak Psionic Assault II:** The target of the Psionic Assault gets to choose whether Mental Defense or ED applies. Change to BOECV (+¾). Total cost: 52 points.**5) Weak Psionic Assault III:** The character's Psionic Assault gets weaker the further it has to travel to the target. Add Reduced By Range (-¼). 60 Active Points; total cost 48 points.**6) Aimed Psionic Assault:** Unlike most mind powers, this form of Psionic Assault doesn't work over Line Of Sight; it suffers the standard Range Modifier. Change to BOECV (+¾). Total cost: 52 points.**7) Psionic Assault Variant I:** This form of Psionic Assault is as much a physical power as a psionic one; it's targeted with OCV, not OECV, it has a physical impact, and it can cause BODY damage and Knockback. Increase to Energy Blast 8d6, remove BOECV (+1), and add Line Of Sight (+½). Total cost: 60 points.**8) Psionic Assault Variant II:** This form of Psionic Assault strikes with enough physical impact to knock the character back. Add Does Knockback (+¼). Total cost: 67 points.**9) Harmful Psionic Assault:** Most forms of Psionic Assault simply overwhelm the target's mind, dazing and stunning him. This one can cause actual physical injury. Decrease to Energy Blast 5d6 and add Does BODY (+1). Total cost: 75 points.**10) Lethal Psionic Assault I:** The deadliest (and also most expensive) form of Psionic Assault allows the character to kill other people with but a thought. Change to RKA 2d6 and add Does BODY (+1). Total cost: 90 points.**11) Lethal Psionic Assault II:** Although not as harmful initially as Lethal Psionic Assault I, this power keeps on hurting the target until he dies or the character stops paying END. Change to RKA 1d6, BOECV (Mental Defense applies; +1), Does BODY (+1), Continuous (+1). Total cost: 60 points.**12) Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 40 points.**13) Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 48 points.**14) Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 34 points.**15) Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 24 points.

PSIONIC DEFENSE REFLEX

Effect: Ego Attack 2d6, Damage Shield**Target:** Self**Duration:** Constant**Range:** Touch**END Cost:** 5**Mentalism Roll Penalty:** N/A**Description:** The character has a form of "active psionic defense" that automatically lashes out to hurt anyone who attacks or contacts him mentally.**Game Information:** *Ego Attack 2d6, Continuous (+1), Damage Shield (+½). Total cost: 50 points.***Options:****1) Strong Psionic Defense:** Increase to Ego Attack 3d6. Total cost: 75 points.**2) Weak Psionic Defense:** Decrease to Ego Attack 1d6. Total cost: 25 points.**3) Physical Psionic Defense:** The character's psionic defenses affect people who touch him mentally or physically. Increase to Damage Shield (+1). Total cost: 60 points.**4) Leave Me Alone:** The character's psionic defenses don't hurt attackers, they just make attackers leave him alone. Change to Mind Control 7d6, Telepathic (+¼), Damage Shield (+½), Continuous (+1) (96 Active Points); Set Effect (don't attack me anymore; -½). Total cost: 64 points.**5) The Spell Of The Cautious Mind:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 20 points.

PSIONIC DEFENSE SAPPING

Effect: Drain Mental Defense 2d6, BOECV**Target:** One character**Duration:** Instant**Range:** LOS**END Cost:** 5**Mentalism Roll Penalty:** -5**Description:** The character can brutally strip away a target's main form of psionic defense, leaving him more vulnerable to later mental attacks.**Game Information:** *Drain Mental Defense 2d6, BOECV (Mental Defense applies; +1), Ranged (+½). Total cost: 50 points.***Options:**

- 1) **Strong Psionic Defense Sapping I:** Increase to Drain Mental Defense 3d6. Total cost: 75 points.
- 2) **Strong Psionic Defense Sapping II:** The character gets to choose whether the target can apply Mental Defense or Power Defense each time he uses the power. Change to BOECV (+1½). Total cost: 60 points.
- 3) **Weak Psionic Defense Sapping I:** Decrease to Drain Mental Defense 1½d6. Total cost: 37 points.
- 4) **Weak Psionic Defense Sapping II:** The target of the Brain Drain gets to choose whether Mental Defense or Power Defense applies. Change to BOECV (+¾). Total cost: 45 points.
- 5) **Psiphoning:** The character can keep Draining the victim's Mental Defense as long as he can afford to pay END. Add Continuous (+1). Total cost: 70 points.
- 6) **Psionic Defense Sapping Touch:** The character cannot use Brain Drain at range; he must touch the target to affect him. Increase to Drain Mental Defense 4d6, remove BOECV (+1) and Ranged (+½), and add Requires An EGO Roll (assumes an EGO Roll of 14-; -½). 40 Active Points; total cost 27 points.
- 7) **Lengthy Psionic Defense Sapping:** Add Extra Time (Full Phase; -½). Total cost: 33 points.
- 8) **Attentive Psionic Defense Sapping:** Add Concentration (½ DCV; -¼). Total cost: 40 points.
- 9) **Lengthy And Attentive Psionic Defense Sapping:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 29 points.
- 10) **Psionic Defense Sapping Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 20 points.

PSIONIC PALSY

Effect: Drain DEX, BOECV**Target:** One character**Duration:** Instant**Range:** LOS**END Cost:** 5**Mentalism Roll Penalty:** -5**Description:** The character projects a pulse of psionic energy into the victim's mind that interferes with his brain's ability to send nerve impulses to the rest of his body. This makes him clumsy and his attacks less accurate. This version applies against Mental Defense; the character can change that to Power Defense when he buys the ability if he prefers.If they prefer, characters can build this power as Drain STR instead — or even buy a Drain DEX and Drain STR as two slots of a *Psionic Palsy* Multi-power. See also *Neural Blocking*, page 193.**Game Information:** *Drain DEX 2d6, BOECV (Mental Defense applies; +1), Ranged (+½). Total cost: 50 points.***Options:**

- 1) **Strong Psionic Palsy I:** Increase to Drain DEX 3d6. Total cost: 75 points.
- 2) **Strong Psionic Palsy II:** The character gets to choose whether the target can apply Mental Defense or Power Defense each time he uses the power. Change to BOECV (+1½). Total cost: 60 points.
- 3) **Weak Psionic Palsy I:** Decrease to Drain DEX 1½d6. Total cost: 37 points.
- 4) **Weak Psionic Palsy II:** The target of the Brain Drain gets to choose whether Mental Defense or Power Defense applies. Change to BOECV (+¾). Total cost: 45 points.
- 5) **Perpetual Palsy:** The character can keep Draining the victim's DEX as long as he can afford to pay END. Add Continuous (+1). Total cost: 70 points.
- 6) **Psionic Palsy Touch:** The character cannot use Psionic Palsy at range; he must touch the target to affect him. Increase to Drain DEX 4d6, remove BOECV (+1) and Ranged (+½), and add Requires An EGO Roll (assumes an EGO Roll of 14-; -½). Total cost: 27 points.
- 7) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 33 points.
- 8) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 40 points.
- 9) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 29 points.
- 10) **The Spell Of The Trembling Hand:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 20 points.

PSIONIC SHUTDOWN

Effect: Suppress 12d6, any Mental Power power one at a time

Target: One character

Duration: Instant

Range: 375"

END Cost: 7

Cyberkinesis Roll Penalty: -7

Description: This power allows a mentalist to turn off or mentally "break" one of another mentalist's psionic powers temporarily. The effect remains as long as the attacking mentalist concentrates on it (i.e., pays END).

Game Information: *Suppress 12d6, any Mental Power one at a time (+¼). Total cost: 75 points.*

Options:

1) Strong Shutdown: Increase to Suppress 14d6. Total cost: 87 points.

2) Weak Shutdown: Decrease to Suppress 9d6. Total cost: 56 points.

3) Broad-Spectrum Shutdown I: The character has the ability to deactivate multiple mental powers at once. Reduce to Suppress 10d6, and increase Expanded Effect to any two Mental Powers simultaneously (+½). Total cost: 75 points.

4) Broad-Spectrum Shutdown II: Reduce to Suppress 9d6 and increase Expanded Effect to any four Mental Powers simultaneously (+1). Total cost: 90 points.

5) Broad-Spectrum Shutdown III: Reduce to Suppress 8d6, and increase Expanded Effect to all Mental Power simultaneously (+2). Total cost: 120 points.

6) True Psionic Shutdown I: This form of the power works mentally in all aspects. Add BOECV (Mental Defense applies; +1). Total cost: 135 points.

7) True Psionic Shutdown II: Decrease to Suppress 7d6 and add BOECV (Mental Defense applies; +1). Total cost: 79 points.

8) Lengthy Power: Add Extra Time (Full Phase; -½). Total cost: 50 points.

9) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 60 points.

10) Lengthy And Attentive Power: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 43 points.

11) Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 30 points.

PSYCHIC VAMPIRISM

Effect: Transfer 3d6 (target's EGO to character's EGO)

Target: One character

Duration: Instant

Range: 335"

END Cost: 7

Mentalism Roll Penalty: -7

Description: The character can leech psionic energy from another person's mind for his own use — he strengthens his willpower while weakening the other person's. Many mentalists use this attack to "soften up" a target before applying continuing-effect Mental Powers like Mind Control.

You can create a similar power by substituting INT for EGO. This creates the ability to leech intelligence, making the character smarter while his victim becomes dumber.

Game Information: *Transfer 3d6 (target's EGO to character's EGO), Ranged (+½) (67 Active Points); Requires An EGO Roll (assumes an EGO Roll of 14-; -½). Total cost: 45 points.*

Options:

1) Strong Vampirism: Increase to Transfer 4d6. 90 Active Points; total cost 60 points.

2) Weak Vampirism: Decrease to Transfer 2d6. 45 Active Points; total cost 30 points.

3) True Psychic Vampirism: The character's Psychic Vampirism functions more like a Mental Power; it has a range of Line Of Sight, and Mental Defense protects against it. Decrease to Transfer 2d6 and add BOECV (Mental Defense applies; +1) and remove Requires An EGO Roll (-½). 75 Active Points.

4) Expanded Vampirism I: The character can affect either the target's EGO or his INT. Add either EGO or INT one at a time (+¼). 79 Active Points; total cost 53 points.

5) Expanded Vampirism II: The character can affect both the target's EGO and INT simultaneously. Decrease to Transfer 2d6 and add EGO and INT simultaneously (+½). 60 Active Points; total cost 40 points.

6) Enhanced Vampirism I: The character can, slowly but surely, leech away most or all of the target's willpower. Add Can Transfer Maximum Of 50 Points' Worth Of Power. 91 Active Points; total cost 61 points.

7) Enhanced Vampirism II: As Enhanced Vampirism I, but decrease to Transfer 1d6 and add Continuous (+1) and Can Transfer Maximum Of 30 Points' Worth Of Power. 67 Active Points; total cost 45 points.

8) Lasting Vampirism: The power stolen from the victim neither returns to him nor fades from the character for a long time. Add Delayed Return Rate (points fade and return at the rate of 5 per 5 Minutes; +1). 112 Active Points; total cost 75 points.

9) Vampiric Touch: The character must touch the victim to leech his psychic energy. Remove Ranged (+½). 45 Active Points; total cost 30 points.



10) Lengthy Power: Add Extra Time (Full Phase; -½). Total cost: 33 points.

11) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 54 points.

12) Lengthy And Attentive Power: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 38 points.

13) Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 22 points.

TELEPATHIC SHRIEK

Effect: Ego Attack 4d6, No Range

Target: 5" Radius

Duration: Instant

Range: No Range

END Cost: 9

Mentalism Roll Penalty: -9

Description: The character can "shout" mentally, inflicting psychic distress on anyone near him.

Game Information: *Ego Attack 4d6, Area Of Effect (5" Radius; +1), Personal Immunity (+¼) (90 Active Points); No Range (-½). Total cost: 60 points.*

Options:

1) Strong Shriek: Increase to Ego Attack 5d6. 112 Active Points; total cost 75 points.

2) Weak Shriek: Decrease to Ego Attack 3d6. 67 Active Points; total cost 45 points.

3) Skillful Shriek: Add Requires A Mentalism Roll (-½). Total cost: 45 points.

4) Lasting Shriek: The character can continue shrieking as long as he can pay END to do so. Decrease to Ego Attack 3d6 and add Continuous (+1). 97 Active Points; total cost 65 points.

5) Lengthy Shriek: Add Extra Time (Full Phase; -½). Total cost: 45 points.

6) Attentive Shriek: Add Concentration (½ DCV; -¼). Total cost: 51 points.

7) Lengthy And Attentive Shriek: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 40 points.

8) Shriek Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 30 points.

EMOTION CONTROL POWERS



Also known as *Empathy* or *Empathic Manipulation*, Emotion Control powers allow a character to detect, read, manipulate, and even alter another person's emotional state. A character with empathic powers can lift the cloud of depression from a tormented person's mind, calm down a Berserk troll, inspire courage and confidence in others, or cause feelings of unbridled greed.

OFFENSIVE POWERS

ALTER/INFLECT EMOTIONS

Effect: Mind Control 8d6, One Emotion Only

Target: One character

Duration: Constant

Range: LOS

END Cost: 4

Mentalism Roll Penalty: -4

Description: One of the most basic empathic powers is the ability to work temporary changes in a target's emotional state. (Creating permanent changes requires Transform; see Emotion Sculpting, below.) The character defines a single emotion or emotional state when he buys the power; examples are given below for Anger, Fear, Sadness, and Love (the GM can easily create other tables using these as guidelines). His powers only work to enhance or negate those types of feelings; for example, a character with Alter/Inflict Anger cannot inspire or diminish a target's feelings of jealousy, love, or fear, only feelings of anger, rage, and calmness. Empathic Mind Control commands that match or contradict the character's Psychological Limitations receive the usual bonuses or penalties.

The Alter/Inflict Emotions Table describes the basic effects and parameters of this power. A character can "diminish" an emotion by reversing the listed effects.

The GM must take care to handle Alter/Inflict Emotions properly. Characters should not be allowed to use it for other than genuine emotional manipulation. For example, using ordinary Mind Control, a character could force a person to go

stand underneath a particular tree. A character with Alter/Inflict Emotions generally cannot do that — not even if he tries to avoid the Limitation by claiming, "I'm going to inspire a love of that tree in this person so he'll go stand underneath it." At the very least, characters attempting such work-arounds should be required to achieve a much higher Effect Roll than a character with ordinary Mind Control. As always with such a nebulous subject, the GM should use his common sense, dramatic sense, and desire to maintain game balance to help him adjudicate tricky situations.

Game Information: *Mind Control 8d6 (40 Active Points); Only To Alter/Inflict One Emotional State (-1). Total cost: 20 points.*

Options:

- 1) **Stronger Empathic Manipulation:** Increase to Mind Control 12d6. 60 Active Points; total cost 30 points.
- 2) **Weaker Empathic Manipulation:** Decrease to Mind Control 6d6. 30 Active Points; total cost 15 points.
- 3) **Telepathic Empathic Manipulation:** The character need not speak to alter a character's emotional state; he can communicate his commands mentally. Add Telepathic (+¼). 50 Active Points; total cost 25 points.
- 4) **Empathic Touch:** The character must touch his target to alter emotions. Add No Range (-½). Total cost: 16 points.
- 5) **True Empathic Manipulation:** The character can alter or instill *any* emotion, not just a single one. Change to Only To Alter/Inflict Emotional States (-½). Total cost: 27 points.
- 6) **Lengthy Empathic Manipulation:** Add Extra Time (Full Phase; -½). Total cost: 16 points.
- 7) **Attentive Empathic Manipulation:** Add Concentration (½ DCV; -¼). Total cost: 18 points.
- 8) **Lengthy And Attentive Empathic Manipulation:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 14 points.
- 9) **Empathic Manipulation Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 11 points.

ALTER/INFLECT EMOTIONS TABLE

Emotional Intensity	Mind Control Roll Needed
Weak	Greater than EGO
Basic	EGO +10
Strong	EGO +20
Extreme	EGO +30
<i>Anger</i>	<i>Mind Control Roll Needed</i>
Annoyed/Frustrated	Greater than EGO: Attack people/objects the character would attack anyway; automatically trigger appropriate Enrageds/Berserks; if attempting to calm an Enraged/Berserk character, target gets a roll to break free from his Enraged/Berserk when character achieves this level of control
Angry	EGO +10: Attack people/objects the character dislikes; automatically calm down Enraged/Berserk characters
Furious	EGO +20: Attack people/objects the character likes
Insanely Angry	EGO +30: Attack people/objects the character loves

Anger: An empath uses control of anger to make a target so angry at something or someone that he attacks it (or to remove anger the character presently feels). At lower levels of anger, the target only attacks to hurt or damage; at higher levels, he attacks to kill or destroy. The empath may direct the character's anger at something general ("Aren't cars annoying?") or something specific ("Your girlfriend has been cheating on you with Defender! Doesn't that make you really angry at him?").

With some modification in terms and effects, you can also use this chart for Hatred.

<i>Fear</i>	<i>Mind Control Roll Needed</i>
Apprehensive/Uneasy	Greater than EGO: Ego Roll at +5 to maintain composure; if failed, character avoids the situation or phenomenon causing the fear. Danger Sense automatically triggered.
Fearful	EGO +10: As Greater than EGO, but EGO Roll is unmodified
Terrified	EGO +20: As Greater than EGO, but the EGO Roll is at -5
Blind Panic	EGO +30: Character moves away from feared object or phenomenon as fast as possible

Fear: An empath uses control over the primal emotion of fear to terrify a victim, or to inspire courage in someone. Victims who fail their EGO Roll normally flee, though they may be paralyzed with fear or may lash out at the feared object or phenomenon in panic. In combat, they do not usually attack the feared object/phenomenon, they only Dodge it. If trapped and unable to flee, they become paralyzed with fear or act in whatever way the GM considers appropriate. If subjected to interrogation, they answer questions willingly (the GM may allow a separate EGO Roll to resist particularly damaging questions). A successful Fear attack automatically triggers the target's Danger Sense, if any. Interpret the results oppositely (*i.e.*, confront or stand up to the situation or phenomenon), when using this chart for Courage.

<i>Sadness</i>	<i>Mind Control Roll Needed</i>
Pensive	Greater than EGO: Ego Roll at +5 to maintain composure; if failed, character becomes listless and apathetic, and has difficulty taking any action
Sad	EGO +10: As EGO +0, but the EGO Roll is unmodified
Despairing	EGO +20: As EGO +0, but the EGO Roll is at -5
Depressed	EGO +30: Character becomes totally listless and apathetic; he seriously considers suicide or other extreme "solutions"

Sadness: The effects of sadness and depression are difficult to adjudicate in a game setting. The GM should use his best judgment. In general an affected character becomes listless and apathetic, unwilling to act or take control of a situation. This may extend to his entire life, or only to certain situations (for example, a particular battle or mission).

<i>Love</i>	<i>Mind Control Roll Needed</i>
Sympathetic	Greater than EGO: Character is attracted to people he likes already; he will be inclined to do what they ask of him and will generally try to please them
Loving	EGO +10: Character is attracted to people he feels neutral about
Passionate	EGO +20: Character is attracted to people he does not like
Head Over Heels	EGO +30: Character is attracted to people he hates, or who repulse him

Love: If the character is already favorably inclined toward someone, using Alter/Inflect Emotions can make him love that person — a minor crush becomes full-blown, heart-felt love. If he's not favorably inclined, higher levels of effect are required to inspire feelings of attraction and desire.

With some modification in terms and effects, you can also use this chart for Greed or Lust.

CRIPPLING DEPRESSION

Effect: Entangle 3d6, 3 DEF, BOECV

Target: One character

Duration: Instant

Range: LOS

END Cost: 7

Mentalism Roll Penalty: -7

Description: This power allows a character to inflict on another character a depression so profound that it causes quasi-catatonic inability to get up the willpower to do anything. Only strong-willed characters can overcome the effect and break free.

Game Information: *Entangle 3d6, 3 DEF, Based On ECV (Mental Defense applies; +1), Takes No Damage From Physical Attacks (+¼), Works Against EGO, Not STR (+¼) (75 Active Points); Mental Defense Adds To EGO (-½), Cannot Form Barriers (-¼). Total cost: 43 points.*

Options:

1) Strong Depression I: Increase to Entangle 5d6, 5 DEF. 125 Active Points; total cost 71 points.

2) Strong Depression II: Increase to Entangle 3d6, 6 DEF. 112 Active Points; total cost 64 points.

3) Weak Depression: Decrease to Entangle 2d6, 2 DEF. 50 Active Points; total cost 28 points.

4) Lengthy Power: Add Extra Time (Full Phase; -½). Total cost: 33 points.

5) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 37 points.

6) Lengthy And Attentive Power: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 30 points.

7) Selgon's Banishment Of Joy: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 23 points.

EMOTION SCULPTING

Effect: Major Transform 3d6, BOECV**Target:** One character**Duration:** Instant**Range:** Touch**END Cost:** 10**Mentalism Roll Penalty:** -5

Description: Sometimes known as Empathic Surgery, this power allows a character to alter another character's mental state long-term by removing or altering Psychological Limitations related to emotions, or adding new ones the target does not presently have. The character must touch his intended target to make the attack. The change wears off over the course of a month or more (though a character may choose, when he buys the power, to define the power as requiring another application of the power to "heal").

At the GM's option, a character can also use this power to affect Enrageds and other "mental" Disadvantages, not just Psychological Limitations.

Game Information: *Major Transform 3d6 (alter, remove, or add Psychological Limitations related to or reflecting emotional states, heals back normally [or through repeated applications of this power, character's choice at purchase]), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼) (101 Active Points); No Range (-½), Limited Target (emotions in the minds of sentient beings; -¾). Total cost: 45 points.*

Options:

1) Strong Sculpting: Increase to Major Transform 4d6. 135 Active Points; total cost 60 points.

2) Weak Sculpting: Decrease to Major Transform 2d6. 67 Active Points; total cost 30 points.

3) Ranged Sculpting: The character can alter a target's personality without having to touch him; instead, the power works on a Line Of Sight basis. Remove No Range (-½). Total cost: 58 points.

4) Lengthy Sculpting: Add Extra Time (Full Phase; -½). Total cost: 37 points.

5) Attentive Sculpting: Add Concentration (½ DCV; -¼). Total cost: 40 points.

6) Lengthy And Attentive Sculpting: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 34 points.

7) Spell Of Empathic Molding: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 27 points.

EMPATHIC PROJECTION FIELD

Effect: Mind Control 12d6**Target:** 30" radius around user**Duration:** Constant**Range:** No Range**END Cost:** 0**Mentalism Roll Penalty:** -16

Description: A character with this power can broadcast his current emotional state to everyone around him, causing them to feel the same way he does.

Game Information: *Mind Control 12d6, Telepathic (+¼), Explosion (lose 1d6 of effect per 2"; +¾), Personal Immunity (+¼), Reduced Endurance (0 END; +½) (165 Active Points); No Range (-½), Limited Set Of Commands (only whatever emotion the user feels at the time, -½). Total cost: 82 points.*

Options:

1) Strong Field: Increase to Mind Control 16d6. 220 Active Points; total cost 110 points.

2) Weak Field: Decrease to Mind Control 10d6. 137 Active Points; total cost 68 points.

3) Larger Field: Increase Explosion to -1d6 per 3" (+1). 180 Active Points; total cost 90 points.

4) Perpetual Uncontrollable Field: The character always broadcasts his emotions; he can't control himself. Change to Mind Control 14d6 (standard Effect: 42 points), Telepathic (+¼), Explosion (lose 1d6 of effect per 2"; +¾), Mobile (+1), Personal Immunity (+¼), Reduced Endurance (0 END; +½), Persistent (+½) (297 Active Points); Always On (-½), Limited Set Of Commands (only whatever emotion the user feels at the time, -½). Total cost: 148 points.

5) Lengthy Power: Add Extra Time (Full Phase; -½). Total cost: 66 points.

6) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 73 points.

7) Lengthy And Attentive Power: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 60 points.

8) Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 47 points.

INSPIRE

Effect: Aid 3d6
Target: One character
Duration: Instant
Range: 185"
END Cost: 0
Mentalism Roll Penalty: -5

Description: Mind Control isn't the only way to inspire another person; you can achieve much the same effect by increasing various Characteristics. Examples include Inspire Courage (PRE) and Inspire Hatred (EGO, to increase EGO Rolls to withstand something the object of the hatred is doing, like trying to gain information by torturing the character). The GM should interpret "emotion-related Characteristic" carefully, so that characters don't cause game balance problems with this power.

Game Information: *Aid 3d6, any emotion-related Characteristic one at a time (+¼), Ranged (+½) (52 Active Points); Others Only (-½). Total cost: 35 points.*

Options:

- 1) **Greater Inspiration:** Increase to Aid 4d6. 70 Active Points; total cost 47 points.
- 2) **Lesser Inspiration:** Decrease to Aid 2d6. 35 Active Points; total cost 23 points.
- 3) **Touch Of Inspiration:** The character must touch the person whose emotions he wishes to enhance. Increase to Aid 4d6 and remove Ranged (+½). 50 Active Points; total cost 33 points.
- 4) **Boost Of Self-Confidence:** The character can use his ability to enhance emotions on himself, if necessary. Remove Others Only (-½). Total cost: 52 points.
- 5) **Group Inspiration:** The character can inspire a whole group of people in the same area. Add Area Of Effect (5" Radius; +1), Selective (+¼). 90 Active Points; total cost 60 points.
- 6) **Inspirational Speech:** The character can inspire anyone nearby who hears him. Remove Ranged (+½) and add Area Of Effect (4" Radius; +1) and Incantations (-¼). 67 Active Points; total cost 38 points.
- 7) **Inspirational Memory:** The effects of the character's power last for a long time. Add Delayed Recovery Rate (points fade at the rate of 5 per Hour; +1). 82 Active Points; total cost 55 points.
- 8) **True Psionic Inspiration:** Add BOECV (+1). 82 Active Points; total cost 55 points.
- 9) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 26 points.
- 10) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 30 points.
- 11) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 23 points.
- 12) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 17 points.

INSTILL FEAR

Effect: Drain PRE 3d6
Target: One character
Duration: Instant
Range: 185"
END Cost: 5
Mentalism Roll Penalty: -5

Description: Rather than using the somewhat indirect route of Mind Control, the character can instill fear directly in a victim by reducing his PRE (which makes him far more susceptible to fear-based Presence Attacks).

At the GM's option, characters could build other emotion-affecting powers with this model. For example, Drain EGO might represent the ability to inflict despair and hopelessness.

Game Information: *Drain PRE 3d6, Delayed Return Rate (points return at the rate of 5 per Minute; +¼), Ranged (+½). Total cost: 52 points.*

Options:

- 1) **Instill Terror:** Increase to Drain PRE 4d6. Total cost: 70 points.
- 2) **Not Quite So Scary:** Decrease to Drain 2d6. Total cost: 35 points.
- 3) **Touch Of Fear:** The character must touch the victim to inflict fear. Increase to Drain 4d6 and remove Ranged (+½). Total cost: 50 points.
- 4) **Lingering Horror:** The victim feels the effects of the fear the character inspires for a long time. Add Delayed Recovery Rate (points return at the rate of 5 per Hour; +1). Total cost: 75 points.
- 5) **Group Panic:** The character can scare a large number of persons in a given area. Add Area Of Effect (6" Radius; +1) and Personal Immunity (+¼). Total cost: 90 points.
- 6) **True Psionic Fear:** Add BOECV (+1). Total cost: 82 points.
- 7) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 35 points.
- 8) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 42 points.
- 9) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 30 points.
- 10) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 21 points.



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READ EMOTIONS

Effect: Telepathy 8d6, Empathy

Target: One character

Duration: Constant

Range: LOS

END Cost: 4

Mentalism Roll Penalty: -4

Description: The character has the ability to sense a particular emotional state in another person (and, at the GM's option, to communicate that same emotion to another person). He must define this emotion when he buys the power. At the Greater Than EGO level, he can read the target's surface emotions. At the EGO +10 level, he can delve deeper, determining what inspired this emotion, how it affects the target's thought processes, and so forth. At the EGO +20 level, he can read emotional memories — instances of the specified emotion not currently being experienced, but felt in the past. At the EGO +30 level, he can read subconscious instances of the emotion, if any. However, at no level of effect can he alter an emotion; that requires Emotion Sculpting (see above).

Game Information: *Telepathy 8d6 (40 Active Points); Empathy (one specific emotion; -1). Total cost: 20 points.*

Options:

1) Strong Reading: Increase to Telepathy 12d6. 60 Active Points; total cost 30 points.

2) Weak Reading: Decrease to Telepathy 6d6. 30 Active Points; total cost 15 points.

3) True Emotion Reading: The character can sense the nature and source of any emotions the target feels, not just one particular type of emotion. Empathy (any emotion; -½). Total cost: 27 points.

4) Lengthy Power: Add Extra Time (Full Phase; -½). Total cost: 16 points.

5) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 18 points.

6) Lengthy And Attentive Power: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 14 points.

7) Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 11 points.

SOCIAL CHAMELEON

Effect: +6 with Interaction Skills**Target:** Self**Duration:** Constant**Range:** Self**END Cost:** 0**Mentalism Roll Penalty:** -3

Description: The character possesses innate empathic powers that allow him to “attune” himself to anyone he’s interacting with. As a result, he always seems friendly, fascinating, sympathetic, interesting, intimidating, sexy, or whatever else the other person is looking for or is most in need of at the moment.

Game Information: +6 with Interaction Skills.

Total cost: 30 points.

Options:

- 1) **Strong Chameleon:** Increase to +8 with Interaction Skills. Total cost: 40 points.
- 2) **Weak Chameleon:** Decrease to +4 with Interaction Skills. Total cost: 20 points.
- 3) **Active Chameleon:** The character has to actively invoke this power; it’s not a subconscious thing. Add Costs Endurance (-½). 30 Active Points; total cost 20 points.

DEFENSIVE POWERS

CALM Demeanor

Effect: Succor PRE 6d6**Target:** Self**Duration:** Constant**Range:** Self**END Cost:** 3**Mentalism Roll Penalty:** -3

Description: A character with this power can enhance his courage and strengthen his will so he can resist the effects of fear and intimidation.

Game Information: *Succor PRE 6d6 (30 Active Points); Only To Resist Presence Attacks And Other Attacks Based On Fear (-1), Self Only (-½). Total cost: 12 points.*

Options:

- 1) **Great Calm:** Increase to Succor PRE 9d6. 45 Active Points; total cost 18 points.
- 2) **Lesser Calm:** Decrease to Succor PRE 3d6. 15 Active Points; total cost 6 points.
- 3) **Share The Calm I:** The character can instill the sense of calm in someone else, usually an ally. Remove Self Only (-½). Total cost: 15 points.
- 4) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 10 points.
- 5) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 11 points.
- 6) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 9 points.
- 7) **Spell:** Add OAF (wizard’s staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 7 points.

FEARFUL HASTE

Effect: +4 DCV**Target:** Self**Duration:** Instant**Range:** Self**END Cost:** 2**Mentalism Roll Penalty:** -2

Description: The character can inspire a brief flash of fear and panic in an opponent that’s so intense it causes the opponent to rush his action to attack or reflexively flinch away from the character. In either case, Fearful Haste makes it much harder for the opponent to successfully attack the character.

Game Information: *+4 DCV (20 Active Points); Costs Endurance (-½), Instant (-½), Only Versus Designated Person’s Attacks (-1), Only Versus Beings With Minds/Emotions (-½). Total cost: 6 points.*

SENSORY POWERS

DETECT EMOTIONS

Effect: Detect Emotions

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Mentalism Roll Penalty: -1

Description: This ability is a limited form of the Read Emotions power described above. It allows a character to detect that another person is feeling emotions, and what type of emotions, but nothing more. It cannot detect past emotions, or determine the cause of emotions the target currently feels.

Game Information: *Detect Emotions (INT Roll) (Mental Group), Discriminatory. Total cost: 10 points.*

EMPATHIC PSYCHOMETRY

Effect: Retrocognition, Emotions Only

Target: Special

Duration: Constant

Range: No Range

END Cost: 4

Mentalism Roll Penalty: -4

Description: The character can sense strong lingering emotions in objects and places, such as the fear and hatred linked to a murder weapon or the feelings of calm in a sacred place. He must have the object in hand, or be present in the location, to sense these lingering emotions. If the emotions are not stark and obvious, the GM may require him to make a PER Roll, with a modifier reflecting how faint they are.

Game Information: *Clairsentience (Mental Group), Retrocognition (40 Active Points); No Range (-½), Emotions Only (-1), Retrocognition Only (-1), Psychometry (-½). Total cost: 10 points.*

Options:

- 1) **Aged Emotions:** The character has a harder time reading emotions in an object or place if they were “embedded” a long time ago. Add Time Modifiers (-½). Total cost: 9 points.
- 2) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 9 points.
- 3) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 9 points.
- 4) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 8 points.
- 5) **Spell:** Add OAF (wizard’s staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 7 points.

MISCELLANEOUS POWERS

EMPATHIC HEALING

Effect: Simplified Healing 4d6

Target: One character

Duration: Instant

Range: Touch

END Cost: 4

Mentalism Roll Penalty: -4

Description: The character has a special empathic power, the ability to heal others. However, this gift comes at a price: the character heals wounds by taking them on himself. Thus, he suffers the same damage he heals with this power, and he must heal it normally through the passage of time.

Game Information: *Simplified Healing 4d6 (40 Active Points); Others Only (-½), Side Effects (character automatically takes damage identical to the damage healed; -1). Total cost: 16 points.*

Options:

- 1) **Stronger Empathic Healing:** Increase to Simplified Healing 6d6. 60 Active Points; total cost 24 points.
- 2) **Weaker Empathic Healing:** Decrease to Simplified Healing 2d6. 20 Active Points; total cost 8 points.
- 3) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 13 points.
- 4) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 14 points.
- 5) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 12 points.
- 6) **Spell:** Add OAF (wizard’s staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 10 points.

HYPER-MIND POWERS



Hyper-Mind Powers are special powers that derive from having an unusually (even superhumanly) powerful mind — in other words, the sort of mind that often has psionic powers. Technically they're not "mental powers" *per se*, but they're so closely associated with many mentalist archetypes that they're worth including here.

Some Hyper-Mind Powers involve Required Skill Rolls. It's assumed that a character with such a power has at least a 25, if not higher, value in the Characteristic in question.

HYPER-INTELLIGENCE POWERS

Hyper-Intelligence powers represent the analytical, logical, and thinking abilities associated with enormously high intelligence. In addition to the powers listed here, the special effect of "Hyper-Intelligence" could justify buying a wide range of Enhanced Senses, Talents, and Super-Skills.

ANTICIPATION

Effect: Precognition, Time Modifiers

Target: Self

Duration: Constant

Range: No Range

END Cost: 0

Mentalism Roll Penalty: N/A

Description: The character's hyper-analytical mind can evaluate the most likely course of actions for people, phenomena, and events around him and predict the outcome with astonishing accuracy. The further forward in time the time period the character analyzes, the less accurate his predictions tend to be.

Game Information: *Clairsentience (Sight and Hearing Groups), Precognition, Reduced Endurance (0 END; +½) (75 Active Points); No Range (-½), Precognition Only (-1), Requires An INT Roll (assumes an INT Roll of 14-; -½), Time Modifiers (-½). Total cost: 21 points.*

Options:

1) Strong Anticipation: Remove Time Modifiers (-½). Total cost: 25 points.

BATTLE ANALYSIS

Effect: +2 SPD, Requires An INT Roll

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Mentalism Roll Penalty: N/A

Description: The character's computer-like mind can analyze a combat or crisis situation instantly and devise the best possible course of action, thus allowing the character to maximize his efficiency and act as quickly and decisively as possible. In game terms, he gets +2 SPD if he makes an INT Roll; the character should roll in each Post-Segment 12 period to see if he gets the +2 SPD for the coming Turn.

Game Information: +2 SPD (20 Active Points); Requires An INT Roll (assumes an INT Roll of 14-, Active Point penalty of -1 per 5 Active Points; -1). Total cost: 10 points.

Options:

1) More Accurate Analysis: Increase to +3 SPD. 30 Active Points; total cost 15 points.

2) Less Accurate Analysis: Decrease to +1 SPD. 10 Active Points; total cost 5 points.

3) Expanded Battle Analysis: The character's analysis of the situation also allows him to time his actions so that he acts before his enemies. Character also buys Lightning Reflexes (+8 to act first with All Attacks) (12 Active Points); Requires An INT Roll (assumes an INT Roll of 14-, Active Point penalty of -1 per 5 Active Points; -1) (total cost: 6 points). Total cost of ability: 16 points.

LINGUISTIC ANALYSIS

Effect: Universal Translator (INT Roll +4)**Target:** Self**Duration:** Persistent**Range:** Self**END Cost:** 0**Mentalism Roll Penalty:** N/A

Description: The character's ultra-intelligent mind can rapidly analyze even a few spoken or written words, and from them deduce the form and nature of the other words in that language, its grammatical and linguistic forms, and so forth, making him instantly fluent in it.

Game Information: *Universal Translator (INT Roll +4). Total cost: 24 points.*

Options:

1) **More Accurate Analysis:** Increase to INT Roll +6. Total cost: 26 points.

2) **Less Accurate Analysis:** Decrease to INT Roll +2. Total cost: 22 points.

LOCATE FLAW

Effect: Find Weakness 15- with All Attacks**Target:** Self**Duration:** Persistent**Range:** Self**END Cost:** 0**Mentalism Roll Penalty:** N/A

Description: Between his heightened perceptiveness and ability to rapidly process and analyze information, the character can spot flaws and weaknesses in his targets' defenses... and that lets him take advantage of them.

Game Information: *Find Weakness 15- with All Attacks. Total cost: 50 points.*

Options:

1) **More Accurate Analysis:** Increase to Find Weakness 17-. Total cost: 60 points.

2) **Less Accurate Analysis:** Decrease to Find Weakness 14-. Total cost: 45 points.

MATHEMATICAL GENIUS

Effect: Lightning Calculator**Target:** Self**Duration:** Persistent**Range:** Self**END Cost:** 0**Mentalism Roll Penalty:** N/A

Description: The character's grasp of the principles of mathematics is so profound that he can perform complex calculations in his head almost instantly.

Game Information: *Lightning Calculator. Total cost: 3 points.*

PHOTOGRAPHIC MEMORY

Effect: Eidetic Memory**Target:** Self**Duration:** Persistent**Range:** Self**END Cost:** 0**Mentalism Roll Penalty:** N/A

Description: The character has a perfect memory. He may not be able to instantly recall everything he's ever seen, read, or encountered, but given enough time to concentrate and dredge up the memory he can bring to mind his entire life's experiences in precise detail.

Game Information: *Eidetic Memory. Total cost: 5 points.*

SYNERGY ANALYSIS

Effect: +4 Overall, Only When Working With Other People**Target:** Self**Duration:** Constant**Range:** Self**END Cost:** 0**Mentalism Roll Penalty:** N/A

Description: The character can use his Hyper-Intelligence to instantly analyze a situation in which he's working with one or more people to accomplish some mutual task, and then direct his efforts to best complement the others so that they do a better job and/or finish more quickly. This includes most situations in which the character provides a Complementary Skill Roll for another character's Skill Roll.

Game Information: *+4 Overall (40 Active Points); Only When Working With Other People (-½). Total cost: 27 points.*

Options:

1) **More Accurate Analysis:** Increase to +6 Overall. 60 Active Points; total cost 40 points.

2) **Less Accurate Analysis:** Decrease to +2 Overall. 20 Active Points; total cost 13 points.



THINK FAST

Effect: +15 with Intellect Skills, Only To Counteract Penalties For Rapid Performance

Target: Self

Duration: Constant

Range: Self

END Cost: 0

Mentalism Roll Penalty: N/A

Description: The character's hyper-accelerated thought processes allow him to perform mental tasks much, much faster than most people without sacrificing accuracy or quality.

In game terms, this power consists of a large number of Skill Levels that the character can only use to counteract the penalty for performing a task more rapidly than normal (-3 per step up the Time Chart). The GM decides the base time needed to perform a task with an Intellect Skill, and whether the character can apply these Levels. He may also allow the character to apply them to some Knowledge and Science Skills.

Game Information: +15 with Intellect Skills (75 Active Points); Only To Counteract Penalties For Rapid Performance (-1). Total cost: 37 points.

Options:

- 1) **Really Fast Thinking:** Increase to +21 with Intellect Skills. 105 Active Points; total cost 52 points.
- 2) **Not Quite As Fast Thinking:** Decrease to +9 with Intellect Skills. 45 Active Points; total cost 22 points.
- 3) **Variant Fast Thinking:** With the GM's permission, characters can buy these Levels as PSLs instead of Skill Levels. Total cost: 45 points.

TRUE EIDETIC MEMORY

Effect: Retrocognition, Personal History Only

Target: Self

Duration: Constant

Range: No Range

END Cost: 0

Mentalism Roll Penalty: N/A

Description: The character's memory is absolutely perfect, even compared to someone with the Photographic Memory ability described above. Anything he's read, seen, or otherwise experienced he can recall instantly and in precise detail. His ability to "see into the past" does not extend to any other events, objects, or people; it only covers his personal history.

Game Information: *Clairsentience (Sight, Hearing, and Smell/Taste Groups), Retrocognition, Reduced Endurance (0 END; +½) (90 Active Points); No Range (-½), Personal History Only (see text; -1), Retrocognition Only (-1). Total cost: 26 points.*

Options:

- 1) **Weaker Memory:** Add Requires An INT Roll (assumes an INT Roll of 14-; -½) and Time Modifiers (-½). Total cost: 20 points.

HYPER-EGO POWERS

Hyper-Ego powers represent a character's intense willpower and mental strength.

AUGMENTED EFFORT

Effect: Aid STR 2d6, Side Effects (takes ½d6 BODY damage)

Target: Self

Duration: Instant

Range: Self

END Cost: 0

Mentalism Roll Penalty: N/A

Description: One of the limits on human strength is not muscle capacity but the willpower to resist the pain of using the body to its full capacity. A character with this Hyper-Ego ability has the power to push himself beyond the regular pain threshold to lift more and hit harder — but at the risk of torn muscles, ripped tendons, and broken bones.

Game Information: Aid STR 2d6 (20 Active Points); Self Only (-½), Side Effects (takes ½d6 BODY damage, automatically occurs; -½). Total cost: 10 points.

I CAN TAKE IT

Effect: Resistance (5 points)

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Mentalism Roll Penalty: N/A

Description: The character's got so much willpower he can easily withstand the effects of interrogation and torture.

Game Information: Resistance (5 points). Total cost: 5 points.

IRONCLAD WILL

Effect: Mental Defense (20 points + EGO/5)

Target: Self

Duration: Constant

Range: Self

END Cost: 0

Mentalism Roll Penalty: N/A

Description: The character's willpower is superhumanly strong — so much so that he can resist the effects of Mental Powers more easily than ordinary people can.

Game Information: Mental Defense (20 points + EGO/5) (20 Active Points); Nonpersistent (-¼). Total cost: 16 points.

Options:

1) **Steel-Jacketed Will:** Increase to Mental Defense (25 points + EGO/5). 25 Active Points; total cost 20 points.

2) **Bronzeclad Will:** Decrease to Mental Defense (15 points + EGO/5). 15 Active Points; total cost 12 points.

UNSTOPPABLE DRIVE

Effect: +5 with EGO Rolls, Only To Push

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Mentalism Roll Penalty: N/A

Description: The character's willpower allows him to drive himself beyond his usual limits far more easily than most people can.

Game Information: +5 with EGO Rolls (15 Active Points); Only To Make EGO Rolls To Push Powers (-1). Total cost: 7 points.

Options:

1) **Stronger Willpower:** Increase to +8 with EGO Rolls. 24 Active Points; total cost 12 points.

2) **Weaker Willpower:** Decrease to +3 with EGO Rolls. 9 Active Points; total cost 4 points.

ILLUSION POWERS



This category of powers represents the ability to create various illusions that typically manifest in some physical way. It does not include purely mental illusions (see page 130), but in the broad world of psionic powers some characters who can create true mental illusions can also create “ordinary” illusions.

OFFENSIVE POWERS

ILLUSIONS

Effect: Sight, Hearing, and Smell/Taste Group Images, -3 to PER Rolls

Target: 8” Radius

Duration: Constant

Range: 255”

END Cost: 5

Mentalism Roll Penalty: -5

Description: The character can psionically generate highly believable illusions that look, sound, and even smell like the real thing. Unfortunately, touching them reveals that they’re mere phantasms.

Game Information: *Sight, Hearing, and Smell/Taste Group Images, -3 to PER Rolls, Increased Size (8” radius; +¾). Total cost: 51 points.*

Options:

1) Enhanced Illusions: Increase to -6 to PER Rolls. Total cost: 66 points.

2) Poorer Illusions: Remove PER Roll modifier. Total cost: 35 points.

3) Larger Illusions: Increase to 32” radius. Total cost: 65 points.

4) Smaller Illusions: Decrease to 4” radius. Total cost: 43 points.

5) Tactile Illusions: The character’s illusions are so realistic, other people can even feel them. Add Touch Group. Total cost: 59 points.

6) Visual Illusions: The character’s illusions can only be seen; they make no sound and have no smell. Remove Hearing and Smell/Taste Sense Groups. Total cost: 33 points.

7) Cue The Sound: The character’s illusions can be seen and heard, but have no odor. Remove Smell/Taste Sense Group. Total cost: 42 points.

8) Restricted Illusion: The character can only create an illusion of one thing, defined when he purchases the power — a dragon, a group of automobiles, a symphony orchestra, or the like. If the illusion itself does not fill an 8” radius, then it’s limited to moving within that area. Add Set Effect (-1). Total cost: 25 points.

9) Programmed Illusion: The character has an illusion power that creates one specific type of illusion that is triggered by a particular event or circumstance (both defined when he buys the power). Add Trigger (+¼) and Set Effect (-1). 58 Active Points; total cost 29 points.

10) Image Animation: The character’s illusion-creation powers are limited to making pictures, illustrations, photographs, or like images come to life (at the GM’s option, this include pictures on a television or computer screen). The “created” beings or things must remain within 8” of the frame or piece of paper they sprang from, since part of the illusion is making that object appear “blank” or “empty,” so it’s the center of the effect. The Limitation assumes the character doesn’t carry around any images himself, or otherwise have ready access to predictable ones he can use; if that’s not the case, decrease its value. Add Set Effect (only to animate two-dimensional images; -1). Total cost: 25 points.

11) Lengthy Power: Add Extra Time (Full Phase; -½). Total cost: 34 points.

12) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 41 points.

13) Lengthy And Attentive Power: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 29 points.

14) The Spell Of Phantasm-Weaving: Add OAF (wizard’s staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 34 points.



MASTER MIMIC

Effect: Hearing Group Images, -4 to PER Rolls

Target: 4" Radius

Duration: Constant

Range: 125"

END Cost: 2

Mentalism Roll Penalty: -2

Description: The character has such control over sound and voice that he can convincingly mimic virtually any sound. The range of the power allows him to accomplish "ventriloquism" tricks as well.

Game Information: *Hearing Group Images, -4 to PER Rolls, Increased Size (4" radius; +½). Total cost: 25 points.*

Options:

1) Enhanced Mimicry: Increase to -6 to PER Rolls. Total cost: 34 points.

2) Poorer Mimicry: Decrease to -2 PER Roll modifier. Total cost: 16 points.

3) Larger Mimicry: Increase to 8" radius. Total cost: 30 points.

4) Smaller Mimicry: Decrease to 1" radius. Total cost: 17 points.

5) Skillful Mimicry: The character's ability to use this power depends on his skill as a mimic or ventriloquist. Add Requires A Mimicry or Ventriloquism Roll (-¼). Total cost: 20 points.

6) Lengthy Power: Add Extra Time (Full Phase; -½). Total cost: 17 points.

7) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 20 points.

8) Lengthy And Attentive Power: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 14 points.

9) Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 10 points.

DEFENSIVE POWERS

CLOAK OF ILLUSION

Effect: Invisibility to Sight, Hearing, and Smell/Taste Groups, No Fringe

Target: Self

Duration: Constant

Range: Self

END Cost: 4

Mentalism Roll Penalty: -4

Description: The character can conceal himself in an illusion that he's not there. Someone could stand right next to him and neither see, hear, nor smell him because of the illusion.

Game Information: *Invisibility to Sight, Hearing, and Smell/Taste Groups, No Fringe. Total cost: 40 points.*

Options:

1) Easy Cloak: Add Reduced Endurance (0 END; +½). Total cost: 60 points.

2) Restricted Cloak: The character can hide himself visually, but he can't cover noises he makes or smells he emits. Remove Hearing and Smell/Taste Groups. Total cost: 30 points.

3) Group Cloak: The character can extend his illusion so that it covers a group of his friends nearby. The character controls the power and pays the END cost. All the persons he wants to affect must remain within 4" of him at all times; if they move outside that zone, the power immediately ceases to effect them. Ordinarily the character should make one Attack Roll per person to apply the power, but if all the persons involved are willing and cognizant of what's going on, the GM can allow him to simply make one Attack Roll to affect them all at once. Remove Hearing and Smell/Taste Groups and add Usable As Attack (up to eight "targets," defense is refusal to be affected; +1¾), Ranged (4" range; +¼) (90 Active Points); Persons Affected Must Remain Within 4" Of Character Or Power Stops Working For Them (-½). Total cost: 60 points.

4) Lengthy Power: Add Extra Time (Full Phase; -½). Total cost: 27 points.

5) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 32 points.

6) Lengthy And Attentive Power: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 23 points.

7) Invisibility Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 16 points.

8) Group Invisibility Spell: To the "Group Cloak" option add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 30 points.

DISGUIISING ILLUSION

Effect: Shape Shift (to Sight Group; any humanoid form), Instant Change, Imitation

Target: Self

Duration: Constant

Range: Self

END Cost: 3

Mentalism Roll Penalty: -3

Description: The character covers himself in a skin-tight illusion that makes him look like someone else. His voice remains the same, he feels the same to the touch, and he appears the same in a radar profile — but to visual inspection, he's a different person altogether.

Game Information: *Shape Shift (to Sight Group; any humanoid form), Instant Change, Imitation. Total cost: 35 points.*

Options:

1) Easy Disguise: Add Reduced Endurance (0 END; +½). Total cost: 52 points.

2) Illusionary Voice: The character's powers of illusion also change his voice, allowing him to flawlessly mimic other persons. Add Hearing Group. Total cost: 38 points.

3) Group Disguise: The character can extend his illusion so that it covers a group of his friends nearby. Each person affected may look like a different person. The character controls the power and pays the END cost. All the persons he wants to affect must remain within 4" of him at all times; if they move outside that zone, the power immediately ceases to effect them. Ordinarily the character should make one Attack Roll per person to apply the power (particularly in situations when he wants each subject to look different from the others). However, if all the persons involved are willing and cognizant of what's going on, the GM can allow him to simply make one Attack Roll to affect them all at once. Add Usable As Attack (up to eight "targets," defense is refusal to be affected; +1¾), Ranged (4" range; +¼) (105 Active Points); Persons Affected Must Remain Within 4" Of Character Or Power Stops Working For Them (-½). Total cost: 70 points.

4) Lengthy Power: Add Extra Time (Full Phase; -½). Total cost: 23 points.

5) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 28 points.

6) Lengthy And Attentive Power: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 20 points.

7) Disguise-Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 14 points.

8) Group Disguise Spell: To the "Group Disguise" option add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 35 points.

MIRROR IMAGE

Effect: Sight and Hearing Group Images, -5 to PER Rolls

Target: 4" Radius

Duration: Constant

Range: No Range

END Cost: 4

Mentalism Roll Penalty: -4

Description: The character creates an illusion of five duplicates identical to himself. The image also makes it look as if all six "characters" are moving around within the 4" radius of the power, and makes all five duplicates mimic whatever the character does. The illusion even mirrors wounds or other effects received by the character or one image on all six of them. However, if an attack would "kill" one of the images, it simply disappears, leaving the remaining images behind and unchanged.

If an attacker has no way to figure out which of the six is the real person (such as making a Smell-based PER Roll to sniff him out), and no area-affecting attack big enough to cover the 4" radius, the GM should roll 1d6 for each attack. On a 1, the real character gets hit; otherwise, an image takes the blow, leaving the character unharmed.

Game Information: *Sight and Hearing Group Images, -5 to PER Rolls, Increased Size (4" radius; +½) (45 Active Points); Set Effect (-1), No Range (-½). Total cost: 18 points.*

Options:

1) Lengthy Power: Add Extra Time (Full Phase; -½). Total cost: 15 points.

2) Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 11 points.

REPOSITIONING

Effect: +10 DCV

Target: Self

Duration: Constant

Range: Self

END Cost: 5

Mentalism Roll Penalty: -5

Description: This powerful defensive illusion makes it seem as if the character is standing somewhere other than where he really is. Typically it makes other characters, regardless of what senses they use, believe the character is standing one or two feet away from his true location. As a result, it's very difficult to hit the character in combat — though sometimes the attacker figures out the target's real location, or the character does something that gives his position away... and of course an area-affecting power can hit the character easily.

Game Information: *+10 DCV (50 Active Points); Activation Roll 13- (-¾), Costs Endurance (-½). Total cost: 22 points.*

Options:

1) Lengthy Power: Add Extra Time (Full Phase; -½). Total cost: 18 points.

2) Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 13 points.

SENSORY POWERS

CAN'T FOOL ME

Effect: +5 PER, Only To See Through Illusions

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Mentalism Roll Penalty: -1

Description: The character's penchant for illusions makes him good at spotting what's real, and what's not. He gains a +5 bonus to PER Rolls to see through illusions, regardless of what Power they're constructed with.

Game Information: *+5 PER with all Sense Groups (15 Active Points); Only To See Through Illusions (-1). Total cost: 7 points.*

Options:

1) Lengthy Power: Add Extra Time (Full Phase; -½). Total cost: 6 points.

2) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 7 points.

3) Lengthy And Attentive Power: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 5 points.

4) Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 4 points.

MENTAL ILLUSIONS



Mental Illusions powers are psionic abilities that involve projecting fictitious images and sensations directly into the minds of other persons. Many (though not all) of them are built with the *Mental Illusions* Power, and unlike the abilities in the *Illusion Powers* section above they're not necessarily perceivable by more than a single person.

BASIC POWER

MINDSCAPES

Effect: Mental Illusions 8d6

Target: One character

Duration: Constant

Range: LOS

END Cost: 4

Mentalism Roll Penalty: -4

Description: The character can project vivid, believable images directly into another character's mind.

Game Information: *Mental Illusions 8d6. Total cost: 40 points.*

Options:

1) Strong Mindscapes: Increase to Mental Illusions 12d6. Total cost: 60 points.

2) Weak Mindscapes: Decrease to Mental Illusions 6d6. Total cost: 30 points.

3) Illusionary Killer I: The character's Mental Illusions are particularly likely to cause the victim to suffer actual injuries. Add Mental Illusions +6d6 (30 Active Points); Only To Achieve +20 "Does STUN And BODY" Results (-1) (total cost: 15 points). 40 + 30 = 70 Active Points; total cost 40 + 15 = 55 points.

4) Illusionary Killer II: A variant on Illusionary Killer I. The character also buys Energy Blast 8d6, Line Of Sight (+½) (60 Active Points); Linked (character must achieve at least an EGO +20 result with Mental Illusions; -¼) (total cost: 48 points). 40 + 60 = 100 Active Points; total cost 40 + 48 = 88 points

5) Lasting Mindscapes I: The character can easily maintain the strength of his Mental Illusions over time, significantly decreasing the target's ability to break free from them. Character also buys a naked Advantage Reduced Endurance (0 END; +½) (20 Active Points); Only Applies To END Spent To Maintain Effect (-¼). Total cost: 16 points.

6) Lasting Mindscapes II: The character finds it easier to change his illusion if necessary (and, at the GM's option, it doesn't deteriorate as quickly). Add Continuous (+1). Total cost: 80 points.

7) Lengthy Power: Add Extra Time (Full Phase; -½). Total cost: 27 points.

8) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 32 points.

9) Lengthy And Attentive Power: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 23 points.

10) The Spell Of The Confused Mind: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 16 points.

OFFENSIVE POWERS

LOST HIS GRIP ON REALITY

Effect: Major Transform 1 point (make person insane), BOECV

Target: One character

Duration: Constant

Range: LOS

END Cost: 2

Mentalism Roll Penalty: -2

Description: The character uses his powers of illusion to make the victim unable to distinguish reality from hallucination. Slowly but surely, this warps the victim's mind until he becomes utterly insane. The insanity usually lasts for at least a month or two before the victim comes to himself.

Game Information: *Major Transform 1 point (sentient being into being with the Psychological Limitation Utterly, Gibberingly Insane [Very Common, Total]; heals back normally), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼), Continuous (+1) (16 Active Points); Limited Target (sentient beings; -¼). Total cost: 13 points.*

Options:

1) Faster Loss: Increase to Major Transform ½d6. 32 Active Points; total cost 26 points.

2) Restricted Loss: This form of the power only works if the character has affected the target with Mental Illusions at the EGO +10 level or higher. Add Linked (victim must be suffering effects of EGO +10 or better Mental Illusion; -½). Total cost: 9 points.

3) Lengthy Power: Add Extra Time (Full Phase; -½). Total cost: 9 points.

4) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 11 points.

5) Lengthy And Attentive Power: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 8 points.

6) Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 6 points.

GROUP HALLUCINATION

Effect: Sight, Hearing, Smell/Taste, Touch, Radio, and Mental Group Images, -3 to PER Rolls

Target: 4" Radius

Duration: Constant

Range: 330"

END Cost: 7

Mentalism Roll Penalty: -7

Description: The character has the ability to create an illusion in the minds of a group of people. The power affects everyone in a 4" radius. Those persons continue to be affected even if they leave the area — for example, if they leave the area and look back, they can still see what the illusion depicts, still hear the sounds it makes, and so forth. However, no one outside the area when the power was used can perceive or be affected by it, even if he later enters the area while the power remains in effect. To an outsider's senses, the victims of the illusion are interacting with and reacting to nothing.

Game Information: *Sight, Hearing, Smell/Taste, Touch, Radio, and Mental Group Images, -3 to PER Rolls, Increased Size (4" radius; +½) (66 Active Points); Only Perceivable By Persons Originally In Affected Area (-¼). Total cost: 53 points.*

Options:

1) Enhanced Hallucinations: Increase to -5 to PER Rolls. 75 Active Points; total cost 60 points.

2) Poorer Hallucinations: Remove PER Roll modifier. 52 Active Points; total cost 42 points.

3) Larger Hallucinations: Increase to 16" radius. 88 Active Points; total cost 70 points.

4) Smaller Hallucinations: Decrease to 2" radius. 55 Active Points; total cost 44 points.

5) Restricted Hallucinations: The character can only create an illusion of one thing, defined when he purchases the power — a dragon, a group of automobiles, a symphony orchestra, or the like. If the illusion itself does not fill a 4" radius, then it's limited to moving within that area. Add Set Effect (-1). Total cost: 29 points.

6) True Mental Hallucinations: The character's hallucinations power works like a true psionic power (*i.e.*, he makes an ECV Attack Roll to use it and it has an LOS range). Add BOECV (+1). 110 Active Points; total cost 88 points.

7) Lengthy Power: Add Extra Time (Full Phase; -½). Total cost: 38 points.

8) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 44 points.

9) Lengthy And Attentive Power: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 33 points.

10) Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 24 points.

ILLUSIONARY EFFECTS

Effect: Variable Power Pool to create effects that accompany Mental Illusions

Target: Varies

Duration: Varies

Range: Varies

END Cost: Varies

Mentalism Roll Penalty: Varies (if allowed at all)

Description: Instead of just being able to inflict Normal Damage, the character can create illusions so powerful that they can inflict other types of harm on the target — Killing Damage, NND damage, Drains, Change Environment effects, Aid PRE, and so forth. This power requires the GM's permission because it involves Linking an entire Variable Power Pool to a power, and generally Linking a power to an entire Power Framework is not allowed.

Game Information: *Variable Power Pool, 40 base + 20 control cost, Line Of Sight (+½); Linked (to Mental Illusions, need not be used proportionately; -0), Only To Create Effects Of Mental Illusions (-¼), Only Affects Victim Of Mental Illusions (-0). Total cost: 40 base + 24 control cost = 64 points.*

Options:

1) Strong Illusionary Effects: Increase to 60 base + 30 control cost. Total cost: 60 base + 36 control cost = 96 points.

2) Supreme Illusionary Effects: The character can re-allocate his Pool instantly. Add Powers Can Be Changed As A Zero-Phase Action (+1) and No Skill Roll Required (+1). Total cost: 40 base + 56 control cost = 96 points.

3) Weak Illusionary Effects: Decrease to 30 base + 15 control cost. Total cost: 30 base + 18 control cost = 48 points.

4) Skillful Illusionary Effects: Add Requires A Mentalism Roll (-½). Total cost: 40 base + 17 control cost = 57 points.

5) Lengthy Illusionary Effects: Add Extra Time (Full Phase; -½). Total cost: 40 base + 17 control cost = 57 points.

6) Attentive Illusionary Effects: Add Concentration (½ DCV; -¼). Total cost: 40 base + 20 control cost = 60 points.

7) Lengthy And Attentive Illusionary Effects: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 40 base + 15 control cost = 55 points.

8) Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 40 base + 11 control cost = 51 points.



MIND GAMES

Effect: Images to the Mental Sense Group

Target: 8" Radius

Duration: Constant

Range: 150"

END Cost: 3

Mentalism Roll Penalty: -3

Description: The mentalist can create illusions designed to fool Senses like Mental Awareness and Detect Mind. This allows him to temporarily alter mental signatures and traces, make a mind "look" like another mind, make a mentalist think someone's under the effects of a Mental Power when he's really not, or even create false "minds" where none actually exist.

Game Information: *Images to the Mental Sense Group, -4 to PER Rolls, Increased Size (8"; +¾). Total cost: 30 points.*

Options:

1) Strong Mind Games: Increase to -6 to PER Rolls. Total cost: 40 points.

2) Weak Mind Games: Decrease to -3 to PER Rolls. Total cost: 24 points.

3) Larger Mind Games: Increase to 32" radius (+1¼). Total cost: 38 points.

4) True Mind Games: Add BOECV (+1). Total cost: 47 points.

5) Skillful Mind Games: Add Requires A Mentalism Roll (-½). 30 Active Points; total cost: 20 points.

6) Lengthy Mind Games: Add Extra Time (Full Phase; -½). 30 Active Points; total cost: 20 points.

7) Attentive Mind Games: Add Concentration (½ DCV; -¼). 30 Active Points; total cost: 24 points.

8) Lengthy And Attentive Mind Games: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). 30 Active Points; total cost: 17 points.

9) Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). 30 Active Points; total cost: 12 points.

PHOBIC MANIPULATION

Effect: Mental Illusions 10d6, No Conscious Control (greatest fear only)

Target: One character

Duration: Constant

Range: LOS

END Cost: 5

Mentalism Roll Penalty: -5

Description: The character can inflict upon the target a convincing illusion of the target's greatest fear. While the character can activate the power at will, he has no control over what it shows the character, and in fact doesn't even know what it shows the character — he just activates the illusion, which then plays out in the victim's terrified mind.

You can use this power as a template for creating similar abilities based on other emotions and the like — such as a target's greatest desire, what the target most covets, or the like.

Game Information: *Mental Illusions 10d6 (50 Active Points); No Conscious Control (only to force target to experience his greatest fear; -1). Total cost 25 points.*

Options:

- 1) **Terrifying Fear:** Increase to Mental Illusions 12d6. 60 Active Points; total cost 30 points.
- 2) **Less Terrifying Fear:** Decrease to Mental Illusions 8d6. 40 Active Points; total cost 20 points.
- 3) **Uncontrollable Fear:** The character simply activates the illusion and then lets the fear effect run on its own; he need not maintain it or pay any attention to it. Decrease to Mental Illusions 8d6 and add Continuous (+1) and Uncontrolled (turns off if target is affected by or attacked with any other Mental Power; +½). 100 Active Points; total cost 50 points.
- 4) **Touch Of Fear:** The character must touch the target to inflict terrifying visions. Add No Range (-½) and Requires A DEX Roll (assumes a DEX Roll of 14-; -½). Total cost: 17 points.
- 5) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 20 points.
- 6) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 22 points.
- 7) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 18 points.
- 8) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 14 points.

DEFENSIVE POWERS

ILLUSIONARY DISGUISE

Effect: Mental Illusions 8d6, Self Only

Target: Self

Duration: Constant

Range: LOS

END Cost: 4

Mentalism Roll Penalty: -4

Description: The character can create illusions that change his appearance. However, anyone he's not affecting with the power (i.e., against whom he's made an ECV Attack Roll to use the power) automatically sees his true appearance.

Game Information: *Mental Illusions 8d6 (40 Active Points), Self Only (-1). Total cost: 20 points.*

Options:

- 1) **Stronger Disguises:** Increase to Mental Illusions 12d6. 60 Active Points; total cost 30 points.
- 2) **Weaker Disguises:** Decrease to Mental Illusions 6d6. 30 Active Points; total cost 15 points.
- 3) **Illusionary Disguise Variant:** This form of Illusionary Disguise automatically affects anyone the character knows about. If he doesn't know someone can perceive him, or a person comes upon him by surprise, or the like, that person can see his true appearance for at least one Phase. Change to Shape Shift (Sight Group, any humanoid form), Imitation (30 Active Points); Only Works Against Sentient Persons Character Is Aware Of (-½). Total cost: 20 points.
- 4) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 16 points.
- 5) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 18 points.
- 6) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 14 points.
- 7) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 11 points.

NO-MIND

Effect: Invisibility to Mental Sense Group**Target:** Self**Duration:** Constant**Range:** Self**END Cost:** 1**Mentalism Roll Penalty:** -1

Description: The character uses his psionic powers to create the illusion that he's not there to Mental Senses such as Mind Scan. If he doesn't know someone can perceive him, or a person comes upon him by surprise, or the like, that person can perceive him with Mental Group Senses.

Game Information: *Invisibility to Mental Sense Group (10 Active Points); Only Works Against Sentient Persons Character Is Aware Of (-½). Total cost: 7 points.*

Options:

- 1) **Strong No-Mind I:** Add No Fringe. 20 Active Points; total cost 13 points.
- 2) **Strong No-Mind II:** The character doesn't have to be aware of others to hide from their Mental Group Senses. Remove Only Works Against Sentient Persons Character Is Aware Of (-½). Total cost: 10 points.
- 3) **Skillful No-Mind:** Add Requires A Mentalism Roll (-½). Total cost: 5 points.
- 4) **Lengthy No-Mind:** Add Extra Time (Full Phase; -½). Total cost: 5 points.
- 5) **Attentive No-Mind:** Add Concentration (½ DCV; -¼). Total cost: 6 points.
- 6) **Lengthy And Attentive No-Mind:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 4 points.
- 7) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 3 points.
- 8) **True No-Mind:** The character's mind is always invisible to Mental Senses. Change to Invisible to Mental Sense Group, No Fringe, Reduced Endurance (0 END; +½), Persistent (+½) (40 Active Points); Always On (-½). Total cost: 27 points.

PSIONIC INVISIBILITY

Effect: Invisibility to Sight and Hearing Groups, No Fringe, Only Works Against Sentient Persons Character Is Aware Of

Target: Self**Duration:** Constant**Range:** Self**END Cost:** 3**Mentalism Roll Penalty:** -3

Description: The character can alter others' perceptions to make it seem as if he is not present. The power affects the perceptions of anyone he knows about. If he doesn't know someone can perceive him, or a person comes upon him by surprise, or the like, that person can see his true appearance. However, even people affected by the power can still touch or smell the character.

Game Information: *Invisibility to Sight and Hearing Groups, No Fringe (35 Active Points); Only Works Against Sentient Persons Character Is Aware Of (-½). Total cost: 23 points.*

Options:

- 1) **Full Psionic Invisibility:** The power also covers the targets' sense of touch and smell. Add Smell/Taste and Touch Groups. 45 Active Points; total cost 30 points.
- 2) **Sight Psionic Invisibility:** The character's ability to remove himself from others' perceptions covers only the sense of sight. Remove Hearing Group. 30 Active Points; total cost 20 points.
- 3) **Easy Psionic Invisibility:** Add Reduced Endurance (0 END; +½). 52 Active Points; total cost 35 points.
- 4) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 17 points.
- 5) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 20 points.
- 6) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 15 points.
- 7) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 12 points.

MENTAL PROJECTION



Some mentalists have the ability to project a “mental self” of their bodies to achieve various effects — often low-key and subtle ones, but effective nevertheless. Because a character only has one “mental self,” and the mental force can only do one thing at a time, characters often buy several Mental Projection powers in Multipowers, with Lockout or similar Limitations on the slots if appropriate.

OFFENSIVE POWERS

MENTAL ENERGY DRAIN

Effect: Drain EGO 4d6, Delayed Return Rate (points return at the rate of 5 per Month)

Target: One character

Duration: Instant

Range: 700”

END Cost: 14

Mentalism Roll Penalty: -14

Description: The character’s control over mental energies allows him to drain them from other living beings, reducing them to mindless vegetables.

Game Information: *Drain EGO 4d6, Delayed Return Rate (points return at the rate of 5 per Month; +2), Ranged (+½). Total cost: 140 points.*

Options:

1) Strong Drain: Increase to Drain EGO 5d6. Total cost: 175 points.

2) Weak Drain: Decrease to Drain EGO 3d6. Total cost: 105 points.

3) True Mental Energy Drain: This form of Mental Energy Drain functions like a true psionic power. Add BOECV (Mental Defense applies; +1). Total cost: 180 points.

4) Lengthy Drain: Add Extra Time (Full Phase; -½). 140 Active Points; total cost 93 points.

5) Attentive Drain: Add Concentration (½ DCV; -¼). 140 Active Points; total cost 112 points.

6) Lengthy And Attentive Drain: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). 140 Active Points; total cost 80 points.

7) Mental Enfeeblement Spell: Add OAF (wizard’s staff; -1), Gestures (-¼), and Incantations (-¼). 140 Active Points; total cost 56 points.

MENTAL FORCE ASSAULT

Effect: Ego Attack 4d6

Target: One character

Duration: Instant

Range: LOS

END Cost: 4

Mentalism Roll Penalty: -4

Description: The character can cause his mental self to assault another person’s mental self, causing that person anguish and harm. To those who can see mental powers, the character’s mental self flies out of his head and attacks the other person’s mental self, possibly with his “fists,” possibly with a “weapon” formed of mental energy.

Game Information: *Ego Attack 4d6. Total cost: 40 points.*

Options:

1) Strong Assault: Increase to Ego Attack 5d6. Total cost: 50 points.

2) Weak Assault: Decrease to Ego Attack 3d6. Total cost: 30 points.

3) Short-Range Assault: The character can only project his mental self a certain distance out of his body and still have it retain the power to harm another mental self. Add Limited Normal Range (40”; -½). 40 Active Points; total cost 27 points.

4) True Mental Force Assault: The character must be able to touch the target to attack his mental self. Add No Range (-½). 40 Active Points; total cost 27 points.

5) Lengthy Power: Add Extra Time (Full Phase; -½). Total cost: 27 points.

6) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 32 points.

7) Lengthy And Attentive Power: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 23 points.

8) Spell: Add OAF (wizard’s staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 16 points.

MENTAL FORCE ENHANCEMENT

Effect: Aid 3d6, any one mental Characteristic, Only Works On One Person At A Time

Target: One character

Duration: Instant

Range: 185"

END Cost: 5

Mentalism Roll Penalty: -5

Description: The character can cause his mental self to “merge” with that of another person and use its psionic energies to augment that person’s mental capabilities, granting him greater intelligence (INT) or stronger willpower (EGO); at the GM’s option this may include improved self-confidence and bravery (PRE) as well. To those who can see mental powers, the character’s mental self emerges from his mind and flies into the target’s mind. After the Aid takes effect, someone who looks closely may be able to see the character’s mental self “overlaid” on the victim (especially around the head).

Because the character only has one mental self to project into and merge with other peoples’ minds, he can only use this power on one person at a time. If he sends his mental self to Aid someone else, it leaves the mind of the first victim, and the Aid immediately ceases to affect the first victim.

Game Information: Aid 3d6, any mental Characteristic one at a time (+¼), Ranged (+½) (52 Active Points); Only Works On One Person At A Time (-½). Total cost: 35 points.

Options:

1) Strong Enhancement: Increase to Aid 4d6. 70 Active Points; total cost 47 points.

2) Weak Enhancement: Decrease to Aid 2d6. 35 Active Points; total cost 23 points.

3) Short-Range Enhancement: The character can only project his mental self a certain distance out of his body and still have it retain the power to enhance another person. Change to Limited Range (40"; +¼). 45 Active Points; total cost 30 points.

4) Enhancement Touch: The character must be able to touch the target to merge mental selves with him. Remove Ranged (+½). 37 Active Points; total cost 25 points.

5) Lengthy Power: Add Extra Time (Full Phase; -½). Total cost: 26 points.

6) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 30 points.

7) Lengthy And Attentive Power: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 23 points.

8) Spell: Add OAF (wizard’s staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 17 points.

MENTAL FORCE MERGING

Effect: Mind Control 8d6, Only Works On One Person At A Time

Target: One character

Duration: Instant

Range: LOS

END Cost: 4

Mentalism Roll Penalty: -4

Description: The character can cause his mental self to “merge” into the mind of another person, thus taking control of the other person’s brain and forcing the victim to do his bidding. To those who can see mental powers, the character’s mental self flies out of his head and into the target’s head. After Mind Control is achieved, someone who looks closely may be able to see the character’s spirit “overlaid” on the victim (especially around the head).

Because the character only has one mental self to project into and merge with other peoples’ minds, he can only use this power on one person at a time. If he sends his mental self to Mind Control someone else, it leaves the mind of the first victim, and the Mind Control immediately ceases to affect the first victim.

Game Information: Mind Control 8d6 (40 Active Points); Only Works On One Person At A Time (-½). Total cost: 27 points.

Options:

1) Strong Merging: Increase to Mind Control 10d6. 50 Active Points; total cost 33 points.

2) Weak Merging: Decrease to Mind Control 6d6. 30 Active Points; total cost 20 points.

3) Short-Range Merging: The character can only project his mental self a certain distance out of his body and still have it retain the power to control another mental self. Add Limited Normal Range (40"; -½). 40 Active Points; total cost 20 points.

4) Spirit Speech: The character’s mental self can communicate orders directly to the target’s mental self without the need for speech. Add Telepathic (+¼). 50 Active Points; total cost 33 points.

5) Merging Touch: The character must be able to touch the target to merge mental selves with him. Add No Range (-½). 40 Active Points; total cost 20 points.

6) True Mental Force Merging: If the GM uses the optional *Possession* Advantage from Chapter One, this is an excellent power for it. Change to: Mind Control 8d6, Possession (+2). Total cost: 120 points.

7) Lengthy Power: Add Extra Time (Full Phase; -½). Total cost: 20 points.

8) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 23 points.

9) Lengthy And Attentive Power: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 18 points.

10) Spell: Add OAF (wizard’s staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 13 points.

MENTAL FORCE TRANSFER

Effect: Transfer 3d6 (target's EGO to character's EGO)

Target: One character

Duration: Instant

Range: 785"

END Cost: 16

Mentalism Roll Penalty: -16

Description: This power is similar to Mental Energy Drain, but the power gives the drained mental energies to the character, increasing the strength of his own mental self for a short time.

Game Information: *Transfer 3d6 (target's EGO to character's EGO), Delayed Return Rate (points return to victim at the rate of 5 per Month; +2), Ranged (+½). Total cost: 157 points.*

Options:

- 1) **Strong Transfer:** Increase to Transfer 4d6. Total cost: 210 points.
- 2) **Weak Transfer:** Decrease to Transfer 2d6. Total cost: 105 points.
- 3) **Extended Transfer:** The effects of the Mental Force Transfer on the character last longer than normal. Add Delayed Return Rate (points fade from the character at the rate of 5 per 5 Minutes; +½). Total cost: 180 points.
- 4) **True Mental Force Transfer:** This form of Mental Force Transfer functions like a true psionic power. Add BOECV (Mental Defense applies; +1). Total cost: 202 points.
- 5) **Lengthy Transfer:** Add Extra Time (Full Phase; -½). 157 Active Points; total cost 105 points.
- 6) **Attentive Transfer:** Add Concentration (½ DCV; -¼). 157 Active Points; total cost 126 points.
- 7) **Lengthy And Attentive Transfer:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). 157 Active Points; total cost 90 points.
- 8) **Mental Theft Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). 157 Active Points; total cost 63 points.

DEFENSIVE POWERS

MENTAL FORCE SHIELD

Effect: Force Field (8 PD/8 ED/8 Mental Defense/6 Power Defense)

Target: Self

Duration: Constant

Range: Self

END Cost: 2

Mentalism Roll Penalty: -3

Description: The character can wrap himself in a sheath of mental energy that provides protection against many forms of attack.

Game Information: *Force Field (8 PD/8 ED/8 Mental Defense/6 Power Defense). Total cost: 30 points.*

Options:

- 1) **Strong Shield:** Increase to Force Field (11 PD/11 ED/10 Mental Defense/8 Power Defense). Total cost: 40 points.
- 2) **Weak Shield:** Decrease to Force Field (6 PD/6 ED/5 Mental Defense/3 Power Defense). Total cost: 20 points.
- 3) **Extended Shield:** If the character carries another person, his Mental Force Shield protects that person as well. Add Protects Carried Items. Total cost: 40 points.
- 4) **Lengthy Power:** Add Extra Time (Full Phase to activate; -¼). Total cost: 24 points.
- 5) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 24 points.
- 6) **Lengthy And Attentive Power:** Add Extra Time (Full Phase to activate; -¼) and Concentration (½ DCV; -¼). Total cost: 20 points.
- 7) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 12 points.

SENSORY POWERS

MENTAL FORCE COMMUNICATION

Effect: Telepathy 8d6, Only Works On One Person At A Time

Target: One character

Duration: Instant

Range: LOS

END Cost: 4

Mentalism Roll Penalty: -4

Description: The character can cause his mental self to “merge” with that of another person, thus allowing him to communicate with that person via “mental speech” (i.e., Telepathy). To those who can see mental powers, the character’s mental self flies out of his head and into the target’s head. After telepathic contact is achieved, someone who looks closely may be able to see the character’s mental self “overlaid” on the victim, especially around the head.

Because the character only has one mental self to project into and merge with other peoples’ minds, he can only use this power on one person at a time. If he sends his mental self to use Telepathy with someone else, it leaves the mind of the first victim, and the Telepathy immediately ceases to affect the first victim.

Game Information: *Telepathy 8d6 (40 Active Points); Only Works On One Person At A Time (-½). Total cost: 27 points.*

Options:

- 1) **Strong Communication:** Increase to Telepathy 10d6. 50 Active Points; total cost 33 points.
- 2) **Weak Communication:** Decrease to Telepathy 6d6. 30 Active Points; total cost 20 points.
- 3) **Short-Range Communication:** The character can only project his mental self a certain distance out of his body and still have it retain the power to communicate with another mental self. Add Limited Normal Range (40”; -½). 40 Active Points; total cost 20 points.
- 4) **Communication Touch:** The character must be able to touch the target to merge mental selves with him. Add No Range (-½). 40 Active Points; total cost 20 points.
- 5) **Restricted Mental Communication:** The character’s mental self can only converse with the mental self of the target — it can’t acquire information from the target’s memories, deep thoughts, or the like. Add Communication Only (-¼). Total cost: 23 points.
- 6) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 20 points.
- 7) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 23 points.
- 8) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 18 points.
- 9) **Spell:** Add OAF (wizard’s staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 13 points.

MISCELLANEOUS POWERS

MANIFESTATION

Effect: Sight and Hearing Group Images, Set Effect (make mental self visible and audible)

Target: 1” Radius

Duration: Constant

Range: 30”

END Cost: 1

Mentalism Roll Penalty: -1

Description: Most of the time, the mental self a character projects cannot be seen or heard (even if the character would want it to be). But some characters have the power to make their mental selves sufficiently physically “real” that the mental self becomes visible (usually looking like a version of the character himself made out of energy or some ghostly essence) and can “speak” whatever the character says. However, it cannot hear, nor can the character “see” through its eyes.

Game Information: *Sight and Hearing Group Images, 1” radius (15 Active Points); Limited Range (30”; -¼), Can Only Maintain One Image At A Time (-½), Set Effect (make mental self visible and audible, as described in text; -1). Total cost: 5 points.*

Options:

- 1) **Mental Force Link:** The character’s mental self is so strong, and his control of it so profound, that he can see what it “sees” and hear what it “hears.” Add Clairsentience (Sight and Hearing Groups) (30 Active Points); Limited Range (30”; -¼), Linked (-¼). Total cost 20 points; total cost of power 25 points.
- 2) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 5 points.
- 3) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 5 points.
- 4) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 4 points.
- 5) **Spell:** Add OAF (wizard’s staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 3 points.

MENTAL FORCE SELF

Effect: Duplication (create 250-point Duplicate), Altered Duplicate, Feedback

Target: Self

Duration: Persistent

Range: Self

END Cost: 10 to create

Mentalism Roll Penalty: -10

Description: The character's power to project his mental self is so strong that he can separate his mental self entirely from his body, creating a full "second self" that can act independently of him. The Mental Force Self is obviously distinct from the character — it has a faded, almost translucent appearance that makes it clear it's a mental self — but it functions as a flesh-and-blood second self.

In game terms, the Mental Force Self is a Duplicate built on 250 points (this writeup assumes the original character is built on 350 points). The Mental Force Self typically has a range of Mental Projection powers, often different ones from the character had (often including Desolidification), so it's bought as an Altered Duplicate. If the character prefers, he can construct the Duplicate so that Altered Duplicate isn't necessary. Since the Mental Force Self is just an extension of the character's overall mental self, he suffers any damage it takes, and vice-versa.

See also *Astral Projection*, page 154, for a similar power.

Game Information: *Duplication (create 250-point Duplicate), Altered Duplicate (51% or greater difference in abilities; +1) (100 Active Points); Feedback (STUN and BODY damage; -1), Costs Endurance (to create Duplicate; -¼). Total cost: 44 points.*

Options:

- 1) **Stronger Mental Force Self:** Increase to 300-point Duplicate. 120 Active Points; total cost 53 points.
- 2) **Weaker Mental Force Self:** Decrease to 200-point Duplicate. 80 Active Points; total cost 35 points.
- 3) **Enhanced Control:** The character's link with his Mental Force Self is so strong that the two can easily recombine. Add Easy Recombination (Zero Phase Action at full DCV) and Ranged Recombination (+½). 150 Active Points; total cost 67 points.
- 4) **Lengthy Power:** Add Extra Time (Full Phase to activate; -¼). Total cost: 40 points.
- 5) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 40 points.
- 6) **Lengthy And Attentive Power:** Add Extra Time (Full Phase to activate; -¼) and Concentration (½ DCV; -¼). Total cost: 44 points.
- 7) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 27 points.



MIND CONTROL POWERS



Mind Control Powers involve direct domination or control of another person's mind by the mentalist. This can range from low-powered hypnosis and hypnosis-like powers and spells to the high-infallible mental control powers of psionic supervillains.

BASIC POWER

MENTAL CONTROL

Effect: Mind Control 8d6

Target: One character

Duration: Constant

Range: LOS

END Cost: 4

Mentalism Roll Penalty: -4

Description: The character has the ability to take control of another person's mind. The more extreme or dangerous the commands he gives, the more likely it is that his attempt to control another person will fail.

Game Information: *Mind Control 8d6. Total cost: 40 points.*

Options:

- 1) **Mental Domination:** Increase to Mind Control 12d6. Total cost: 60 points.
- 2) **Suggestability:** Decrease to Mind Control 6d6. Total cost: 30 points.
- 3) **Telepathic Mental Control:** The character can communicate orders to the target with his thoughts alone. Add Telepathic (+¼). Total cost: 50 points.
- 4) **Building Mental Control:** The character's Mental Control takes time to build up to full effect, but can achieve extreme effects given enough time. Change to Mind Control 2d6, Cumulative (+½), Increased Cumulative Points (96 points; +¾). Total cost: 22 points.
- 5) **Lasting Domination I:** The character can easily maintain the strength of his Mind Control over time, significantly decreasing the target's ability to break free from them. Character also buys as a naked Advantage Reduced Endurance (0 END; +½) (20 Active Points); Only Applies To Endurance Spent To Maintain Effect (-¼). Total cost: 16 points.

6) **Lasting Domination II:** If the GM uses the *Long-Term Control* Advantage from Chapter One, this is a perfect power to apply it to. Add Long-Term Control (target's second Breakout Roll occurs 5 Minutes after the first roll; +1½). Total cost: 100 points.

7) **Hidden Mind Control:** The character's Mental Control is so precise, and his skill with using it so great, that he can often conceal from the victim the fact that he (the victim) has not been acting of his own volition. Add Mind Control +6d6 (30 Active Points); Only To Make Victim Remember Actions And Think They Were Natural (-1) (total cost: 15 points). 40 + 30 = 70 Active Points; total cost 40 + 15 = 55 points.

8) **Restricted Mind Control:** The character can only issue one type of command with his Mental Control. Add Set Effect (-½ or -1). Total cost: 27 points (-½) or 20 points (-1). Some examples:

A Calming Effect: *Only To Make People Stop Fighting* (-½)

All Sales Final: *Only To Make People Spend Money* (-½)

Donations Accepted: *Only To Make People Give [Character] Their Money* (-½)

Fighting Fury: *Only To Make People Fight* (-½)

9) **Silver-Tongued:** The character's Mental Control powers are more limited than those of a typical psionic. Instead of reflecting literal control of the mind, they represent his extreme persuasiveness. With a few glib words, he can convince people to do just about anything. Add Requires A Persuasion Roll (-½) and Limited Normal Range (range of hearing; -½). Total cost: 20 points.

10) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 27 points.

11) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 32 points.

12) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 23 points.

13) **The Spell Of The Shackled Mind:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 16 points.

OFFENSIVE POWERS

AGILE DOMINATION HAYMAKER

Effect: Mind Control +4d6, Extra Time

Target: One character

Duration: Instant

Range: LOS

END Cost: 2

Mentalism Roll Penalty: -2

Description: The character's particularly skilled at Haymaking his Mind Control — he can do so without suffering the usual penalties or restrictions. (In game terms, he simply buys the same amount of Mind Control dice a Haymaker would add... but without Limitations to simulate most of Haymaker's effects on him.)

Characters can use this power as a template for building similar powers with other continuing-effect Mental Powers. Just substitute Mental Illusions, Mind Scan, or Telepathy for Mind Control. You can also substitute Ego Attack +2d6.

Game Information: *Mind Control +4d6 (20 Active Points); Extra Time (Extra Segment; -½). Total cost: 13 points.*

Options:

1) Strong Power: Increase to Mind Control +6d6. 30 Active Points; total cost 20 points.

2) Weak Power: Decrease to Mind Control +2d6. 10 Active Points; total cost 7 points.

BODYJACKING

Effect: Mind Control 18d6 plus Desolidification plus Clinging

Target: One character

Duration: Constant

Range: Touch

END Cost: 0

Mentalism Roll Penalty: N/A

Description: The character can merge with and take over another person's body. He converts his own body to psychic energy and invades the mind of his target, "imprinting" himself on the target's mind and controlling his body. He must touch the person to do this.

In game terms, this power consists of high-powered Mind Control Linked to Desolidification. When the character attacks, he touches his potential victim and makes his ECV Attack Roll (the GM may require a DEX Roll to touch the victim, if appropriate). If he hits, he makes his Effect Roll, and he must achieve an EGO +30 or greater result. If he fails, the power doesn't work at all, leaving him standing there looking foolish (and vulnerable). If the victim ever succeeds with a Breakout Roll, the character is ejected from the victim's body immediately, appearing next to him as described below.

If he succeeds, his Desolidification activates and he automatically "merges" with the person he's just taken control of. His Desolidification and Clinging only allow him to enter a victim's body and move with it as it moves; while Desolidified, he cannot use his own equipment (except for Foci that provide defense, such as an armored costume or suit), physical abilities, or mental/psionic abilities (but see below). The character can do nothing but control the body and communicate with it telepathically while inside it. Standard rules about changing orders with Mind Control apply.

While in control of the victim, the character can make use of any of the victim's Skills, Perks, Talents, Powers, or other abilities he knows about (whether through experience, study, or use of Telepathy). The victim moves and acts with his own SPD or the character's SPD, whichever is lower. If the victim attacks, he does so with his own DEX/EGO or the character's DEX/EGO, whichever is lower.

At the GM's option, a character using Body-jacking may be able to use some of his own abilities despite the standard rules above. For example, the character's psionic powers may go with him, allowing him to continue to make mental attacks even though his mind's not in his own body. The character might even buy powers that he can only use when possessing another person's body (typically you can simulate this with a -1 Limitation). It's up to the GM to decide whether such powers must have the *Affects Physical World Advantage*. While technically the character *is* Desolidified, since he "has" a physical form and can be affected by physical attacks the GM may let him ignore that Advantage.

If the victim takes any damage after applying his (the victim's) defenses, the character takes that damage, too (though he can apply his own defenses to it). Any Mental Powers used on the victim automatically affect only the character, not the victim. If the victim becomes Stunned, the character becomes Stunned as well; if the victim is Knocked Out, the character is immediately ejected from the body (and may take damage, as discussed above). If a victim dies while the character possesses him, the character dies as well. If the character is Stunned, Knocked Out, or killed separately from the victim, he automatically re-appears next to the victim in that state.

When the character fails an Effect Roll or voluntarily ends his possession of a victim, he appears in physical form right next to the victim, in the same spatial relationship they had when he attacked. For example, if he touched a victim from the left side, he'll re-appear to the left of that person.

If the character wants to move from one body to another without re-appearing, he must touch the potential victim while still possessing the current victim. If he fails his ECV Attack Roll or Effect Roll, he's immediately ejected from his current victim and re-appears. If everything goes as planned, he merges from the first victim to the second, leaving the first person once again in control of himself.

Game Information:**Cost Power**

- 135 *Bodily Possession*: Mind Control 18d6, Reduced Endurance (0 END; +½), Telepathic (+¼), Affects Physical World (+2); No Range (-½), Linked (to Desolidification; -¼), Must Achieve EGO +30 Result (-¾), Side Effects (potential negative effects while controlling victim, see text; -0)
- 24 *Bodily Possession*: Desolidification (affected by magic or any attack that affects possessed body), Reduced Endurance (0 END; +½); Linked (to Mind Control; -½), Only To “Merge” With Possessed Body (see text; -1)
- 9 *Bodily Possession*: Clinging (normal STR), Affects Physical World (+2); Only To Remain Merged With A Body If It’s Moved Involuntarily (-2), Linked (to Desolidification; -½)
- 61 *Thought Reading*: Telepathy 7d6, Reduced Endurance (0 END; +½), Affects Physical World (+2); No Range (-½), Only On Possessed Target (-½)

Total cost: 229 points.**Options:**

- 1) **Ranged Bodyjacking**: The character doesn’t have to touch his victim to possess him; he can do so from up to 15” distance, instantly transforming to psychic energy and traveling into the victim’s mind if his attack succeeds. Remove No Range (-½) from Mind Control (total cost: 168 points) and add Teleportation 15” (168 Active Points); Linked (to Mind Control; -½), No Noncombat Multiple (-¼) (total cost: 17 points). Total cost: 279 points.
- 2) **Corporeal Remnant**: Instead of transforming wholly into psychic energy, the character leaves his body behind when he projects his mind into another person’s body. Any harm inflicted on the body affects the character. To the Mind Control power add Character’s Body Is Helpless And Incapacitated While Character Uses Mind Control (-1) (total cost: 112 points). Total cost: 205 points.
- 3) **Possession**: If the GM uses the optional *Possession* Advantage from Chapter One, you can create this power in a simpler fashion. Change to: Mind Control 15d6, Reduced Endurance (0 END; +½), Telepathic (+¼), Possession (+2). Total cost: 281 points.

COMBAT CONTROL**Effect:** HA +2d6, Requires A Mentalism Roll**Target:** One character**Duration:** Instant**Range:** Touch**END Cost:** 1**Mentalism Roll Penalty:** -1

Description: By reflexively exerting just a small degree of control over an opponent’s mind, the character can alter his opponent’s moves just so, making the opponent move into the character’s blows so that he suffers greater injury. (If the character also uses weapons or has multiple Attack Powers, you can buy this ability as a Multipower, with different slots adding to different types of attacks.)

Game Information: HA +2d6 (10 Active Points); Hand-To-Hand Attack (-½), Psionic (-½), Requires A Mentalism Roll (-½). Total cost: 4 points.

Options:

- 1) **Lengthy Power**: Add Extra Time (Full Phase; -½). Total cost: 3 points.
- 2) **Spell**: Add OAF (wizard’s staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 2 points.

DOMINATION HAYMAKER**Effect:** Mind Control +4d6, Only When Using Haymaker**Target:** One character**Duration:** Instant**Range:** LOS**END Cost:** 2**Mentalism Roll Penalty:** -2

Description: The character’s particularly skilled at Haymaking his Mind Control — he can achieve an even stronger effect than other mentalists can.

Characters can use this power as a template for building similar powers with other continuing-effect Mental Powers. Just substitute Mental Illusions, Mind Scan, or Telepathy for Mind Control. You can also substitute Ego Attack +2d6.

Game Information: Mind Control +4d6 (20 Active Points); Only When Using Haymaker With Mind Control (-1). Total cost: 10 points.

Options:

- 1) **Strong Power**: Increase to Mind Control +6d6. 30 Active Points; total cost 15 points.
- 2) **Weak Power**: Decrease to Mind Control +2d6. 10 Active Points; total cost 5 points.



GO WHERE YOU'RE TOLD

Effect: Teleportation 10", Usable As Attack

Target: One character

Duration: Instant

Range: LOS

END Cost: 6

Mentalism Roll Penalty: -6

Description: With this power, a character can take control of another person for just a split second and cause him to move to a designated spot. He moves there using his own movement abilities, to a maximum of 10" of movement; if he has less than 10" of movement in all his movement abilities, he only moves as far as his maximum Combat Movement with the ability that has the most inches of movement. Doing this does not cost the victim Actions, use up his Phase, or the like.

Game Information: *Teleportation 10", Usable As Attack (+1), Ranged (+½), Line Of Sight (+½) (60 Active Points); Must Pass Through Intervening Space (-¼), Limited Movement (victim must move under own power; -¼). Total cost: 40 points.*

Options:

1) Longer Travel: Increase to Teleportation 15". 90 Active Points; total cost 60 points.

2) Shorter Travel: Decrease to Teleportation 6". 36 Active Points; total cost 24 points.

3) Protect Me: The character can make his victim leap in front of an incoming attack to take the blow. To do this, the character must Abort to use this power, which counts as a defensive action. The attacker makes his Attack Roll as normal against the base DCV of the victim of the power (*i.e.*, his DCV calculated from DEX, without any Combat Skill Levels or other modifiers). If the attack succeeds, he hits the victim; if the attack misses, the attacker makes another Attack Roll (with his normal OCV) to determine if he hits the character with this power. Add Trigger (+¼). 65 Active Points; total cost 43 points.

4) Lengthy Power: Add Extra Time (Full Phase; -½). Total cost: 30 points.

5) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 34 points.

6) Lengthy And Attentive Power: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 27 points.

7) Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 20 points.

HYPNOTISM

Effect: Mind Control 7d6**Target:** One character**Duration:** Constant**Range:** No Range**END Cost:** 3**Mentalism Roll Penalty:** -3

Description: The character has a crude mental control power: he can hypnotize other characters. See page 43 for more information about hypnosis. This writeup simulates relatively “realistic” hypnosis, but assumes that a totally willing subject (*i.e.*, one who’ll lower his EGO to 0) isn’t required.

Game Information:**Cost Power**

13 *Hypnotism:* Multipower, 50-point reserve; all Concentration (0 DCV throughout activation; -1), Extra Time (minimum of -1), No Range (-½), Requires A PS: Hypnotist Roll (-¼)

1u 1) *Heightened Suggestibility:* Mind Control 8d6; Cannot Achieve Results Greater Than EGO +10 (-1), Concentration (0 DCV throughout activation; -1), Extra Time (minimum of 5 Minutes, and often more, to activate; -1), No Range (-½), Requires A PS: Hypnotist Roll (-¼)

1u 2) *Accessing Memories:* Telepathy 10d6; Concentration (0 DCV throughout activation; -1), Extra Time (minimum of 5 Minutes, and often more, to activate; -1), Incantations (must speak to subject throughout use; -½), Mandatory Effect (must, and can only, achieve EGO +20 level of effect; -½), No Range (-½), Requires A PS: Hypnotist Roll (-¼)

1u 3) *Planting False Memories:* Major Transform 1d6+1, BOECV (Mental Defense applies; +1), Works Against EGO, Not Body (+¼); Concentration (0 DCV throughout activation; -1), Extra Time (minimum of 5 Minutes, and often more; -2), Incantations (must speak to subject throughout use; -½), Limited Target (mental “objects” in the minds of sentient beings; -½), No Range (-½), Requires A PS: Hypnotist Roll (-¼)

Total cost: 16 points.**Options:**

1) **Eye Fixation Method:** The character uses a “focusing object” to draw the subject’s attention and lull him into a trance. Add OIF (any watch, pen, or other object for the subject to focus on; -½) and Gestures (must wave focusing object in front of subject’s eyes; -¼) to the reserve and each slot. Total cost: 14 points.

2) **Willing Subject Required:** In a highly realistic setting, hypnosis only works on a willing subject. Add Only Works On Persons Who Lower Their EGO To 0 (-1) to the reserve and each slot. Total cost: 13 points.

3) **Cinematic Hypnosis:** This form of Hypnotism is much less restricted. Change to:

Cost Power

20 *Hypnotism:* Multipower, 50-point reserve; all Extra Time (minimum of -¾), No Range (-½), Requires A PS: Hypnotist Roll (-¼)

2u 1) *Heightened Suggestibility:* Mind Control 8d6; Extra Time (minimum of 1 Turn to activate; -¾), No Range (-½), Requires A PS: Hypnotist Roll (-¼)

1u 2) *Accessing Memories:* Telepathy 10d6; Extra Time (minimum of 1 Turn to activate; -¾), Incantations (must speak to subject throughout use; -½), Mandatory Effect (must, and can only, achieve EGO +20 level of effect; -½), No Range (-½), Requires A PS: Hypnotist Roll (-¼)

1u 3) *Planting False Memories:* Major Transform 1d6+1, BOECV (Mental Defense applies; +1), Works Against EGO, Not Body (+¼); Extra Time (minimum of 1 Turn to activate; -1¼), Incantations (must speak to subject throughout use; -½), Limited Target (mental “objects” in the minds of sentient beings; -½), No Range (-½), Requires A PS: Hypnotist Roll (-¼)

Total cost: 24 points.

4) **Post-Hypnotic Suggestion:** The character has the ability to plant a post-hypnotic suggestion that only takes effect when a certain event occurs. Character also buys as a naked Advantage for his *Heightened Suggestibility* slot: Trigger (character defines Trigger condition each time he uses ability, activating Trigger takes no time, Trigger immediately automatically resets; +1¼) for 40 Active Point Mind Control. Total cost: 50 points.

LEGION OF ATTACKERS

Effect: Energy Blast 6d6, Indirect, Variable Advantages, Variable Special Effects**Target:** One character**Duration:** Instant**Range:** 20”/410” (see text)**END Cost:** 13**Mentalism Roll Penalty:** -13

Description: With this power, a character can take control of another person (the “puppet”) for just a split second and cause him to attack someone (the victim). The puppet has his normal range when firing, to a maximum of 410” from the character. The character’s control isn’t absolute, so he may not be able to make the puppet use the attack at full power or access the Advantages applied to it. In game terms, he’s limited to the dice and level of Variable Advantages bought for the attack, regardless of how powerful the attack itself might be; if the attack has no Advantages, the character cannot apply one, if it has multiple Advantages, he can choose which one to use. The attack could come from any direction (based on where the puppet is located during the Segment when the character uses this power), so this power includes the Indirect Advantage at the +¾ level.

This power is bought with Energy Blast, since that’s the most common power used to build Ranged attacks in many campaigns. The GM must

decide whether the character can use this power with non-EB attacks (e.g., weapons built with RKA), or must have a Power Framework with various slots for the different types of attacks his foes might have (see Options, below). In any event, a character can't use this power with attacks that don't involve powers similar to Energy Blast (such as Drain, Entangle, or Flash).

Because causing a puppet to make an attack may use up Charges or END, this power includes a Linked Drain. The effect on END or an Endurance Reserve is as normal under the rules. To determine the effect on Charges, divide the power's Active Points by the number of Charges it has; that gives you a "point total" for each Charge, which tells you how much effect the Drain has to achieve to remove one.

Game Information: *Energy Blast 6d6, Indirect (based on location of puppet; +¾), Variable Advantage (+½ Advantages, reduced by ¼ since character usually has little or no control over the Advantages he can use; +¾), Variable Special Effects (+¼) (82 Active Points); Can Only Do Maximum Of 6d6 And One +½ Advantage Regardless Of Attack's Actual Power (-0) (total cost: 82 points) plus Drain Attack Powers 3d6, Charges or END one at a time (+¼), Limited Range (20"; +¼) (45 Active Points); Only Removes 1 Charge Or Enough END For One Shot (-½), Linked (-½), Puppet Recovers Lost END Through Both Post-Segment 12 Recoveries And Standard Drain Return (-0) (total cost: 22 points). Total cost: 104 points.*

Options:

- 1) Greater Access:** The character can exert greater control over puppets' attacks Increase to Energy Blast 8d6. $110 + 52 = 162$ Active Points; total cost $110 + 22 = 132$ points.
- 2) Total Attacks Control:** The character can control and use any attack a puppet has, no matter what effect is has on targets. For the Energy Blast, substitute a Variable Power Pool, 75 base + 37 control cost. Total cost: 112 points. You must also remove the Linked from the Drain Attack Powers (since characters can only Link powers to entire Power Frameworks with the GM's permission), giving it a total cost of 30 points. When the character uses the power, he also uses the Drain Attack Powers as a multiple-Power attack.

DEFENSIVE POWERS

DEFENSIVE CONTROL

Effect: +4 DCV

Target: Self

Duration: Instant

Range: Self

END Cost: 2

Mentalism Roll Penalty: -2

Description: The character uses brief, tightly-focused, intense mental command to "miss me!" so that he causes the designated enemy to fire inaccurately, mis-throw a punch, or otherwise be more likely not to injure him.

Game Information: +4 DCV (20 Active Points); Costs Endurance (-½), Instant (-½), Only Versus Designated Person's Attacks (-1), Only Versus Beings With Minds (-½). Total cost: 6 points.

Options:

- 1) Strong Control:** Increase to +6 DCV. 30 Active Points; total cost 9 points.
- 2) Weak Control:** Decrease to +3 DCV. 15 Active Points; total cost 4 points.
- 3) Skillful Control:** Add Requires A Mentalism Roll (-½). Total cost: 5 points.
- 4) Lengthy Control:** Add Extra Time (Full Phase; -½). Total cost: 5 points.
- 5) Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 4 points.

REFLEXIVE RETARGETING

Effect: Mind Control 12d6, Damage Shield, Set Effect (attack someone else)

Target: One character

Duration: Constant

Range: No Range

END Cost: 0

Mentalism Roll Penalty: -18

Description: When the character suffers a mental attack, he reflexively lashes out with his powers of mental domination and orders his attacker to attack someone else. Naturally, this may not make the character popular with his comrades.

Game Information: *Mind Control 12d6, Damage Shield (+½), Continuous (+1), Reduced Endurance (0 END; +½) (180 Active Points); Set Effect (stop attacking me, attack someone else instead; -1). Total cost: 90 points.*

Options:

- 1) Strong Power:** Increase to Mind Control 15d6. 225 Active Points; total cost 112 points.
- 2) Weak Power:** Decrease to Mind Control 9d6. 135 Active Points; total cost 67 points.
- 3) Skillful Power:** Add Requires A Mentalism Roll (-½). Total cost: 72 points.
- 4) Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 51 points.

PRECOGNITION POWERS



Precognition Powers reflect a character's ability to anticipate, perceive, react to, or otherwise account for future events (or at least possible/probable future events). They also include the ability to see the past (retrocognition) and similar powers.

Although this category of powers is relatively limited, it can be quite powerful. It has some relation to Luck Powers, Mental and Psionic Powers, and Time Powers, so characters with one of those types of powers could easily have Precognition Powers, and vice-versa. For example, a Time-based character could have the power to see the future, and a Luck-based character's "luck" might actually represent his power to comprehend and prepare for future events.

OFFENSIVE POWERS

COMBAT PRECOGNITION

Effect: HA +2d6, Requires A Mentalism Roll, Psionic

Target: One character

Duration: Instant

Range: Touch

END Cost: 1

Mentalism Roll Penalty: -1

Description: By glancing a split-second into the future and seeing which way his opponent intends to move, the precognitive can place his punches just so, creating maximum pain. (If the character also uses weapons or has multiple Attack Powers, you can buy this ability as a Multipower, with different slots adding to different types of attacks.)

Game Information: HA +2d6 (10 Active Points); Hand-To-Hand Attack (-½), Psionic (-½), Requires A Mentalism Roll (-½). Total cost: 4 points.

Options:

1) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 3 points.

2) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 2 points.

DANGER! DANGER!

Effect: Images to Danger Sense, +4 to PER Rolls

Target: 1" Radius

Duration: Constant

Range: No Range

END Cost: 2

Mentalism Roll Penalty: -2

Description: The character has the power to make a small area (or perhaps, with the GM's permission, one object within that area) seem unusually dangerous. Characters with the ability to sense danger have an easy time "seeing" the danger although none exists.

Game Information: Images to Danger Sense 1" radius, +4 to PER Rolls (22 Active Points); No Range (-½). Total cost: 15 points.

Options:

1) **Strong Power:** Increase to +6 to PER Rolls. 28 Active Points; total cost 19 points.

2) **Weak Power:** Decrease to +2 to PER Rolls. 16 Active Points; total cost 11

3) **Skillful Power:** Add Requires A Mentalism Roll (-½). Total cost: 11 points.

4) **Long-Lasting Power:** The character can feed END to the power to keep it functioning even when he's not around. Add Uncontrolled (stops working when someone determines there's actually no danger present; +½). 33 Active Points; total cost 22 points.

5) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 11 points.

6) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 13 points.

7) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 10 points.

8) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 7 points.

FALSE FUTURE

Effect: Images to Precognition, -4 to PER Rolls

Target: 8" Radius

Duration: Constant

Range: 150"

END Cost: 3

Mentalism Roll Penalty: -3

Description: The character has the power to alter the future as a precognitive sees it. He doesn't actually change forthcoming events at all, but he makes the precognitive "see" a future that won't exist, thus possibly changing the precognitive's actions in the present.

Game Information: *Images to Precognition, -4 to PER Rolls, Increased Size (8" radius; +¾). Total cost: 30 points.*

Options:

1) Strong Falsity: Increase to -6 to PER Rolls. Total cost: 40 points.

2) Weak Falsity: Decrease to -2 to PER Rolls. Total cost: 19 points.

3) Skillful Falsity: Add Requires A Mentalism Roll (-½). 30 Active Points; total cost 20 points.

4) Lengthy Falsity: Add Extra Time (Full Phase; -½). 30 Active Points; total cost 20 points.

5) Attentive Falsity: Add Concentration (½ DCV; -¼). 30 Active Points; total cost 24 points..

6) Lengthy And Attentive Falsity: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). 30 Active Points; total cost 17 points.

7) The Spell Of The Diviner's Dismay: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). 30 Active Points; total cost 12 points.

OBSCURE DANGER

Effect: Change Environment (-4 to Danger Sense rolls)

Target: 1" Radius

Duration: Constant

Range: No Range

END Cost: 1

Mentalism Roll Penalty: -1

Description: The opposite in some ways of Danger! Danger!, this power allows a precognitive to hide or camouflage a danger that actually exists.

Game Information: *Change Environment (-4 to Danger Sense rolls), 1" radius. Total cost: 11 points.*

Options:

1) Strong Obscurement: Increase to -6 to Danger Sense PER Rolls. Total cost: 15 points.

2) Weak Obscurement: Decrease to -2 to Danger Sense PER Rolls. Total cost: 7 points.

3) Skillful Obscurement: Add Requires A Mentalism Roll (-½). 11 Active Points; total cost 7 points.

4) Long-Lasting Obscurement: The character can feed END to the power to keep it functioning even when he's not around. Add Uncontrolled (stops working when someone determines there's actually danger present; +½). Total cost: 16 points.

5) Lengthy Obscurement: Add Extra Time (Full Phase; -½). 11 Active Points; total cost 7 points.

6) Attentive Obscurement: Add Concentration (½ DCV; -¼). 11 Active Points; total cost 9 points.

7) Lengthy And Attentive Obscurement: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). 11 Active Points; total cost 6 points.

8) Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). 26 Active Points; total cost 4 points.

PRECOGNITIVE AIM

Effect: +6 with All Combat, Only For OCV

Target: Self

Duration: Constant

Range: Self

END Cost: 5

Mentalism Roll Penalty: -5

Description: By glancing just a split-second into the future, the character can determine how a target will react to his (the character's) attack. He then adjusts his attack accordingly so the target's defensive efforts avail him naught.

Game Information: +6 with All Combat (48 Active Points), Only To Increase OCV (-½), Costs Endurance (-½). Total cost: 24 points.

Options:

- 1) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 21 points.
- 2) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), Incantations (-¼), and Nonpersistent (when the spell is cast the bonus adds to the character's next attack [in that Phase or the next Phase]; if his next Action is not an attack he loses the bonus; -¼). Total cost: 13 points.

PRECOGNITIVE ANTICIPATION

Effect: Lightning Reflexes (+10 to act first with All Attacks)

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Mentalism Roll Penalty: -1

Description: When he's in combat, the character reflexively perceives a microsecond forward in time, allowing him to act and react to the other combatants more swiftly.

Game Information: Lightning Reflexes: +10 to act first with All Attacks. Total cost: 15 points.

Options:

- 1) **Strong Anticipation:** Increase to +14 DEX. Total cost: 21 points.
- 2) **Weak Anticipation:** Decrease to +6 DEX. Total cost: 9 points.
- 3) **Tiring Anticipation:** Add Costs Endurance (-½). 15 Active Points; total cost 10 points.
- 4) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 12 points.
- 5) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), Incantations (-¼), and Nonpersistent (when the spell is cast the bonus adds to the character's next attack [in that Phase or the next Phase]; if his next Action is not an attack he loses the bonus; -¼). Total cost: 5 points.

PSYCHOMETRIC OBSCUREMENT

Effect: Change Environment (-4 to Retrocognition PER Rolls)

Target: 8" Radius

Duration: Constant

Range: 130"

END Cost: 3

Mentalism Roll Penalty: -3

Description: The character's knowledge of retrocognition gives him the power to temporarily obscure such abilities over roughly a 50 foot diameter area. Any attempt to use Retrocognition in that area requires a PER Roll at -4 to "see" what the retrocognitive wants to see; otherwise all he can perceive is "retrocognitive static."

Game Information: Change Environment (-4 to Retrocognition PER Rolls), 8" radius. Total cost: 26 points.

Options:

- 1) **Strong Obscurement:** Increase to -6 to Retrocognition PER Rolls. Total cost: 30 points.
- 2) **Weak Obscurement:** Decrease to -2 to Retrocognition PER Rolls. Total cost: 22 points.
- 3) **Skillful Obscurement:** Add Requires A Mentalism Roll (-½). 26 Active Points; total cost 17 points.
- 4) **Lengthy Obscurement:** Add Extra Time (Full Phase; -½). 26 Active Points; total cost 17 points.
- 5) **Attentive Obscurement:** Add Concentration (½ DCV; -¼). 26 Active Points; total cost 21 points.
- 6) **Lengthy And Attentive Obscurement:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). 26 Active Points; total cost 15 points.
- 7) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). 26 Active Points; total cost 10 points.



DEFENSIVE POWERS

ANTICIPATORY SHIELDING

Effect: Sight Group and Hearing Group Flash Defense (10 points each)

Target: Self

Duration: Constant

Range: Self

END Cost: 0

Mentalism Roll Penalty: -1, -1

Description: The character's precognitive abilities warn him a split-second before a bright light, loud noise, or the like might blind or deafen him, giving him time to shut his eyes and/or cover his ears to protect himself.

Game Information:

Cost Power

10 *Anticipatory Shielding:* Sight Group Flash Defense (10 points)

10 *Anticipatory Shielding:* Hearing Group Flash Defense (10 points)

Total cost: 20 points

Options:

1) **Strong Anticipation:** Increase to 15 points of each form of Flash Defense. Total cost: 30 points.

2) **Weak Anticipation:** Decrease to 7 points of each form of Flash Defense. Total cost: 14 points.

BEEN THERE, DONE THAT

Effect: +20 PRE, Only To Protect Against Presence Attacks

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Mentalism Roll Penalty: -2

Description: The character sometimes foresees future events. Since he knows what's going to happen (at least vaguely), it's difficult to shock, impress, frighten, or intimidate him.

The player should roll this power's Activation Roll whenever the character is subjected to a Presence Attack. If the roll succeeds, the character has foreseen this event and reacts appropriately; if it fails, he hasn't foreseen this and doesn't get the benefit of his "defensive PRE."

Game Information: +20 PRE (20 Active Points); Activation Roll 11- (-1), Only To Protect Against Presence Attacks (-1). Total cost: 7 points.

Options:

1) **Been There, Done Everything:** Increase to +30 PRE. Total cost: 10 points.

2) **Haven't Done Quite All That:** Decrease to +10 PRE. Total cost: 3 points.

3) **Incomplete Visions:** The character's foresight isn't quite as reliable as he'd like. Change to Activation Roll 9- (-1½). Total cost: 6 points.

4) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 4 points.

PRECOGNITIVE DODGE

Effect: +8 DCV

Target: Self

Duration: Constant

Range: Self

END Cost: 4

Mentalism Roll Penalty: -4

Description: By glancing just a split-second into the future, the character can determine how an enemy plans to attack him, then react accordingly so his attacker is almost certain to miss.

Game Information: +8 DCV (40 Active Points);

Costs Endurance (-½). Total cost: 27 points.

Options:

- 1) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 13 points.

PRECOGNITIVE NULL

Effect: Invisibility to Danger Sense and Precognition

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Mentalism Roll Penalty: -7

Description: The character is a “precognitive null” — he doesn't exist for precognition purposes. People looking into the future can't see him (though they can see the results of his actions, or the physical effect he leaves on the world as he passes through it); people who have special senses to forewarn them of danger can't “see” him with them.

Game Information: Invisibility to Danger Sense and Precognition, No Fringe, Reduced Endurance (0 END; +½), Persistent (+½). Total cost: 70 points.

Options:

- 1) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 56 points.
- 2) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 28 points.

SENSORY POWERS

PRECOGNITION

Effect: Clairsentience (Sight and Hearing Groups), Precognition Only

Target: Self

Duration: Constant

Range: 250"

END Cost: 5

Mentalism Roll Penalty: -5

Description: The character can foresee the future — though the further into the future he looks, the harder it becomes to see clearly. However, even visions of the near future often prove vague and unreliable; the visions the character receives are typically unclear, and he can often interpret them in multiple ways.

As noted on page 141 of *The HERO System 5th Edition, Revised*, the GM must determine whether the events the character views are immutable (they *will* happen, regardless of what the character does) or flexible (the character can change the future through his present conduct). The GM must also decide what the character's vision really means, and should keep in mind that Clairsentience in general, and Precognitive Clairsentience in particular, is a “stop sign” power that can easily wreak havoc with game balance if not handled properly.

Game Information: Clairsentience (Sight and Hearing Groups), Precognition (50 Active Points); Precognition Only (-1), Time Modifiers (-½), Vague And Unclear (-½). Total cost: 17 points.

Options:

- 1) **Uncontrollable Precognition:** The character cannot invoke his precognitive powers at will; visions come upon him unbidden and unexpectedly. Add No Conscious Control (-2). Total cost: 10 points.
- 2) **Eyes Of The Future:** The character can only perceive the future through the eyes and ears of its inhabitants (possibly his future self!). Add Only Through The Senses Of Others (-½). Total cost: 14 points.
- 3) **Future's Panoply:** The character's foresight remains just as clear for events centuries from now as events tomorrow. Remove Time Modifiers (-½). Total cost: 20 points.
- 4) **Clear Foresight:** The character's oracular powers are generally accurate, but become less so the further he peers into the future. Remove Vague And Unclear (-½). Total cost: 20 points.
- 5) **True Precognition:** The character has true foresight, with no doubts or unclarity about what he perceives regardless of how far in the future he looks. Remove Time Modifiers (-½) and Vague And Unclear (-½). Total cost: 25 points.
- 6) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 14 points.
- 7) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 15 points.
- 8) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 13 points.

9) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 11 points.

PREMONITIONS

Effect: Danger Sense (immediate vicinity, any danger, sense)

Target: Immediate vicinity

Duration: Persistent

Range: Self

END Cost: 0

Mentalism Roll Penalty: -3

Description: The character can foresee threats that exist and dangers that are about to arise near him.

Game Information: *Danger Sense (immediate vicinity, any danger, sense) (INT Roll). Total cost: 32 points.*

Options:

- 1) **Greater Premonitions I:** The character can perceive dangers in his greater locale, not just near him. Add general area. Total cost: 37 points.
- 2) **Greater Premonitions II:** The character can perceive dangers anywhere. Add any area. Total cost: 42 points.
- 3) **Accurate Premonitions:** The character's foresight for dangers is particularly acute. Increase to INT Roll +3. Total cost: 35 points.
- 4) **Precise Premonitions:** The character's foresight tells him *exactly* what the danger is (he still has to make half roll to attack the danger at full OCV). Add Discriminatory, Analyze. Total cost: 42 points.
- 5) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 13 points.

PSYCHOMETRY

Effect: Clairsentience (Sight and Hearing Groups), Retrocognition Only, Psychometry

Target: Self

Duration: Constant

Range: No Range

END Cost: 5

Mentalism Roll Penalty: -5

Description: The character can read the mental or emotional traces, signatures, or residues that cling to objects or places. See page 264 for more information.

Game Information: *Clairsentience (Sight and Hearing Groups), Retrocognition (50 Active Points); Retrocognition Only (-1), No Range (-½), Psychometry (-½), Time Modifiers (-½). Total cost: 14 points.*

Options:

- 1) **Skillful Psychometry:** Add Requires A Mentalism Roll (-½). Total cost: 12 points.
- 2) **Lengthy Psychometry:** Add Extra Time (Full Phase; -½). Total cost: 12 points.
- 3) **Attentive Psychometry:** Add Concentration (½ DCV; -¼). Total cost: 13 points.
- 4) **Lengthy And Attentive Psychometry:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 12 points.

5) **Psychometry Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 10 points.

RETROCOGNITION

Effect: Clairsentience (Sight and Hearing Groups), Retrocognition Only

Target: Self

Duration: Constant

Range: 250"

END Cost: 5

Mentalism Roll Penalty: -5

Description: The character can perceive the past — he can see and hear what once happened in a particular place, making it easy for him to solve mysteries and fill in the gaps in his information. However, even visions of the recent past often prove vague and unreliable; the visions the character receives are typically unclear, and can often be interpreted in multiple ways. The further back in time the character looks, the harder it becomes to obtain a clear picture.

As noted on page 141 of *The HERO System 5th Edition, Revised*, the GM should handle retrocognitive powers carefully. Used properly, they add a lot of flavor and fun to adventures; used improperly, they can completely spoil mystery- and investigation-oriented scenarios.

Game Information: *Clairsentience (Sight and Hearing Groups), Retrocognition (50 Active Points); Retrocognition Only (-1), Time Modifiers (-½), Vague And Unclear (-½). Total cost: 17 points.*

Options:

- 1) **Eyes Of The Past:** The character can only perceive the past through the eyes and ears of its inhabitants. Add Only Through The Senses Of Others (-½). Total cost: 14 points.
- 2) **History's Panoply:** The character's Retrocognition remains just as clear for events centuries ago as events yesterday. Remove Time Modifiers (-½). Total cost: 20 points.
- 3) **20/20 Hindsight:** The character's retrocognitive powers are generally accurate, but become less so the further he peers into the past. Remove Vague And Unclear (-½). Total cost: 20 points.
- 4) **True Retrocognition:** The character has true retrocognition, with no doubts or unclarity about what he perceives regardless of how far in the past he looks. Remove Time Modifiers (-½) and Vague And Unclear (-½). Total cost: 25 points.
- 5) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 14 points.
- 6) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 15 points.
- 7) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 13 points.
- 8) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 11 points.

MISCELLANEOUS POWERS

ATHLETIC ADVANTAGE

Effect: +8 with all Competitive Athletic Skills

Target: Self

Duration: Constant

Range: Self

END Cost: 4

Mentalism Roll Penalty: -4

Description: By glancing just a split-second into the future, the character can determine how his opponent in some competition sport — basketball, tennis, hockey, football, soccer, or the like — will act, and adjust his own actions accordingly to win.

Game Information: +8 with all Competitive Athletic Skills (40 Active Points); Costs Endurance (-½). Total cost: 27 points.

Options:

1) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 13 points.

FORESIGHT COMPETENCE

Effect: +4 Overall Skill Levels

Target: Self

Duration: Constant

Range: Self

END Cost: 4

Mentalism Roll Penalty: -4

Description: The character can use his foresight to improve his ability to use his Skills. If he wants to hide something, he can glance into the future and see where his adversaries are likely to look for it, then use that knowledge to improve his chances to hide that object with Concealment. If he's planting a bomb, he can look into the future to see what types of methods his enemies will try to disarm it, then counteract them in advance when he makes his Demolitions roll. If he's trying to pick a lock, he can look into the future and see all the methods he's tried that failed, making it easier to pick the right method. The possibilities are practically endless.

Game Information: +4 Overall Skill Levels (40 Active Points); Costs Endurance (-½), Extra Time (1 Turn; -1¼), Requires A Precognition Tricks Roll (-½). Total cost: 12 points.

Options:

1) **Strong Foresight:** Increase to +5 Overall Skill Levels. 50 Active Points; total cost 15 points.

2) **Weak Foresight:** Decrease to +3 Overall Skill Levels. 30 Active Points; total cost 9 points.

3) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 8 points.

FORESIGHT INVISIBILITY

Effect: Invisible to Sight Group

Target: Self

Duration: Constant

Range: Self

END Cost: 2

Mentalism Roll Penalty: -2

Description: The character uses his precognitive abilities to hide himself from a person or persons who are looking for him. By glancing a few seconds into the future, he can see where his pursuers will look for him and what they'll do to find him — then all he has to do is be somewhere they're not looking. He could be standing right next to them, but they'll never know it because they're always looking the wrong way. Obviously this works best against one person or a small group; it doesn't work if too many people are looking around trying to find the character. (The GM decides how many is too many; for some size groups he may simply give the members PER Roll bonuses to see the character.)

Game Information: Invisible to Sight Group (20 Active Points); Doesn't Work Against Large Groups (see text; -¼), Requires A Precognition Tricks Roll (-½). Total cost: 11 points.

Options:

1) **Easy Foresight:** Add Reduced Endurance (0 END; +½). 30 Active Points; total cost 17 points.

2) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 10 points.

3) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 6 points.

LOOKS LIKE I WIN AGAIN

Effect: Gambling (Card Games, Dice Games, Board Games, Roulette, Sports Betting) (INT Roll +10)

Target: Self

Duration: Constant

Range: Self

END Cost: 3

Mentalism Roll Penalty: -3

Description: By glancing into the near future, the character can determine how the dice will fall, who will play what cards, what moves his opponent will make, and the like — in short, he can see exactly what he needs to do to win at games of chance and strategy.

Game Information: Gambling (Card Games, Dice Games, Board Games, Roulette, Sports Betting) (INT Roll +10) (30 Active Points); Costs Endurance (-½). Total cost: 20 points.

Options:

1) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 17 points.

2) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 10 points.

PRECOGNITIVE'S LUCK

Effect: Luck 8d6, Precognitive

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Mentalism Roll Penalty: -4

Description: The character's ability to foresee the future allows him to position himself to avoid peril and take maximum advantage of opportunities that come his way. However, he can only roll the Luck dice when the ability to see the future could influence his actions. His Luck probably wouldn't apply to, for example, save him from a fall — once he starts falling, it's not likely that foreseeing the probable outcome of the fall can help him avoid splattering on the ground.

Game Information: *Luck 8d6 (40 Active Points); Precognitive (see text; -¼). Total cost: 32 points.*

Options:

1) Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 14 points.

RETROCOGNITIVE TRACKING

Effect: Tracking (INT Roll +8)

Target: Self

Duration: Constant

Range: Self

END Cost: 2

Mentalism Roll Penalty: -2

Description: The character's retrocognitive powers make it easy for him to "see" who passed through an area (and perhaps determine other information about them) or follow someone's trail.

Retrocognitive characters can use this ability as a template for building others where Skills have the special effect of "viewing what happened in the past." For example, a retrocognitive might have Demolitions, Only To Disarm Bombs, because he can psychometrically view how the bomber prepared the bomb, so he knows how to defuse it.

Game Information: *Tracking (INT Roll +8) (19 Active Points); Costs Endurance (-½). Total cost: 13 points.*

Options:

1) More Accurate Tracking: Increase to INT Roll +10. 23 Active Points; total cost 15 points.

2) Less Accurate Tracking: Decrease to INT Roll +6. 15 Active Points; total cost 10 points.

3) Skillful Tracking: Add Requires A Mentalism Roll (-½). Total cost: 9 points.

4) Lengthy Tracking: Add Extra Time (Full Phase; -½). Total cost: 9 points.

5) Attentive Tracking: Add Concentration (½ DCV; -¼). Total cost: 11 points.

6) Lengthy And Attentive Tracking: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 8 points.

7) Tracking Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 6 points.

WINNING WAYS

Effect: +8 with Interaction Skills

Target: Self

Duration: Constant

Range: Self

END Cost: 4

Mentalism Roll Penalty: -4

Description: The character's oracular abilities give him the edge in social situations. He can see how people will react to him before he actually does anything (and thus adjust his actions for maximum effect), anticipate a situation so he's got just the right *bon mot* ready, know how others will react to his words, and so forth.

Game Information: *+8 with Interaction Skills (40 Active Points); Costs Endurance (-½). Total cost: 27 points.*

PSYCHIC POWERS



Psychedelic Powers are the strange and eerie mental abilities possessed by characters in some Heroic and lower-powered Superheroic genres such as Pulp, modern-day action-adventure, and Low Science Fiction. They're not appropriate for all campaigns; in particular, campaigns featuring a lot of standard mysteries will suffer if characters can use Psychic Powers to telepathically interrogate suspects and psychometrically view the scene of the crime. The GM has the final say on whether characters can buy Psychic Powers; he can even allow characters to buy some powers but forbid others.

Many Psychic Powers require a *Psychic Powers* Skill Roll. This is just a version of Mentalism that's more appropriately named.

In addition to the powers in this section, some abilities listed in other sections would also make good Psychic Powers in many campaigns. Examples include Hypnotism (page 144), Psychometry (page 151), Aura Vision (page 161), and Remote Viewing (page 165).

ASTRAL PROJECTION

Effect: Duplication (create one 275-point Duplicate), Altered Duplicate (100%)

Target: Self

Duration: Persistent

Range: Self

END Cost: 11 to activate

Mentalism Roll Penalty: -5

Description: The character can create an "astral form," a second self composed of pure psychic energy that leaves his body and can act on its own. While the astral form exists, the character's physical body remains helpless, incapacitated, and unable to act, with 0 DCV (comatose, essentially). However, because the two are both just aspects of the same being, any damage inflicted upon one affects the other as well (thus, killing either form kills both). Additionally, the two can only remain separate for up to 24 hours; if they do not recombine within that time, they both die.

The astral form possesses all the character's Psychic Powers, all of his Intellect and Interaction Skills, and all of his memories (similarly, the character retains the astral form's memories after the two rejoin). It may or may not possess his physical abilities, but typically does not. Even if it does, it can only use them on other astral forms and like characters, for it is intangible (it must buy Desolidification, Reduced Endurance (0 END), Persistent, Inherent, Always On, and thus must apply the *Affects Physical World* Advantage to any powers, psionic or otherwise, it wishes to use to affect the solid world). Most astral forms are Invisible and can fly (they buy Invisibility and Flight); many can cross the world in the blink of

an eye (MegaScaled Flight or Teleportation). See page 54 of *The Ultimate Mystic* for further discussion of, and options for, astral forms (but note that this "astral form" is a psychic projection of mental energy, not a mystical manifestation, and as such does not interact with an "Astral Plane" or the like.)

The write-up below assumes the character is built on at least 150 Character Points and that he builds his astral form on that many points plus enough to buy the additional abilities such forms possess.

Game Information: *Duplication* (creates 275-point astral form), *Altered Duplicate* (100%; +1) (110 Active Points); *Costs Endurance* (to activate; -¼), *Original Character Is Incapacitated And Helpless While Duplicate Exists* (-1), *Extra Time* (must enter trance and meditate to allow astral self to leave its fleshy prison, 1 Hour; -1½), *Feedback* (-1), *Both Characters Die If They Do Not Recombine Within 24 Hours* (-½), *Requires A Psychic Powers Roll* (-1 per 20 Active Points; -¼). **Total cost:** 20 points.

Options:

1) Rejoining Mastery: The astral form can recombine with the character easily and from a distance. Add Easy Recombination (Half Phase Action at half DCV), Ranged Recombination (+½). 150 Active Points; total cost 27 points.

2) Rapid Astral Projection: The character can quickly and easily unleash his astral form. Remove Extra Time (-1½). Total cost: 27 points.

3) Astral Projection Variant: The character can only use his astral form for reconnaissance and spying; it cannot attack others, move things, or perform any other actions but observation. Change to:

Cost Power

- | | |
|----|---|
| 30 | <i>Astral Projection (Variant):</i> Multipower, 67-point reserve, all Character Is Incapacitated And Helpless While Using Power (-1), Requires A Psychic Powers Roll (-1 per 20 Active Points; -¼) |
| 2u | 1) <i>Local Astral Projection:</i> Clairsentience (Sight and Hearing Groups), 16x Range (2,400"); Character Is Incapacitated And Helpless While Using Power (-1), Requires A Psychic Powers Roll (-1 per 20 Active Points; -¼) |
| 3u | 2) <i>Distant Astral Projection:</i> Clairsentience (Sight and Hearing Groups), MegaScale (1" = 1,000 km, can scale back to 1" = 1 km; +1¼); Character Is Incapacitated And Helpless While Using Power (-1), Requires A Psychic Powers Roll (-1 per 20 Active Points; -¼) |

Total cost: 35 points.

CLAIRVOYANCE

Effect: Clairvoyance (Sight Group)**Target:** Self**Duration:** Constant**Range:** 1,600"**END Cost:** 4**Mentalism Roll Penalty:** -4

Description: The character can perceive distant areas without having to look at them directly — a handy ability for spying on the enemy or surveying an area for ambushes and traps before entering it. (See also Remote Viewing, page 165, for a similar power.)

Game Information: *Clairsentience (Sight Group), 16x Range (1,600") (40 Active Points); Concentration (½ DCV throughout; -½), Extra Time (a minimum of 1 Turn, and sometimes longer; -1¼), Requires A Psychic Powers Roll (-½). Total cost: 12 points.*

Options:

1) Long-Range Clairvoyance: The character can remotely view areas many kilometers away. Change to:

Cost Power

- 14 *Clairvoyance:* Multipower, 45-point reserve; all Concentration (½ DCV throughout; -½), Extra Time (a minimum of 1 Turn, and sometimes longer; -1¼), Requires A Psychic Powers Roll (-½)
- 1u 1) *Local Clairvoyance:* Clairsentience (Sight Group), 16x Range (1,600"); Concentration (½ DCV throughout; -½), Extra Time (a minimum of 1 Turn, and sometimes longer; -1¼), Requires A Psychic Powers Roll (-½)
- 1u 2) *Distant Clairvoyance:* Clairsentience (Sight Group), MegaScale (1" = 1,000 km, can scale back to 1" = 1 km; +1¼); Concentration (½ DCV throughout; -½), Extra Time (a minimum of 1 Turn, and sometimes longer; -1¼), Requires A Psychic Powers Roll (-½)

Total cost: 16 points.

2) Clairvoyance And Clairaudience: The character can both see and hear distant places. Add Hearing Group (makes range 2,400"). 50 Active Points; total cost 15 points.

3) Enhanced Clairvoyance: The character's control over his long-distance "visions" allows him to move the perception point. Add Mobile Perception Point. 45 Active Points; total cost 14 points.

4) Blind Clairvoyance: While using Clairvoyance, the character cannot use any of his normal senses. Add Blackout (-½). Total cost: 11 points.

5) Clairvoyance Puppet: The character's Clairsentience works by accessing the minds of others so he can see and hear what they perceive. If there's no one in the area the character wants view, he can't view it. Add Hearing Group, Mobile Perception Point, and Only Through The Senses Of Others (-½). 55 Active Points; total cost 15 points.

6) Extra-Sensory Perception (ESP): Extra-Sensory Perception, better known as ESP or sometimes as "Sixth Sense," is the ability to perceive things by means other than the standard five senses that can't be explained by conventional science. In its broadest sense it could include many of the sensory abilities found in this chapter (such as Aura Vision and Foresight), but in a more limited definition it simply allows a character to use his normal senses at Range. Change to: Clairsentience (Sight, Hearing, Smell/Taste, and Touch Groups), 16x Range (1,600") (70 Active Points); Concentration (½ DCV throughout; -½), Extra Time (a minimum of 1 Turn, and sometimes longer; -1¼), Requires A Psychic Powers Roll (-½). Total cost: 21 points.

CLOUD MEN'S MINDS

Effect: Invisibility to Sight Group**Target:** Self**Duration:** Constant**Range:** Self**END Cost:** 2**Mentalism Roll Penalty:** -2

Description: The character has learned the mysterious ability to "cloud men's minds" so they cannot see him. At the GM's option, every full 5 points of Mental Defense a character has provides a +1 bonus to PER Rolls to perceive the character while he's Invisible.

Game Information: *Invisibility to Sight Group (20 Active Points); Requires A Psychic Powers Roll (-½). Total cost: 13 points.*

Options:

1) Strong Clouding: Add No Fringe. 30 Active Points; total cost 20 points.

2) Weak Clouding I: Add Bright Fringe (-¼). Total cost: 11 points.

3) Weak Clouding II: The character's power only works if he stands still. Add Chameleon (-½). Total cost: 10 points.

4) Easier Clouding: Change to Requires A Psychic Powers Roll (-1 per 20 Active Points; -¼). Total cost: 16 points.

5) Tougher Clouding: Change to Requires A Psychic Powers Roll (-1 per 5 Active Points; -1). Total cost: 10 points.

6) Master Clouding: Remove Requires A Psychic Powers Roll (-½). Total cost: 20 points.

DEATH TRANCE

Effect: Simulate Death**Target:** Self**Duration:** Persistent**Range:** Self**END Cost:** 0**Mentalism Roll Penalty:** -1

Description: The character has the power to put himself in a trance that's indistinguishable from death to all but highly-trained eyes. He may have gained this ability from weird mind-body training techniques at a secret Oriental temple, learned how to project his mind outside his body for a specific period of time, or the like.

Game Information: *Simulate Death (EGO Roll).*

Total cost: 3 points.

Options:

- 1) **Deep Death Trance:** Increase to EGO Roll +3.

DOWSING

Effect: Detect Water, Metal, Minerals, And Caverns (EGO Roll)**Target:** Self**Duration:** Constant**Range:** Self**END Cost:** 2**Mentalism Roll Penalty:** -2

Description: The character has the ability to detect water (and other liquids, like oil), metal, minerals, and even caverns that are beneath the surface of the Earth. To do this he must walk around the surface of the area he's searching beneath, concentrating on what he's seeking. Some dowsers used a fork stick or other "dowsing rod" to help them; they hold the stick parallel to the ground, and when it dips down, they know that what they're looking for is directly below them.

Game Information: *Detect Water, Metal, Minerals, And Caverns (EGO Roll) (Mental Sense Group) (20 Active Points); Concentration (½ DCV; -¼), Costs Endurance (-½), Extra Time (a minimum of 1 Turn, and often longer; -1¼), Requires A Psychic Powers Roll (-½). Total cost: 6 points.*

Options:

- 1) **Strong Dowsing I:** Increase to EGO Roll +3. 23 Active Points; total cost 7 points.
- 2) **Strong Dowsing II:** The character can usually tell how much of whatever he's looking for he's found, and its quality. Add Discriminatory. 25 Active Points; total cost 7 points.
- 3) **Dowsing Rod:** As Strong Dowsing I, but the ability also has OIF (dowsing rod or stick of opportunity; -½). 23 Active Points; total cost 6 points.

FORESIGHT

Effect: Clairsentience (Sight and Hearing Groups), Precognition Only**Target:** Self**Duration:** Constant**Range:** Self**END Cost:** 5**Mentalism Roll Penalty:** -5

Description: The character can foresee the future — though his powers don't always work, and even when they do, the further into the future he looks the harder it becomes to see clearly. However, even visions of the near future often prove vague and unreliable; the visions the character receives are typically unclear, and he can often interpret them in multiple ways.

As noted on page 141 of the *HERO System 5th Edition, Revised*, the GM must determine whether the events the character views are immutable (they *will* happen, regardless of what the character does) or flexible (the character can change the future through his present conduct). The GM must also decide what the character's vision really means, and should keep in mind that Clairsentience in general, and Precognitive Clairsentience in particular, is a "stop sign" power that can easily wreak havoc with game balance if not handled properly.

In some genres and settings this power is known as *Second Sight*.

Game Information: *Clairsentience (Sight and Hearing Groups), Precognition (50 Active Points); Precognition Only (-1), Requires A Psychic Powers Roll (-½), Time Modifiers (-½), Vague And Unclear (-½). Total cost: 14 points.*

Options:

- 1) **Flashes Of Foresight:** The character cannot invoke his precognitive powers at will; visions come upon him unbidden and unexpectedly. Add No Conscious Control (-2). Total cost: 9 points.

MEDIUM

Effect: Summon Ghost**Target:** N/A**Duration:** Instant**Range:** No Range**END Cost:** 10 to Summon; 1 END per Phase thereafter to maintain ghost's existence**Mentalism Roll Penalty:** -0

Description: The character is a medium — a person who has the power to contact the spirit world and call forth a ghost. Usually he does this so he or one of the ghost's loved ones can ask the ghost an important question.

To raise a ghost, the medium must first go into a trance. This takes an hour of concentration and effort, and works best in dim, quiet, tranquil surroundings (typically the home of the medium or deceased). At the end of the hour, the medium makes his Psychic Powers roll. The GM may grant the medium a bonus if he has an object that was beloved or important to the deceased (or if the medium performs the Summoning at the deceased's grave or some other location of particular significance). The GM may impose a penalty if the circumstances aren't conducive to entering and maintaining a trance. If the roll succeeds, the medium calls forth the ghost he wants. If it fails, that can mean one of three things (usually the more he fails by, the worse the results). The simplest is that no ghost appears; that's the best the medium can hope for. If things don't go well, then the medium may summon a different spirit (usually one that's not very friendly...) — or he may summon the right spirit, but have left himself vulnerable so the spirit automatically takes control of him (typically with dire results).

If the summoning succeeds, the medium must defeat the ghost in an EGO Roll Versus EGO Roll Contest, as usual for Summon (this may prove difficult due to the Active Point penalty to the EGO Roll; a smart medium buys Skill Levels with EGO Rolls in addition to this power). If he wins, the ghost performs tasks as ordered. The character can only make the ghost do two types of tasks: minor physical effects that prove it exists and is present (ring a bell, lift a small object, rustle the curtains, create a ghostly image of itself with ectoplasm); and answering questions. In the latter case, the ghost may speak through the medium's mouth, or may manifest and speak for itself.

Technically speaking, the medium usually tries to Summon the ghost of a specific person, which would normally call for the *Specific Being* (+1) Advantage. However, in this case, since the creatures he Summons tend to be very similar in most respects and are powerless to do more than answer questions, the *Expanded Class* Advantage covers the special effect sufficiently for most campaigns. At the GM's option, Summoning a specific ghost involves a penalty to the Psychic Powers roll (-3 or more), whereas Summoning a "generic" spirit entails no penalty.

Mediums often use their powers at *seances* — special gatherings of people who want to question the summoned spirit. Seance participants usually sit with the medium around a table in a dimly-lit room, holding hands in a circle and focusing their thoughts and energies to help the medium. At the GM's option, a medium gets a +1 bonus to his Psychic Powers roll for having one person help via a seance, +2 for 3-4 people, +3 for 5-8 people, and so forth. The GM may also apply this bonus to the EGO Roll Contest if desired.

Game Information: *Summon 1 Ghost built on up to 405 Character Points, Expanded Class (any ghost or related spirit, see text; +¼) (101 Active Points); Concentration (0 DCV throughout Summoning and as long as the ghost is in existence; -1), Extra Time (a minimum of 1 Hour, and often more; -3), Costs 1 END Per Phase To Maintain Ghost's Existence In This World (-¼), Requires A Psychic Powers Roll (no Active Point penalty; -0), Limited Tasks (see text; -¼). Total cost: 18 points.*

Options:

- 1) Strong Summoning:** The character can enter a trance much more quickly than other mediums. Change to Extra Time (minimum of 20 Minutes; -2½). Total cost: 20 points.
- 2) Tiring Summoning:** Maintaining the conjuration tires the medium out quickly. Change to Costs 3 END Per Phase To Maintain Ghost's Existence In This World (-½). Total cost: 18 points.
- 3) Tougher Summoning:** Change to Requires A Psychic Powers Roll (-½). Total cost: 17 points.
- 4) Master's Summoning:** Remove Requires A Psychic Powers Roll (-0). Total cost: 18 points.

THE PAULI EFFECT

Effect: Dispel 12d6, any Electrical Device power one at a time, No Conscious Control

Target: One machine

Duration: Instant

Range: No Range

END Cost: 3

Psychic Powers Roll Penalty: -3

Description: Some psychics have a noted effect on electrical machinery: it tends to break down or stop functioning when they're nearby. They have no control over this ability, and in some cases it may be better represented as a Physical Limitation because it can be much more inconvenient than helpful.

Once this Dispel works, getting the affected power functioning again typically requires a Full Phase and succeeding with a roll using Electronics (or another appropriate Skill); the roll suffers a -1 penalty for every 5 point by which the Dispel roll exceeded the power's Active Points. Any other powers built into the same device remain unaffected.

Game Information: *Dispel 12d6, any Electrical Device power one at a time (+¼) (45 Active Points); No Range (-½), No Conscious Control (-2). Total cost: 13 points.*

Options:

1) Street Light Interference: In some cases, a psychic's ability is restricted to certain types of devices — most notably, in parapsychological literature, street lights and lamps. Add Only Applies To Electronic Lighting (-2). Total cost: 8 points.

2) Controllable Pauli Effect: The character can choose when and when not to use his power. Remove No Conscious Control (-2). Total cost: 23 points.

PERCEIVE DISEASE AURAS

Effect: Detect Diseased Organs And Similar Medical Conditions (INT Roll)

Target: Self

Duration: Constant

Range: Self

END Cost: 1

Mentalism Roll Penalty: -1

Description: The character has the power to perceive changes in a person's aura that indicate the presence of diseases in bodily organs and similar conditions (such as cancer).

Game Information: *Detect Diseased Organs And Similar Medical Conditions (INT Roll) (Sight Group), Discriminatory, Analyze (15 Active Points); Concentration (0 DCV throughout use; -1), Costs Endurance (-½), Extra Time (1 Turn; -1¼), No Range (has to be in same hex to "view" a person; -½). Total cost: 3 points.*

PERCEIVE THE PAST

Effect: Clairsentience (Sight and Hearing Groups), Retrocognition Only

Target: Self

Duration: Constant

Range: Self

END Cost: 5

Mentalism Roll Penalty: -5

Description: The character can perceive the past — he can see and hear what once happened in a particular place, making it easy for him to solve mysteries and fill in the gaps in his information. However, even visions of the recent past often prove vague and unreliable; the visions the character receives are typically unclear, and can often be interpreted in multiple ways. The further back in time the character looks, the harder it becomes to obtain a clear picture.

As discussed on page 141 of the *HERO System 5th Edition, Revised*, the GM should handle retrocognitive powers carefully. Used properly, they add a lot of flavor and fun to adventures; used improperly, they can completely spoil mystery- and investigation-oriented scenarios.

Game Information: *Clairsentience (Sight and Hearing Groups), Retrocognition (50 Active Points); Concentration (½ DCV throughout; -½), Extra Time (a minimum of 1 Turn, and sometimes longer; -1¼), Requires A Psychic Powers Roll (-½), Retrocognition Only (-1), Time Modifiers (-½), Vague And Unclear (-½). Total cost: 9 points.*

Options:

1) Eyes Of The Past: The character can only perceive the past through the eyes and ears of its inhabitants. Add Only Through The Senses Of Others (-½). Total cost: 9 points.

PSYCHIC PROBABILITY MANIPULATION

Effect: Luck 2d6

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Mentalism Roll Penalty: N/A

Description: The character has the subconscious ability to mentally manipulate probabilities, making him seem unusually lucky.

Game Information: *Luck 2d6. Total cost: 10 points.*

Options:

1) Strong Probability Manipulation: Increase to Luck 3d6. Total cost: 15 points.

2) Weak Probability Manipulation: Decrease to Luck 1d6. Total cost: 5 points.

3) Skillful Probability Manipulation: Add Requires A Mentalism Roll (-½). 10 Active Points; total cost 7 points.

4) Lengthy Probability Manipulation: The character's power isn't subconscious; it only works

when he concentrates on it for a second or two. Add Extra Time (Full Phase; $-\frac{1}{2}$). 10 Active Points; total cost 7 points.

5) Attentive Probability Manipulation: The character's power isn't subconscious; it only works when he concentrates on it intensely. Add Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$). 10 Active Points; total cost 8 points.

6) Lengthy And Attentive Probability Manipulation: Add Extra Time (Full Phase; $-\frac{1}{2}$) and Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$). 10 Active Points; total cost 6 points.

7) Probability Manipulation Spell: Add OAF (wizard's staff; -1), Gestures ($-\frac{1}{4}$), and Incantations ($-\frac{1}{4}$). 10 Active Points; total cost 4 points.

PSYCHIC TRACKING

Effect: Mind Scan 10d6

Target: One character

Duration: Constant

Range: Special

END Cost: 5

Mentalism Roll Penalty: -5

Description: The character has the power to locate other people with his mind. It's easier for him to locate a mind he's familiar with or has previously contacted; tracking the mind of a complete stranger is very difficult (at best). In game terms, standard Mind Scan modifiers apply, with emphasis on the penalties for unfamiliar minds; in fact, the GM may not even let the character attempt Psychic Tracking if he doesn't have at least some pre-existing connection with the target.

Game Information: *Mind Scan 10d6 (50 Active Points); Concentration ($\frac{1}{2}$ DCV throughout use; $-\frac{1}{2}$), Extra Time (a minimum of 1 Turn, and often longer; $-1\frac{1}{4}$), Requires A Psychic Powers Roll ($-\frac{1}{2}$). Total cost: 15 points.*

Options:

1) Strong Tracking: Increase to Mind Scan 12d6. 60 Active Points; total cost 18 points.

2) Weak Tracking: Decrease to Mind Scan 8d6. 40 Active Points; total cost 12 points

3) Easier Tracking: Change to Requires A Psychic Powers Roll (-1 per 20 Active Points; $-\frac{1}{4}$). Total cost: 17 points.

4) Tougher Tracking: Change to Requires A Psychic Powers Roll (-1 per 5 Active Points; -1). Total cost: 13 points.

5) Master's Tracking: Remove Requires A Psychic Powers Roll ($-\frac{1}{2}$). Total cost: 18 points.

REVEALING CONVERSATION

Effect: +5 to Conversation

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Mentalism Roll Penalty: N/A

Description: The character's psychic powers make him superbly skilled at gathering information surreptitiously. While speaking with someone he subtly uses mind-reading to steer the conversation where he wants it to go and lull the victim into revealing things he might otherwise keep secret.

Game Information: +5 to Conversation. Total cost: 10 points.

Options:

1) Strong Conversation: Increase to +7 with Conversation. Total cost: 14 points.

2) Weak Conversation: Decrease to +3 with Conversation. Total cost: 6 points.

SENSITIVE

Effect: Mental Awareness

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Mentalism Roll Penalty: N/A

Description: The character is a sensitive — someone with the ability to perceive psychic “vibrations” and emanations. When someone uses psychic powers near him, or he encounters similar phenomena, he can sense them. The GM typically grants a bonus of +1 to the PER Roll for every full 10 Active Points in the Psychic Power being used, but he may also impose the standard Range Modifier (which doesn't normally apply to Mental Awareness). At the GM's option, Sensitive characters can perceive not just abilities built with Mental Powers, but any ability defined as a “Psychic Power.”

Game Information: *Mental Awareness. Total cost: 5 points.*

Options:

1) Greater Sensitivity: The character can also perceive the type of Psychic Power being used and how strong it is. Add Discriminatory. Total cost: 5 points.

2) Lesser Sensitivity: The character's ability to sense Psychic Powers doesn't always work. Add Requires A Psychic Powers Roll ($-\frac{1}{2}$). Total cost: 3 points.

THOUGHTOGRAPHY

Effect: Cosmetic Transform 1d6 (imprint mental image onto paper)

Target: One piece of paper

Duration: Instant

Range: No Range

END Cost: 1

Mentalism Roll Penalty: -1

Description: Thoughtography, also known as “projected thermography” or nensha (“spirit photography”), is the ability to imprint or “burn” a mental image onto a piece of paper, film, or similar medium.

Game Information: *Cosmetic Transform 1d6 (imprint mental image onto paper or the like; heals back from further imprinting) (5 Active Points); Concentration (0 DCV; -½), Extra Time (1 Turn; -1¼), No Range (-½), Limited Target (blank paper or the like; -1). Total cost: 1 point.*

Options:

1) Skillful Power: Add Requires A Psychic Powers Roll (-½). Total cost: 1 point.

THOUGHT TRANSFERENCE

Effect: Telepathy 8d6

Target: One character

Duration: Constant

Range: LOS

END Cost: 4

Mentalism Roll Penalty: -4

Description: The character has the ability to read the thoughts in another person’s mind, or to project his own thoughts into that person’s mind. The deeper the character wants to delve into another person’s mind, the more likely it is that his attempt to find information will fail.

Game Information: *Telepathy 8d6 (40 Active Points); Concentration (½ DCV throughout use; -½), Extra Time (at least a Full Phase, and sometimes more; -½), Requires A Psychic Powers Roll (-½). Total cost: 16 points.*

Options:

1) Deep Thought Transference: Increase to Telepathy 12d6. 60 Active Points; total cost 24 points.

2) Weak Thought Transference: Decrease to Telepathy 6d6. 30 Active Points; total cost 12 points.

3) Rapid Thought Transference: The character can search the victim’s mind quickly, gathering a lot of information in a short period of time. Add Autofire (5 shots; +1½). 100 Active Points; total cost 40 points.

4) Communicative Thought Transference: The character can only communicate telepathically; he cannot search through another person’s mind for information. Add Communication Only (-¼). Total cost: 14 points.

5) Telepathically Deaf: The character can broadcast his thoughts to other people, but cannot “hear” their thoughts in return. Add Broadcast Only (-½). Total cost: 13 points.

6) Telepathically Mute: The character can hear the thoughts of other people, but cannot “speak” his thoughts to them in return. Add Receive Only (-½). Total cost: 13 points.

7) Hidden Thought Transference: The character’s Telepathy is so precise, and his skill with using it so great, that he can often conceal from the victim the fact that he (the character) has read the victim’s mind. Add Telepathy +6d6 (30 Active Points); Limitations as above plus Only To Make Telepathy Undetectable By Victim (-1) (total cost: 9 points). 40 + 30 = 70 Active Points; total cost 16 + 9 = 25 points.

8) Empathy: The character cannot perceive and transmit thoughts — he can only perceive emotions and feelings (he can’t transmit them). Add Empathy (-½). Total cost: 13 points.

SENSORY MENTAL POWERS



This section includes a wide variety of sensory mental abilities. In many respects it can be considered as a subsection of Telepathy Powers separated into its own section for ease of reference. The “Sensory Powers” subsections under other sections have additional sensory powers appropriate to specific categories of mental abilities.

AURA VISION

Effect: Detect Aura (see text)

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Mentalism Roll Penalty: -1

Description: This is the ability to see auras around objects and living beings. An aura is a brightly colored radiance that extends for several inches about a person. The color of a person’s (or an object’s) aura has meaning to those experienced in perceiving auras. (See the Aura Table for details.)

All objects have a basic blue-white aura (magical or unusual objects are an exception); living things have more variation in their aura colors. Creatures and monsters also have auras. No one can “disguise” his aura (at least, not without really special and bizarre powers); that’s why auras are so useful for figuring out who’s really a werewolf or which person in the room is actually a psychotic killer. Auras lack individuality and specificity — they’re *not* unique to individuals like fingerprints or DNA are — but the character should suspect something if a supposedly meek, mild-mannered person has a blazing red aura. A person’s aura rarely consists of one color; it’s normally a mixture of several hues, and the mix changes with the current emotional state of the person.

Aura Vision normally depends on the character’s Sight; anything that blocks or interferes with Sight (such as a Sight Group Flash or Darkness versus the Sight Group) prevents him from seeing auras. However, the effective range of Aura Vision is only about 3” in dim light, or 1” or less in bright sunlight. The GM should apply modifiers to the Aura Vision roll for ambient conditions, such as bright lights (-1 to -3), many people crowded together (-2), distractions (-1 to -3), and so on. Rare instances exist of characters whose Aura “Vision” relates to some other sense (see Options).

The GM should handle Aura Vision carefully in a game. Since it’s so difficult to hide or disguise an aura, Aura Vision may prove unbalancingly helpful to PCs, especially ones engaged in solving mysteries, so the GM may not always want to allow characters to buy it. However, if the GM creatively describes the various patterns and colors a hero sees in an aura,

AURA TABLE

Color	Meaning
Blue-white	The basic aura color; the color of all inanimate objects
Pink	Compassionate, warm, sociable
Pale Pink	Psychotic; indicates weakness or confusion
Rose	Generous, unassuming, motherly
Red	Energetic, a leader, extroverted; anger, moodiness
Dark Red	Emotion, desire, sensuality
Orange	Sincere, open-hearted, a sense of justice, fair play
Yellow-orange	Friendly, witty, humorous
Dark Yellow	Cowardice, fear, inferiority
Yellow	Intellectual, a teacher, deep thinker
Pale Yellow	Idealistic, humanitarian
Yellow-green	Greedy, stubborn; also jealous, deceitful, distrusting
Green	Practical, composed; also indicates a love for nature
Light Green	Brooding, lonely; often a loner
Dark Green	Envy, hate, maliciousness
Blue-green	Psychic or spiritual powers, a seeker after knowledge
Blue	Peaceful, calm, a strong character
Light Blue	Creative, spiritual
Dark Blue	Blind faith, superstitious, fearful
Lavender	Conservative, sensitive, civilized
Violet	Excitable, easily swayed by arguments, loves variety
Purple	Royalty, majesty, calm; a true leader
White	Purity, innocence, honesty; often found in children
Gray	Sickness, anxiety, a negative attitude
Black	Rage, anger, savagery, black magic, extreme illness
Gold	The color of saints; the highest, most spiritual color

Aura Vision can really contribute to a game. The GM should feel free to add more colors to the table, and also the meanings of different colors in combinations or patterns. It’s more fun when the meanings of colors remain at least slightly ambiguous, so the players must interpret the results for themselves.

Game Information: *Detect Aura (INT Roll) (Sight Group), Discriminatory. Total cost: 10 points.*

Options:

1) **Enhanced Aura Vision:** The character’s Aura Vision is especially acute. Increase to INT Roll +4. Total cost: 14 points.

2) **Psionic Aura Vision:** The character’s ability to “see” auras depends on his mental senses, not his visual ones. Change to Mental Group and add Sense. Total cost: 12 points.



3) True Aura Vision: The character's ability to "see" auras depends on no other senses; he can perceive them even when blind and deaf. Change to no Sense Group and add Range and Sense. Total cost: 17 points.

4) Lengthy Aura Vision: Add Extra Time (Full Phase; $-\frac{1}{2}$). Total cost: 7 points.

5) Attentive Aura Vision: Add Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$). Total cost: 8 points.

6) Lengthy And Attentive Aura Vision: Add Extra Time (Full Phase; $-\frac{1}{2}$) and Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$). Total cost: 6 points.

7) Aura Vision Spell: Add OAF (wizard's staff; -1), Gestures ($-\frac{1}{4}$), and Incantations ($-\frac{1}{4}$). Total cost: 4 points.

COMBAT AWARENESS

Effect: Combat Sense

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Mentalism Roll Penalty: -1

Description: The character's mental senses can perceive the minds and events near him sufficiently to warn him of attackers in hand-to-hand combat even if his other senses are blinded or blocked (and in fact, even if his Mental Senses are otherwise blocked, since technically Combat Sense belongs to no Sense Group).

Game Information: *Combat Sense (INT Roll).*

Total cost: 15 points.

Options:

1) Enhanced Combat Awareness: Increase to INT Roll +5. Total cost: 20 points.

2) Spell: Add OAF (wizard's staff; -1), Gestures ($-\frac{1}{4}$), and Incantations ($-\frac{1}{4}$). Total cost: 6 points.

DETECT MINDS

Effect: Detect Minds**Target:** Self**Duration:** Persistent**Range:** Self**END Cost:** 0**Mentalism Roll Penalty:** -1

Description: The character can sense the presence of other minds near his, making it easy to, among other things, track targets in combat when the character cannot use his eyesight. The character can also tell if the minds he perceives have any mental or psionic powers, including the type of power (or its typical effects) and its rough power level ("much stronger than mine," "about the same as mine," and so forth). He can make the same determinations about the target's INT and EGO. He does not, however, know what the target's Psychological Limitations are; that requires Telepathy. (See page 63 for more information.)

Game Information: *Detect Minds (INT Roll) (Mental Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Sense, Targeting. Total cost: 27 points.*

Options:

1) Enhanced Detect Minds: Increase to INT Roll +3. Total cost: 30 points.

2) Precise Detect Minds: The character's ability to perceive other minds is so acute that he can discern exactly which mental and psionic powers the target has, including their Active Points or DCs within about +/-10%. He can also determine the INT and EGO of the mind within 1-2 points. Add Analyze. Total cost: 32 points.

3) Distant Detect Minds: The character can perceive minds that are far away with less difficulty than normal. Add Telescopic (+10 versus Range Modifier). Total cost: 32 points.

4) Mindhunter: The character can follow the "mental trail" left by a person's mind. See page 64 for more information. Add Tracking. Total cost: 32 points.

5) Lengthy Detect Minds: Remove Sense and add Extra Time (Full Phase; -½). Total cost: 17 points.

6) Attentive Detect Minds: Remove Sense and add Concentration (½ DCV; -¼). Total cost: 20 points.

7) Lengthy And Attentive Detect Minds: Remove Sense and add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 14 points.

8) Detect Minds Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 11 points.

FINDING

Effect: Detect Stolen/Lost Item**Target:** Self**Duration:** Constant**Range:** Self**END Cost:** 0**Mentalism Roll Penalty:** -1

Description: This power allows a character to find an item that a someone has lost, or which has been stolen. He must "attune" himself to the person (this requires 1 Turn concentrating on the person while in the person's presence), and then can locate missing or stolen items which still carry that person's "psychic signature." However, he must be in fairly close proximity to the item to have a respectable chance to perceive it; otherwise the Range Modifier makes the task virtually impossible. The character can only perceive a single person's objects at a time.

Game Information: *Detect Lost/Stolen Items (INT Roll) (Mental Group), Discriminatory (10 Active Points); Can Only Detect A Single, Attuned, Person's Items At A Time (-½), Non-persistent (-¼). Total cost: 6 points.*

Options:

1) Enhanced Finding: Increase to INT Roll +5. 15 Active Points; total cost 9 points.

2) Distant Finding: The character has an easier time finding objects at great distances than the average finder. Add Telescopic (+8 versus Range Modifier). 14 Active Points; total cost 8 points.

3) Itemhunter: The character can follow the "psychic trail" left by a lost or stolen object. See page 64 for more information. Add Tracking. 15 Active Points; total cost: 9 points.

4) Lengthy Power: Add Extra Time (Full Phase; -½). Total cost: 4 points.

5) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 5 points.

6) Lengthy And Attentive Power: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 4 points.

7) Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 3 points.

MENTAL EYE

Effect: Mental Awareness, Usable Simultaneously**Target:** Up to eight characters**Duration:** Constant**Range:** Self/Touch**END Cost:** 1**Mentalism Roll Penalty:** -1**Description:** The character can extend his own sensitivity for detecting the use of Mental Powers to other people.**Game Information:** *Mental Awareness, Usable Simultaneously (up to eight people at once; +1) (10 Active Points); Costs Endurance (-½). Total cost: 7 points.***Options:****1) Expanded Mental Eye:** Increase to up to 125 people at once. 15 Active Points; total cost 10 points.**2) Limited Mental Eye:** Decrease to four people at once (+¾). 9 Active Points; total cost 6 points.**3) Ranged Mental Eye:** The character can grant Mental Awareness to others without having to touch them. Add Ranged (+½). 12 Active Points; total cost 8 points.**4) Precise Mental Eye:** The character can't give other people the ability to sense Mental Powers, but his ability to do so is incredibly acute. See page 62 for more information. Remove Usable Simultaneously and Costs Endurance (-½), add Discriminatory, Analyze. Total cost: 15 points (or just 10 points if the character gets Mental Awareness "for free" because he has a Mental Power).**5) Attentive Mental Eye:** Add Concentration (½ DCV; -¼). Total cost: 6 points.**6) Mental Eye Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 3 points.

MENTAL SCANNING

Effect: Mind Scan 10d6**Target:** Self**Duration:** Constant**Range:** Special**END Cost:** 5 to activate**Mentalism Roll Penalty:** -5**Description:** The character can scan for specific minds, and even establish a "mental lock-on" that enables him to target the subject mind with Mental Powers.**Game Information:** *Mind Scan 10d6. Total cost: 50 points.***Options:****1) Strong Scanning:** Increase to Mind Scan 12d6. Total cost: 60 points.**2) Weak Scanning:** Increase to Mind Scan 8d6. Total cost: 40 points.**3) Enhanced Scanning:** The character is skilled at pinpointing just the mind he's looking for. Character also buys +10 OECV with Mind Scan. Total cost: +20 points.**4) Combat Scanning:** The character's Mind Scan allows him to attack targets mentally, but won't let them attack him back through the lock-on. Decrease to Mind Scan 8d6 and add One-Way Link (+1). Total cost: 80 points.**5) Mind-Finding:** The character's mental scanning only lets him find people; he cannot attack the people he finds. Increase to Mind Scan 12d6 and add Cannot Attack Through Link (-1). 60 Active Points; total cost 30 points.**6) Galactic Scanning:** The character's mind is powerful enough to scan the entire Galaxy. Add MegaScale (galactic level of Scan; +3). Total cost: 200 points.**7) Lengthy Scanning:** Add Extra Time (Full Phase; -½). Total cost: 33 points.**8) Attentive Scanning:** Add Concentration (½ DCV; -¼). Total cost: 40 points.**9) Lengthy And Attentive Scanning:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 29 points.**10) Scanning-Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 20 points.

PERCEIVE PSIONIC TRACES

Effect: Retrocognition**Target:** Self**Duration:** Constant**Range:** No Range**END Cost:** 4**Mentalism Roll Penalty:** -4**Description:** When beings with minds inhabit or pass through an area, or handle an object, they leave psionic traces. A skilled mentalist can read these traces and know that someone was present — and if he's mentally encountered the person before, he'll recognize who it is by that person's "mental signature." (Similarly, after reading psionic traces, he can later recognize the same trace in the person's mind if he has mental contact with it.) The longer it's been since the subject was in the area (or handled the object), the harder it is to perceive his psionic trace.**Game Information:** *Clairsentience (Mental Sense Group), Retrocognition (40 Active Points); Retrocognition Only (-1), No Range (-½), Time Modifiers (-½). Total cost: 13 points.***Options:****1) Strong Power:** Remove Time Modifiers (-½). Total cost: 16 points.**2) Psychometric Psi-Reading:** This form of the power only works to perceive psionic traces in objects that a person has handled. Add Psychometry (-½). Total cost: 11 points.**3) Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 11 points.**4) Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 12 points.**5) Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 11 points.

6) Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 9 points.

PSYCHIC DIAGNOSIS

Effect: Detect Disease

Target: One character

Duration: Persistent

Range: No Range

END Cost: 2

Mentalism Roll Penalty: -2

Description: The character can send his mind into a person's body to discern whether he has an illness, and if so what kind.

Game Information: *Detect Disease (INT Roll) (Mental Group), Discriminatory, Analyze, Sense (22 Active Points); Costs Endurance (-½), No Range (-½), Requires An SS: Medicine Roll (-¼). Total cost: 10 points.*

Options:

1) Lengthy Diagnosis: Add Extra Time (Full Phase; -½). Total cost: 8 points.

2) Attentive Diagnosis: Add Concentration (½ DCV; -¼). Total cost: 9 points.

3) Lengthy And Attentive Diagnosis: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 7 points.

4) Diagnosis Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 6 points.

REMOTE VIEWING

Effect: Clairsentience (Sight Group)

Target: Self

Duration: Constant

Range: 1,600"

END Cost: 4

Mentalism Roll Penalty: -4

Description: The character can perceive distant areas without having to look at them directly — a handy ability for spying on the enemy or surveying an area for ambushes and traps before entering it.

Game Information: *Clairsentience (Sight Group), 16x Range (1,600"). Total cost: 40 points.*

Options:

1) Long-Range Remote Viewing: The character can remotely view areas many kilometers away. Change to:

Cost Power

45 *Remote Viewing:* Multipower, 45-point reserve

4u 1) *Local Remote Viewing:* Clairsentience (Sight Group), 16x Range (1,600")

4u 2) *Distant Remote Viewing:* Clairsentience (Sight Group), MegaScale (1" = 1,000 km, can scale back to 1" = 1 km; +1¼)

Total cost: 53 points.

2) Remote Hearing: The character can both see and hear distant places. Add Hearing Group (makes range 2,400"). Total cost: 50 points.

3) Enhanced Remote Viewing: The character's control over his long-distance "visions" allows him to move the perception point. Add Mobile Perception Point. Total cost: 45 points.

4) Multi-Viewing: The character can open multiple perception points at a single time, allowing him to view several areas at once. Add Multiple Perception Points (up to four at once). Total cost: 50 points.

5) Blind Viewing: While using Remote Viewing, the character cannot use any of his normal senses. Add Blackout (-½). 40 Active Points; total cost 27 points.

6) Perception Puppet: The character's Clairsentience works by accessing the minds of others so he can see and hear what they perceive. If there's no one in the area the character wants view, he can't view it. Add Hearing Group, Mobile Perception Point, and Only Through The Senses Of Others (-½). 55 Active Points; total cost 37 points.

7) Lengthy Viewing: Add Extra Time (Full Phase; -½) to reserve and both slots. Total cost: 36 points.

8) Attentive Viewing: Add Concentration (½ DCV; -¼) to reserve and both slots. Total cost: 44 points.

9) Lengthy And Attentive Viewing: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼) to reserve and both slots. Total cost: 31 points.

10) Viewing-Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼) to reserve and both slots. Total cost: 22 points.

SENSORY LINK

Effect: Clairsentience (Sight, Hearing, and Smell/Taste Groups), Mobile Perception Point, Only Through Senses Of Others, Blackout

Target: Self

Duration: Constant

Range: 200"

END Cost: 4

Mentalism Roll Penalty: -4

Description: The character can link his mind to that of another person and experience what that person perceives with his sight, hearing, and smell. While doing this, the character cannot use his own senses.

Game Information: *Clairsentience (Sight, Hearing, and Smell/Taste Groups), Mobile Perception Point (45 Active Points); Only Through Senses Of Others (-½), Blackout (-½). Total cost: 22 points.*

Options:

1) Full Sensory Link: Increase to Clairsentience (Sight, Hearing, Smell/Taste, Touch, Radio, and Mental Groups). 75 Active Points; total cost 37 points.

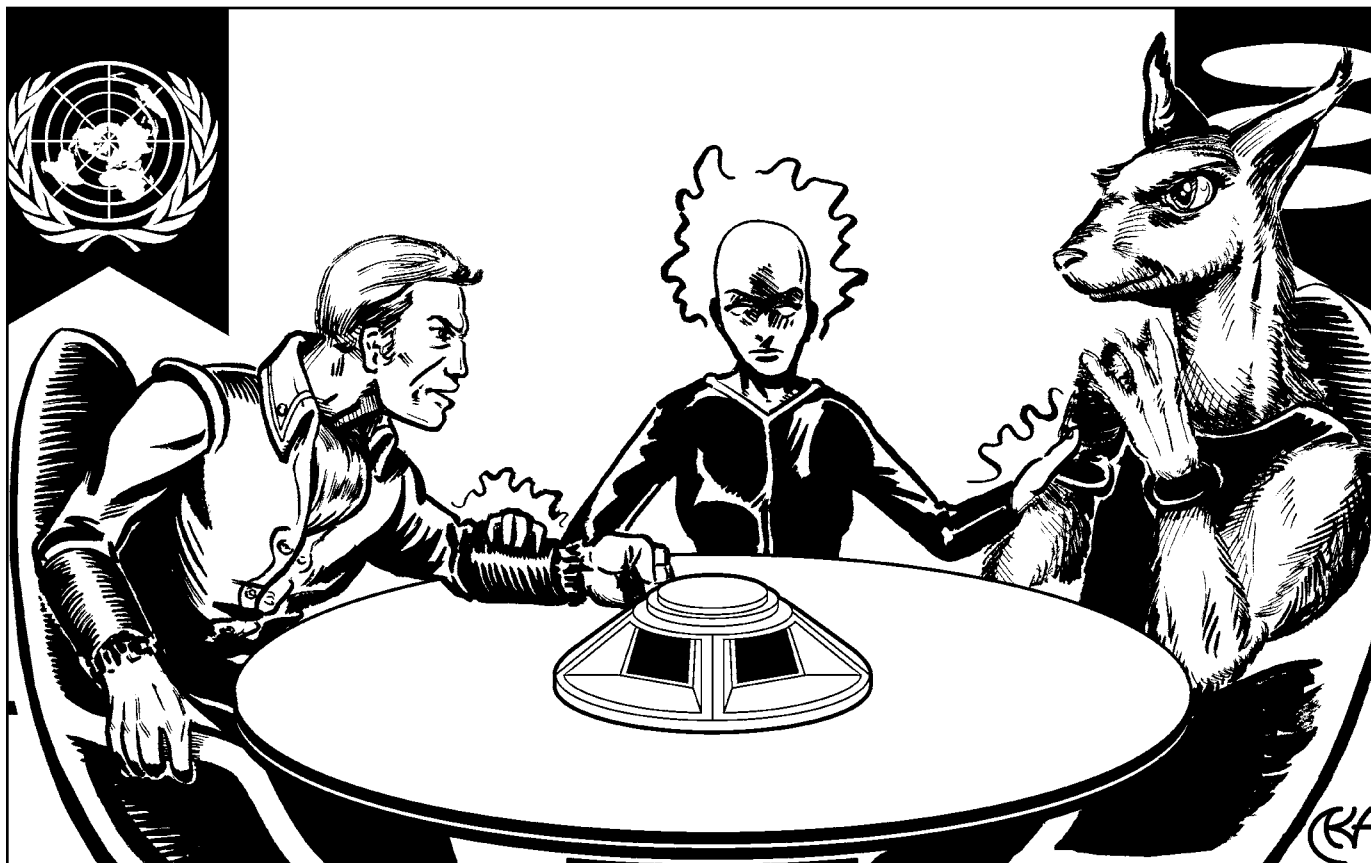
2) Duosenses: The character can perceive through both the subject's senses, and his own. Remove Blackout (-½). Total cost: 30 points.

3) Lengthy Power: Add Extra Time (Full Phase; -½). Total cost: 18 points.

4) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 20 points.

5) Lengthy And Attentive Power: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 16 points.

6) Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 13 points.



SHARED VISION

Effect: Clairsentience (Sight Group), Usable As Attack, Only Through The Mentalist's Senses

Target: One character

Duration: Constant

Range: 200"

END Cost: 5

Mentalism Roll Penalty: -5

Description: When someone is blinded or otherwise can't see for some reason, the mentalist can restore his vision by establishing a mental link that lets that person see through the mentalist's own eyes. This works best if the subject stays close to the mentalist; otherwise the difference in perspective may not help much.

Game Information: *Clairsentience (Sight Group), Usable As Attack (+1), Ranged (+½) (50 Active Points); Only Through The Mentalist's Senses (-1). Total cost: 25 points.*

TELEPATHIC HEARING

Effect: Detect Surface Thoughts

Target: Self

Duration: Persistent

Range: Self

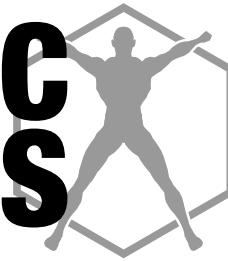
END Cost: 0

Mentalism Roll Penalty: -2

Description: In fiction it's not uncommon for telepaths to be able to casually "hear" the thoughts of anyone near them, even without necessarily making any effort to do so — similar to the way people hear nearby noises whether they want to or not, but can concentrate on a specific noise if necessary. Doing this with Telepathy is difficult, since it requires an Attack Action. This Enhanced Sense lets a character passively perceive all nearby thoughts if he wants to, without the need for Attack Actions. Characters should get the GM's permission to buy it, though, since it may effectively replace Telepathy in some ways (some GMs may prefer that characters use Triggered Telepathy to accomplish this result).

Game Information: *Detect Surface Thoughts (INT Roll) (Mental Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Sense, Total cost: 17 points.*

TELEKINETIC POWERS



Telekinetic Powers (also known as *Psychokinetic Powers* in a mentalism context) reflect a character's ability to move and affect objects without touching them. This may involve a form of psionic power, the ability to manipulate planes of force, or the like. Telekinetic Powers is a broad and flexible category, related in many respects to several other power categories described in the *UNTIL Superpowers Databases*, including Body Control Powers, Magnetism Powers, Matter Manipulation Powers, Mental and Psionic Powers, and especially Force Powers — virtually any Force Power could be re-worked into a Telekinetic Power with little or no change. You may want to refer to those categories for other ideas for your character.

Although each power in this section lists a “Mentalism” Roll Penalty, pure telekinetic characters usually buy their *Power Skill* with names like *Telekinesis Tricks* or *Psychokinesis Tricks* instead.

BASIC POWER

TELEKINESIS

Effect: Telekinesis (30 STR), Fine Manipulation

Target: One character or object

Duration: Constant

Range: 275"

END Cost: 5

Mentalism Roll Penalty: -5

Description: The character can move, damage, and otherwise manipulate objects without having to physically touch them. He can even perform fine work, like typing or playing the piano (assuming he knows how to do those things).

Game Information: *Telekinesis (30 STR), Fine Manipulation. Total cost: 55 points.*

Options:

- 1) **Strong Telekinesis:** Increase to Telekinesis (40 STR). Total cost: 70 points.
- 2) **Really Strong Telekinesis:** Increase to Telekinesis (60 STR). Total cost: 100 points.
- 3) **Weak Telekinesis:** Decrease to Telekinesis (20 STR). Total cost: 40 points.
- 4) **Area Telekinesis I:** The character can pick up or manipulate all the objects in an area telekinetically. However, he must do the same thing with all of them — lift them all 2", move them all the same distance to the left, or the like. Decrease to Telekinesis (20 STR), remove Fine Manipulation, and add Area Of Effect (3" Radius; +1). Total cost: 60 points.
- 5) **Area Telekinesis II:** As Area Telekinesis I, but the character can choose which objects to pick up. He must still do the same thing with all of them. Add Selective (+¼). Total cost: 67 points.
- 6) **Psychokinesis:** The character's Telekinesis works like a Mental Power. See page 66 for more information. Decrease to Telekinesis (20 STR) and add BOECV (PD applies; +1). Total cost: 80 points.
- 7) **Expanded Telekinesis I:** The character has such precise telekinetic control that he can pick up liquids. Add Affects Porous. Total cost: 65 points.
- 8) **Expanded Telekinesis II:** The character's Telekinesis even allows him to manipulate gases and mists. Decrease to Telekinesis (20 STR), remove Fine Manipulation, and add Affects Porous and Area Of Effect (4" Radius; +1). Total cost: 80 points.
- 9) **Lengthy Telekinesis:** Add Extra Time (Full Phase; -½). Total cost: 37 points.
- 10) **Attentive Telekinesis:** Add Concentration (½ DCV; -¼). Total cost: 44 points.
- 11) **Lengthy And Attentive Telekinesis:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 31 points.
- 12) **Telekinesis Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 22 points.

OFFENSIVE POWERS

THE BIG SQUEEZE

Effect: Energy Blast 6d6, NND

Target: One character

Duration: Instant

Range: 300"

END Cost: 6

Mentalism Roll Penalty: -6

Description: The character squeezes the target throughout his body, disrupting many of his metabolic processes, driving the air from his lungs, and inflicting intense pain. Characters with force-field type defenses, or who don't need to breathe, aren't affected.

Game Information: *Energy Blast 6d6, NND (defense is PD Force Field/Force Wall or Life Support [Self-Contained Breathing]; +1). Total cost: 60 points.*

Options:

1) The Really Big Squeeze: Increase to Energy Blast 9d6. Total cost: 90 points.

2) The Little Squeeze: Decrease to Energy Blast 4d6. Total cost: 40 points.

3) Group Hug: The character can affect multiple characters at once. Add Area Of Effect (6" Radius; +1). Total cost: 90 points.

4) Ongoing Squeeze: The character can maintain the "squeeze" effect as long as he can afford to pay END. Add Continuous (+1). Total cost: 90 points.

5) Psychokinetic Squeeze: Add BOECV (defense is as specified above; +1). Total cost: 90 points.

6) Lengthy Squeeze: Add Extra Time (Full Phase; -½). Total cost: 40 points.

7) Attentive Squeeze: Add Concentration (½ DCV; -¼). Total cost: 48 points.

8) Lengthy And Attentive Squeeze: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 34 points.

9) Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 24 points.

BULLET MANIPULATION

Effect: Missile Reflection

Target: One character

Duration: Constant

Range: 225"

END Cost: 9

Mentalism Roll Penalty: -9

Description: The character exerts such powerful telekinetic control that he can alter the trajectory of physical missiles in flight, causing them to strike someone other than himself. He can do this both for physical Ranged attacks aimed at him, and attacks aimed at other people.

This power requires the GM's permission because it directly violates the rule that characters cannot use Missile Reflection at Range.

Game Information: *Missile Deflection (all physical missiles) and Reflection (any target), Range (+1) (60 Active Points); Costs Endurance (-½). Total cost: 40 points.*

Options:

1) Accurate Manipulation: The character is highly accurate, not just with his ability to deflect attacks, but his ability to target other people with them. Character also buys +10 with Missile Deflection and Reflection (50 Active Points); Costs Endurance (-½). Total cost: 33 points.

2) Lengthy Power: Add Extra Time (Full Phase; -½). Total cost: 40 points.

3) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 44 points.

4) Lengthy And Attentive Power: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 27 points.

CLOSE YOUR EYES

Effect: Sight Group Flash 3d6, NND

Target: One character

Duration: Constant

Range: 185"

END Cost: 4

Mentalism Roll Penalty: -4

Description: The character can telekinetically grab the target's eyelids and shut them, preventing him from seeing. Ordinary defenses against being blinded, such as a tolerance for bright lights, don't apply, but the character has to be able to see the target's eyes to use the attack.

Game Information: *Sight Group Flash 3d6, NND (defense is anything that prevents the character from clearly seeing the victim's eyes, or not having eyelids; +½), Continuous (+1). Total cost: 37 points*

Options:

1) Strong Closing: Increase to Sight Group Flash 5d6. Total cost: 62 points.

2) Weak Closing: Decrease to Sight Group Flash 2d6. Total cost: 25 points.



3) **Can't Smell, Either:** The character also telekinetically holds the target's nose shut. Add Smell/Taste Group. Total cost: 50 points.

4) **Sight Blocking:** Instead of holding the target's eyelids shut, the character picks up a small opaque object and holds it directly in front of the target's eyes so he cannot see. Change to NND (defenses is having eyes further than 3 inches apart; +1) and OIF (appropriate small objects of opportunity; -½). 45 Active Points; total cost 30 points.

5) **Skillful Closing:** The character has to grab the target just right or this power doesn't work. Add Requires A Mentalism Roll (-½). Total cost: 25 points.

6) **Psychokinetic Closing:** Add BOECV (+1). Total cost: 52 points.

7) **Lengthy Closing:** Add Extra Time (Full Phase; -½). Total cost: 25 points.

8) **Attentive Closing:** Add Concentration (½ DCV; -¼). Total cost: 30 points.

9) **Lengthy And Attentive Closing:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 21 points.

10) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 15 points.

CRUSHING AND RENDING

Effect: RKA 3d6, Indirect

Target: One character

Duration: Instant

Range: 335"

END Cost: 7

Mentalism Roll Penalty: -7

Description: The character has such power and precise control with his telekinesis that he can selectively crush, expand, twist, tear, and pull at a target's form, inflicting terrible wounds or damage.

Game Information: RKA 3d6, Indirect (+½) (67 Active Points); No Knockback (-¼). Total cost: 54 points.

Options:

1) **Greater Crushing I:** Increase to RKA 4d6. 90 Active Points; total cost 72 points.

2) **Lesser Crushing:** Decrease to RKA 2d6. 45 Active Points; total cost 36 points.

3) **Greater Crushing II:** Defenses provide little protection against the character's attack. Add Penetrating (+½). 90 Active Points; total cost 72 points.

4) **Greater Crushing III:** Defenses are even less likely to provide protection. Add Armor Piercing (+½) and Penetrating (+½). 112 Active Points; total cost 90 points.

5) **Greater Crushing IV:** Virtually no defense protects a target from this attack. Add NND (defense is PD Force Field or Force Wall; +1) and Does BODY (+1). 157 Active Points; total cost 126 points.

6) The Deadly Squeeze: The character can continue to crush and rend the target's form as long as he can pay END. Add Continuous (+1). Total cost: 112 Active Points; total cost 90 points.

7) Psychokinetic Rending: Decrease to RKA 2d6 and add BOECV (PD applies; +1) and remove No Knockback (-¼). 75 Active Points; total cost 60 points.

8) Lengthy Squeeze: Add Extra Time (Full Phase; -½). Total cost: 38 points.

9) Attentive Squeeze: Add Concentration (½ DCV; -¼). Total cost: 45 points.

10) Lengthy And Attentive Squeeze: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 33 points.

11) Rending-Spell: Remove No Knockback (-¼) and add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 27 points.

DUST STORM

Effect: Change Environment (-3 Sight Group PER Rolls), OIF (dust or powdery materials)

Target: 4" Radius

Duration: Constant

Range: 105"

END Cost: 2

Mentalism Roll Penalty: -2

Description: The character uses his telekinetic powers to kick up all the dust in the area, to break open bags of flour, or spread some other sort of powdery material around in a cloud that interferes with sight.

Game Information: *Change Environment 4" radius, -3 to Sight Group PER Rolls (21 Active Points), OIF (dust or powdery materials of opportunity; -½). Total cost: 14 points.*

Options:

1) Strong Dust Storm: Increase to 8" radius. 26 Active Points; total cost 17 points.

2) Weak Dust Storm: Decrease to 2" radius. 16 Active Points; total cost 11 points.

3) Skillful Dust Storm: Add Requires A Mentalism Roll (-½). Total cost: 10 points.

4) Lengthy Dust Storm: Add Extra Time (Full Phase; -½). Total cost: 10 points.

5) Attentive Dust Storm: Add Concentration (½ DCV; -¼). Total cost: 12 points.

6) Lengthy And Attentive Dust Storm: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 9 points.

GYRATOR

Effect: Drain DEX 3d6

Target: One character

Duration: Instant

Range: 150"

END Cost: 4

Mentalism Roll Penalty: -4

Description: The character telekinetically grabs a target and spins him around like a top, inducing dizziness and loss of dexterity.

Game Information: *Drain DEX 3d6, Ranged (+½). Total cost: 45 points.*

Options:

1) Really Dizzy: Increase to Drain DEX 4d6. Total cost: 60 points.

2) Not Quite So Dizzy: Decrease to Drain DEX 2d6. Total cost: 30 points.

3) I Think I'm Gonna Be Sick...: Being spun around so fast makes the target sick as well as dizzy. Add both DEX and CON simultaneously (+½). Total cost: 60 points.

4) Got The Wobbles: The dizzying effect of the character's attack lasts quite a while. Add Delayed Return Rate (points return at the rate of 5 per Minute; +¼). Total cost: 52 points.

5) Skillful Gyration: The character has to do the spin just right or it doesn't work. Add Requires A Mentalism Roll (-½). Total cost: 30 points.

6) Psychokinetic Gyrator: Add BOECV (Power Defense applies; +1). Total cost: 75 points.

7) Lengthy Gyration: Add Extra Time (Full Phase; -½). Total cost: 30 points.

8) Attentive Gyration: Add Concentration (½ DCV; -¼). Total cost: 36 points.

9) Lengthy And Attentive Gyration: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 26 points.

10) Gyration Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 18 points.

LOCKDOWN

Effect: Entangle 3d6, 3 DEF**Target:** One character**Duration:** Constant**Range:** 300"**END Cost:** 6**Mentalism Roll Penalty:** -6

Description: The character can telekinetically grab another person and prevent him from moving. He maintains the “grab” (in game terms, the power is Constant). This means that if he doesn’t roll the maximum BODY on the dice in his first attack, he can roll again in later Phases, adding a minimum of +1 BODY per Phase until he reaches the maximum of 6 BODY. If anything damages the Entangle, the character may add +1 BODY per Phase to “heal” the damage (as described on page 166 of *The HERO System 5th Edition, Revised*). If the victim breaks out of the Entangle entirely, that ends the attack.

For a more purely “psionic” version of this sort of power, see *Mental Paralysis* on page 64.

Game Information: *Entangle 3d6, 3 DEF, Continuous (+1). Total cost: 60 points.*

Options:

- 1) **Strong Lockdown:** Increase to Entangle 4d6, 4 DEF. Total cost: 80 points.
- 2) **Weak Lockdown:** Decrease to Entangle 2d6, 2 DEF. Total cost: 40 points.
- 3) **Lockdown Variant:** Change to Entangle 2d6, 4 DEF. Total cost: 60 points.
- 4) **Restricted Lockdown:** To maintain the lockdown, the character must refrain from using other telekinetic powers. Add Lockout (-½). 60 Active Points; total cost 40 points.
- 5) **Lockdown Only:** The character can only Entangle victims; he cannot form barriers of telekinetic force. Add Cannot Form Barriers (-¼). 60 Active Points; total cost 48 points.
- 6) **Easy Lockdown:** Instead of having to maintain the Lockdown, the character simply binds the target with telekinetic energy and leaves him that way. Change to Entangle 6d6, 6 DEF. Total cost: 60 points.
- 7) **Lengthy Lockdown:** Add Extra Time (Full Phase; -½). Total cost: 40 points.
- 8) **Attentive Lockdown:** Add Concentration (½ DCV; -¼). Total cost: 48 points.
- 9) **Lengthy And Attentive Lockdown:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 34 points.
- 10) **Lockdown Spell:** Add OAF (wizard’s staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 24 points.

MISSILE PROJECTION

Effect: Energy Blast 9d6/RKA 3d6**Target:** One character**Duration:** Instant**Range:** 250"**END Cost:** 4**Mentalism Roll Penalty:** -4

Description: The character uses his telekinetic powers to pick up small objects and “throw” them at a target with tremendous force.

Game Information:**Cost Power**

- | | |
|----|--|
| 30 | <i>Missile Projection:</i> Multipower, 45-point reserve; all OIF (-½) |
| 3u | 1) <i>Blunt Object Projection:</i> Energy Blast 9d6; OIF (small, blunt objects of opportunity; -½) |
| 3u | 2) <i>Sharp Object Projection:</i> RKA 3d6; OIF (small, sharp objects of opportunity; -½) |

Total cost: 36 points.**Options:**

- 1) **Strong Missile Projection:** Increase reserve to 60 points, slot one to Energy Blast 12d6, and slot two to RKA 4d6. Total cost: 48 points.
- 2) **Weak Missile Projection:** Decrease reserve to 40 points, slot one to Energy Blast 8d6, and slot two to RKA 2½d6. Total cost: 33 points.
- 3) **Missile Projection Variant:** As Weak Missile Projection, but increase reserve to 60 points and add Armor Piercing (+½) to both slots. Total cost: 48 points.
- 4) **Rapid-Fire Missile Projection:** If the character has enough small objects available, he can quickly shoot several of them at one target, or one each at multiple targets. As Weak Missile Projection, but increase reserve to 60 points and add Autofire (5 shots; +½) to both slots. Total cost: 48 points.
- 5) **Lengthy Missile Projection:** Add Extra Time (Full Phase; -½) to reserve and both slots. Total cost: 26 points.
- 6) **Attentive Missile Projection:** Add Concentration (½ DCV; -¼) to reserve and both slots. Total cost: 32 points.
- 7) **Lengthy And Attentive Missile Projection:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼) to reserve and both slots. Total cost: 24 points.

PERSONAL COMBAT FIELD

Effect: Force Field (30 PD/20 ED), HA +8d6**Target:** Self/One character**Duration:** Constant/Instant**Range:** Self/Touch**END Cost:** 5/4**Mentalism Roll Penalty:** -5/-4

Description: The character can surround his body with a form-hugging “bubble” of telekinetic energy. The field significantly increases the power of his punches, and protects him from attacks. Visually, it looks as if a field of glowing energy surrounds the character, making him look “bigger” and sort of puffed-up. While the power remains active, he may have trouble fitting into small spaces, sitting on normal-sized chairs, and the like.

Game Information:**Cost Power**

50 *Personal Combat Field (Protection):* Force Field (30 PD/20 ED)

23 *Personal Combat Field (Punches):* HA +8d6 (40 Active Points); Hand-To-Hand Attack (-½), Linked (can be used in any Phase when Force Field is active; -¼)

Total cost: 73 points.**Options:**

1) Strong Field: Increase to Force Field (35 PD/25 ED) and HA +10d6. 60 + 50 = 110 Active Points; total cost 60 + 29 = 89 points.

2) Weak Field: Decrease to Force Field (25 PD/15 ED) and HA +6d6. 40 + 30 = 70 Active Points; total cost 40 + 17 = 57 points.

3) Less Tiring Field: Add Reduced Endurance (½ END; +¼) to both powers. 62 + 50 = 112 Active Points; total cost 62 + 29 = 91 points.

4) Personal Telekinetic Field: The Field doesn’t just improve the character’s punch, it enhances his Strength in general. Change HA +8d6 to +40 STR. 50 + 40 = 90 Active Points; total cost 50 + 32 = 82 points.

5) Lengthy Power: Add Extra Time (Full Phase; -½) to both powers. Total cost: 51 points.

6) Attentive Power: Add Concentration (½ DCV; -¼) to both powers. Total cost: 60 points.

7) Lengthy And Attentive Power: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼) to both powers. Total cost: 45 points.

8) Spell: Add OAF (wizard’s staff; -1), Gestures (-¼), and Incantations (-¼) to both powers. Total cost: 33 points.

SHUT YOUR MOUTH

Effect: Darkness to Hearing Group, Only To Prevent Speech**Target:** One character**Duration:** Constant**Range:** 60”**END Cost:** 1**Mentalism Roll Penalty:** -1

Description: The character uses his telekinetic powers to hold a target’s mouth shut and tongue motionless, preventing him from speaking.

Game Information: *Darkness to Hearing Group 1” radius, Usable As Attack (defense is Telekinesis, STR greater than the character’s Telekinesis STR, a PD Force Field, or anything that hides the target’s mouth from the character’s view; +1), Ranged (+½) (12 Active Points); Only Affects One Character (-½), Only To Prevent Speech (-1). Total cost: 5 points.*

Options:

1) Muzzle: By holding the target’s mouth shut, the character also prevents him from biting. Add:

Drain HKA 4d6, Ranged (+½), Delayed Return Rate (points return at the rate of 5 per Minute; +¼) (70 Active Points); Linked (-¼), Only Bite-Based HKAs (-1½), Points Fade Immediately If Darkness Deactivated (-½) (total cost: 21 points). 12 + 70 = 82 Active Points; total cost 5 + 21 = 26 points.

2) Skillful Shutting: The character has to grab the target just right or he can’t shut the target’s mouth. Add Requires A Mentalism Roll (-½). Total cost: 4 points.

3) Psychokinetic Shutting: Add BOECV (+1). 17 Active Points; total cost 7 points.

4) Lengthy Shutting: Add Extra Time (Full Phase; -½). Total cost: 4 points.

5) Attentive Shutting: Add Concentration (½ DCV; -¼). Total cost: 4 points.

6) Lengthy And Attentive Shutting: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 4 points.

7) Spell: Add OAF (wizard’s staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 3 points.

STRANGULATION

Effect: RKA ½d6, NND, Does BODY
Target/Area Affected: One character
Duration: Constant
Range: 200"
END Cost: 4
Mentalism Roll Penalty: -4

Description: The character can telekinetically grab his victim by the throat and strangle him to death.

Game Information: RKA ½d6, NND (*defense is Life Support [Self-Contained Breathing] or not needing to breathe; +1*), Does BODY (+1), Continuous (+1). Total cost: 40 points.

Options:

- 1) **Quicker Strangulation:** Increase to RKA 1d6. Total cost: 60 points.
- 2) **Slower Strangulation:** Decrease to RKA 1 point. Total cost: 20 points.
- 3) **Realistic Strangulation:** This form of Strangulation causes characters to die from lack of oxygen much more quickly than the rules ordinarily allow (see *The HERO System 5th Edition, Revised*, page 424). To simulate realistic strangulation, use this variant instead: Change Environment 1" radius, -1 Temperature Level (remove all breathing gases from the area around the target), Usable As Attack (defense is Life Support [Self-Contained Breathing]; +1), Ranged (+½) (12 Active Points); Only Affects One Person (-½) (total cost: 8 points). This deprives the character of oxygen, denying him Recoveries and causing him to spend a minimum of 1 END per Phase (and, eventually, STUN and BODY instead). Since it's bought Usable As Attack, the effect moves with the target as he moves.
- 4) **No Air For Any Of You:** The character can Strangle multiple targets. Add Area Of Effect (4" Radius; +1), Selective (+¼). Total cost: 52 points.
- 5) **Enhanced Strangulation:** If the character can see a target, he can strangle him regardless of intervening barriers such as windows. Add Indirect (+½). Total cost: 45 points.
- 6) **Psychokinetic Strangulation:** Add BOECV (defense is as specified above; +1). Total cost: 27 points.
- 7) **Lengthy Strangulation:** Add Extra Time (Full Phase; -½). 40 Active Points; total cost 33 points.
- 8) **Attentive Strangulation:** Add Concentration (½ DCV; -¼). 40 Active Points; total cost 32 points.
- 9) **Lengthy And Attentive Strangulation:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). 40 Active Points; total cost 23 points.
- 10) **Strangulation Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). 40 Active Points; total cost 16 points.

STRENGTH AUGMENTATION

Effect: +30 STR
Target: Self
Duration: Constant
Range: Self
END Cost: 3
Mentalism Roll Penalty: -3

Description: Some telekinetics have the ability to focus their power through themselves to augment their natural strength and toughness.

Game Information: +30 STR (30 Active Points); Nonpersistent (-¼). Total cost: 24 points.

Options:

- 1) **Strong Augmentation:** Increase to +40 STR. 40 Active Points; total cost 32 points.
- 2) **Weak Augmentation:** Decrease to +20 STR. 20 Active Points; total cost 16 points.
- 3) **Skillful Augmentation:** Add Requires A Mentalism Roll (-½). Total cost: 17 points.
- 4) **Restricted Augmentation:** The power enhances the character's strength, but not his toughness. Add No Figured Characteristics (-½). Total cost: 17 points.
- 5) **Lengthy Augmentation:** Add Extra Time (Full Phase to activate; -¼). Total cost: 20 points.
- 6) **Augmentation Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 11 points.

STUCK ON YOU

Effect: Telekinesis (40 STR), Only To Stick Things Together
Target: One character
Duration: Uncontrolled
Range: 100"
END Cost: 0
Mentalism Roll Penalty: -12

Description: This power allows the character to stick two things to each other — a character to a wall, a door to its jamb, a weapon to its scabbard, or the like. The effect lasts until someone manages to separate the two objects, or breaks one of them.

Game Information: Telekinesis (40 STR), Uncontrolled (lasts until something separates the stuck things or breaks one of the stuck things; +½), Reduced Endurance (0 END; +½) (120 Active Points); Only To Stick Things Together (-1), Limited Range (100"; -¼). Total cost: 53 points.

Options:

- 1) **Strong Sticking:** Increase to Telekinesis (50 STR). 150 Active Points; total cost 67 points.
- 2) **Weak Sticking:** Decrease to Telekinesis (30 STR). 90 Active Points; total cost 40 points.
- 3) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 44 points.
- 4) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 48 points.
- 5) **Lengthy And Attentive Power:** Add Extra Time

(Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 40 points.

6) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 32 points.

TELEKINETIC BLADE

Effect: HKA 2d6 (up to 4d6 with STR)

Target: One character

Duration: Instant

Range: Touch

END Cost: 3

Mentalism Roll Penalty: -3

Description: The character creates a "sword" of telekinetic force with which to strike his enemies.

Game Information: *HKA 2d6 (up to 4d6 with STR). Total cost: 30 points.*

Options:

1) **Telekinetic Greatsword:** Increase to HKA 2½d6 (up to 5d6+1 with STR). Total cost: 40 points.

2) **Telekinetic Dagger:** Decrease to HKA 1d6 (up to 2d6 with STR). Total cost: 15 points.

3) **Sharp Blade:** The character's telekinetic blade is unusually sharp. Add Armor Piercing (+½). Total cost: 45 points.

4) **Agile Blade:** The character's telekinetic blade originates from him, but can strike from any angle. Add Indirect (+½). Total cost: 45 points.

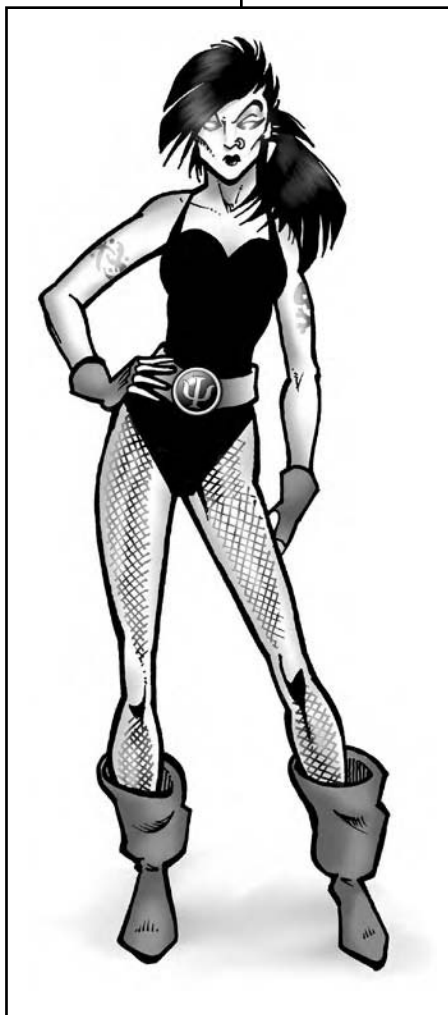
5) **Psychokinetic Blade:** Decrease to HKA 1d6 and add BOECV (Mental Defense applies; +1) and Does BODY (+1). Total cost: 45 points.

6) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 20 points.

7) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 24 points.

8) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 17 points.

9) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 12 points.



TELEKINETIC BLAST

Effect: Energy Blast 9d6 (physical)

Target: One character

Duration: Instant

Range: 225"

END Cost: 4

Mentalism Roll Penalty: -4

Description: The character can telekinetically "punch" or "smash" his enemies.

Game Information: *Energy Blast 9d6 (physical). Total cost: 45 points.*

Options:

1) **Strong Blast:** Increase to Energy Blast 12d6. Total cost: 60 points.

2) **Weak Blast:** Decrease to Energy Blast 7d6. Total cost: 35 points.

3) **Sharp Telekinetic Blast:** The character can "shape" the leading edge of his attack so that it cuts through a target's defenses. Decrease to Energy Blast 8d6 and add Armor Piercing (+½). Total cost: 60 points.

4) **Telekinetic Barrage:** The character can fire multiple beams of force at one or more targets. Decrease to Energy Blast 8d6 and add Autofire (5 shots; +½). Total cost: 60 points.

5) **Irresistible Blast:** The character telekinetically strikes at the target from all directions, hitting his most vulnerable spots, making most forms of protection useless. Decrease to Energy Blast 5d6 and add NND (defense is PD Force Field, or a PD Force Wall that surrounds the target; +1), Does BODY (+1), and No Knockback (-¼). 75 Active Points; total cost 60 points.

6) **Telekinetic Assault:** Instead of projecting a telekinetic beam, the character uses his telekinetic powers to strike the target from any angle. Decrease to Energy Blast 8d6 and add Indirect (+¾). Total cost: 70 points.

7) **Expanded Telekinetic Attack:** The character can telekinetically attack everyone in an area. Decrease to Energy Blast 7d6 and add Area Of Effect (4" Radius; +1). Total cost: 70 points.

8) **Telekinetic Cone:** As Expanded Telekinetic Attack, but change to Area Of Effect (8" Cone; +1) and add No Range (-½). 70 Active Points; total cost 47 points.

9) **Lengthy Blast:** Add Extra Time (Full Phase; -½). Total cost: 30 points.

10) **Attentive Blast:** Add Concentration (½ DCV; -¼). Total cost: 36 points.

11) **Lengthy And Attentive Blast:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 26 points.

12) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 18 points.

TELEKINETIC BLOCKING

Effect: Variable Power Pool for Dispel/Drain/Suppress
Target: One character
Duration: Instant
Range: LOS
END Cost: Varies
Mentalism Roll Penalty: Varies

Description: The character has such fine and broad control of his telekinetic powers that he can reach “inside” a person’s body to shut off neural pathways, muscles, and the like, thus depriving the target of full control over his abilities... and perhaps the power to use them at all.

This is a very powerful ability, one the GM should review and approve before it enters the game. Some GMs may prefer that characters buy a Multipower of pre-defined Telekinetic Blocking effects instead.

Game Information: *Variable Power Pool (Telekinetic Blocking Pool), 40 base + 20 control cost; Only For Dispels, Drains, And Suppresses (-1). 40 + 20 = 60 Active Points; total cost 40 + 10 = 50 points.*

Options:

- 1) **Larger Pool:** Increase to 60 base + 30 control cost. Active Points 60 + 30 = 90; total cost 60 + 15 = 75 points.
- 2) **Smaller Pool:** Decrease to 30 base + 15 control cost. Active Points 30 + 15 = 45; total cost 30 + 7 = 37 points.
- 3) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 48 points.
- 4) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 49 points.
- 5) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 47 points.
- 6) **Spell:** Add OAF (wizard’s staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 46 points.

TELEKINETIC LANCE

Effect: RKA 2d6, Penetrating
Target: One character
Duration: Instant
Range: 225”
END Cost: 4
Mentalism Roll Penalty: -4

Description: Similar to Telekinetic Blast, this power instead penetrates, rips, and tears at the target, inflicting serious injuries.

Game Information: *RKA 2d6, Penetrating (+½). Total cost: 45 points.*

Options:

- 1) **Strong Lance:** Increase to RKA 3d6. Total cost: 67 points.
- 2) **Weak Lance:** Decrease to RKA 1d6+1. Total cost: 30 points.
- 3) **Power Lance:** This form of Telekinetic Lance is so powerful that it can affect almost anyone. Increase to Penetrating (x2; +1). Total cost: 60 points.
- 4) **Unavoidable Lance:** The character’s Telekinetic Lance can strike from any angle. Add Indirect (+¾). Total cost: 67 points.
- 5) **Telekinetic Darts:** Instead of shooting a single “lance” of telekinetic force, the character fires a fusillade of smaller telekinetic “darts.” Add Autofire (5 shots; +½). Total cost: 60 points.
- 6) **Psychokinetic Lance:** Add BOECV (Mental Defense applies; +1) and Does BODY (+1). Total cost: 105 points.
- 7) **Lengthy Lance:** Add Extra Time (Full Phase; -½). Total cost: 30 points.
- 8) **Attentive Lance:** Add Concentration (½ DCV; -¼). Total cost: 36 points.
- 9) **Lengthy And Attentive Lance:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 26 points.
- 10) **Spell:** Add OAF (wizard’s staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 18 points.

TELEKINETIC MACE

Effect: HA +6d6**Target:** One character**Duration:** Instant**Range:** Touch**END Cost:** 3**Mentalism Roll Penalty:** -3**Description:** The character creates a sort of bludgeoning weapon out of telekinetic force and uses it to smash his foes.**Game Information:** HA +6d6 (30 Active Points); Hand-To-Hand Attack (-½). Total cost: 20 points.**Options:****1) Powerful Mace:** Increase to HA +8d6. 40 Active Points; total cost 27 points.**2) Smaller Mace:** Decrease to HA +4d6. 20 Active Points; total cost 13 points.**3) Spiked Mace:** The character's force-mace has spikes on it so it can easily penetrate armor. Add Armor Piercing (+½). 45 Active Points; total cost 30 points.**4) Telekinetic Morningstar:** The character's "club" has enough flexibility to bend around shields and similar defenses so it can more easily strike targets. Add Indirect (always from the target's right or left side, to avoid shields and like defenses; +¼). 37 Active Points; total cost 25 points.**5) Psychokinetic Mace:** Rather than wield the Mace by hand, the character wields it with the power of his mind. Add Alternate Combat Value (uses ECV to target against DCV; -¼). Total cost: 17 points.**6) Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 15 points.**7) Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 17 points.**8) Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 13 points.**9) Spell Of The Mystical Mace:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 10 points.

TELEKINETIC SUMMONING

Effect: Summon one animal built on up to 300 Character Points, Slavishly Devoted**Target:** N/A**Duration:** Instant**Range:** 30"**END Cost:** 16**Mentalism Roll Penalty:** -16**Description:** The character can create an animal out of telekinetic force. This being functions just like the animal it resembles, but it's obviously made of telekinetic force rather than flesh and blood, and it does whatever its creator wants.**Game Information:** Summon one animal built on up to 300 Character Points, Expanded Class (any animal; +½), Limited Range (30"; +¼), Slavishly Devoted (+1) (165 Active Points); Concentration (½ DCV; -¼), Extra Time (Full Phase; -½), Costs Endurance (to maintain; -¼). Total cost: 82 points.**Options:****1) Strong Summoning:** Increase to up to four animals. 192 Active Points; total cost 96 points.**2) Weak Summoning:** Decrease to one animal built on up to 200 Character Points. 110 Active Points; total cost 55 points.**3) Attentive Summoning:** Add Concentration (½ DCV; -¼). Total cost: 73 points.**4) Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 47 points.

TELEKINETIC TRANSMUTATION

Effect: Major Transform 2d6, anything into anything

Target: One character/object

Duration: Instant

Range: 300"

END Cost: 6

Mentalism Roll Penalty: -6

Description: The character's telekinetic abilities are so precise and so powerful that he can literally rearrange matter at the molecular and atomic levels to transmute any substance or object into any other substance or object. In this fashion plants can be turned into crystal sculptures, lead can be turned into gold, and a Mack truck can be transformed into a sleek limousine.

Game Information: *Major Transform 2d6 (anything into anything, heals back by another application of this or a similar power), Improved Results group (anything; +1). Total cost: 60 points.*

Options:

- 1) **Strong Transmutation:** Increase to Major Transform 3d6. Total cost: 90 points.
- 2) **Weak Transmutation:** Decrease to Major Transform 1d6. Total cost: 30 points.
- 3) **Skillful Transmutation:** Add Requires A Mentalism Roll (-½). 60 Active Points; total cost 40 points.
- 4) **Psychokinetic Transmutation:** Add BOECV (Power Defense applies; +1). Total cost: 90 points.
- 5) **Transmutative Touch:** The character must touch the object he wants to transmute. Add No Range (-½). 60 Active Points; total cost 40 points.
- 6) **Lengthy Transmutation:** Add Extra Time (Full Phase; -½). 60 Active Points; total cost 40 points.
- 7) **Attentive Transmutation:** Add Concentration (½ DCV; -¼). 60 Active Points; total cost 48 points.
- 8) **Lengthy And Attentive Transmutation:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). 60 Active Points; total cost 34 points.
- 9) **Spell Of Profound Change:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). 60 Active Points; total cost 24 points.

ENERGY KINESIS POWERS

Here are a few examples of powers involving psychokinetic manipulation of energy and energy-related phenomena. In some genres, particularly Comic Book Superheroes, powers of this sort can rise to the level of absolute energy control; see *The UNTIL Superpowers Databases* for hundreds of example powers suited to such characters.

ENERGY MANIPULATION

Effect: Telekinesis (30 "STR"), Energy Only

Target: Special

Duration: Constant

Range: 225"

END Cost: 4

Mentalism Roll Penalty: -4

Description: The character has the power to "pick up" masses of energy, such as electricity or fire, doing up to 6 Damage Classes' worth of damage (see *Liquids, Gases, And Energy*, page 68). He can move the energy without extinguishing it, and can "touch" targets with it to inflict damage (which "uses up" the energy). He can also shape the energy into simple forms, such as a sphere, writing, or the like.

Game Information: *Telekinesis (30 "STR") (45 Active Points); Only Works On Energy (-½). Total cost: 30 points.*

Options:

- 1) **Greater Energy Manipulation:** Increase to Telekinesis (40 "STR"). 60 Active Points; total cost 40 points.
- 2) **Weaker Manipulation:** Decrease to Telekinesis (20 "STR"). 30 Active Points; total cost 20 points.
- 3) **Pyrokinesis:** Most types of this power work against a specific type of energy. The most common is *pyrokinesis*, or psychic generation and control of fire. Change Only Works On Energy (-½) to Only Works On Fire (-1). Total cost: 22 points.
- 4) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 22 points.
- 5) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 26 points.
- 6) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 20 points.
- 7) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 15 points.

TEMPERATURE CONTROL

Effect: Change Environment (+/-2 Temperature Levels)

Target: 8" Radius

Duration: Constant

Range: No Range

END Cost: 2

Mentalism Roll Penalty: -2

Description: A pyrokinetic (controller of fire/heat) or cryokinetic (controller of ice/cold) can use this power to increase (or decrease) the local temperature in significant (but not extreme) amounts.

Game Information: *Change Environment 8" radius, +/-2 Temperature Levels (23 Active Points); No Range (-½). Total cost: 15 points.*

Options:

- 1) **Strong Power:** Increase to +/-3 Temperature Levels. 26 Active Points; total cost 17 points.
- 2) **Weak Power:** Decrease to +/-1 Temperature Level. 20 Active Points; total cost 13 points.
- 3) **Skillful Power:** Add Requires A Mentalism Roll (-½). Total cost: 11 points.
- 4) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 11 points.
- 5) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 13 points.
- 6) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 10 points.
- 7) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 8 points.

DEFENSIVE POWERS

MISDIRECTED AIM

Effect: +4 DCV, Usable As Attack

Target: One character

Duration: Constant

Range: Self/200"

END Cost: 2/5

Mentalism Roll Penalty: -2/-5

Description: The character uses his telekinetic powers to "nudge" attackers so their attacks are more likely to miss. He can use this ability for himself, or for another person (in the latter case it's bought Usable As Attack so the character controls how long it remains active, pays the END for it, and can grant the ability to someone without their needing to take any action).

Game Information:**Cost Power**

- | | |
|----|---|
| 33 | <i>Misdirected Aim:</i> Multipower, 50-point powers; all Costs Endurance (-½) |
| 1u | 1) <i>Self-Protection:</i> +4 DCV; Costs Endurance (-½) |
| 3u | 2) <i>Protection Of Another:</i> +4 DCV, Usable As Attack (+1), Ranged (+½); Costs Endurance (-½) |

Total cost: 37 points.

Options:

- 1) **Strong Misdirection:** Increase reserve to 75 points and both slots to +6 DCV. Total cost: 57 points.
- 2) **Weak Misdirection:** Decrease reserve to 25 points and both slots to +2 DCV. Total cost: 20 points.
- 3) **Lengthy Power:** Add Extra Time (Full Phase; -½) to reserve and both slots. Total cost: 28 points.
- 4) **Attentive Power:** Add Concentration (½ DCV; -¼) to reserve and both slots. Total cost: 33 points.
- 5) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼) to reserve and both slots. Total cost: 25 points.
- 6) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼) to reserve and both slots. Total cost: 20 points.

TELEKINETIC BRACING

Effect: Knockback Resistance (-5")**Target:** Self**Duration:** Constant**Range:** Self**END Cost:** 1**Mentalism Roll Penalty:** -1

Description: The character can use his telekinetic powers to brace himself against the force of an attack and resist being moved by it.

Game Information: *Knockback Resistance (-5") (10 Active Points); Costs Endurance (-½). Total cost: 7 points.*

Options:

- 1) **Strong Bracing:** Increase to Knockback Resistance (-8"). 16 Active Points; total cost 11 points.
- 2) **Weak Bracing:** Decrease to Knockback Resistance (-3"). 6 Active Points; total cost 4 points.
- 3) **Reflexive Bracing:** The character braces himself automatically, without thinking about it or using any energy. Removes Costs Endurance (-½). Total cost; 10 points.
- 4) **Skillful Bracing:** Add Requires A Mentalism Roll (-½). Total cost: 5 points.

TELEKINETIC DEFENSE

Effect: Armor (up to 8 PD/up to 8 ED), Ablative, Activation Roll 14-, OIF**Target:** Self**Duration:** Constant**Range:** Self**END Cost:** 2**Mentalism Roll Penalty:** -2

Description: The character picks up an object, such as a trashcan lid, boulder, or the like, and uses it to block attacks. The amount of protection provided depends on the object; a metal plate offers more defense than a wooden board, for example. The attacks gradually destroy the object until there's nothing left of it. The character must make a roll each Phase to keep the object properly positioned (in game terms, this is an Activation Roll, bought to equal the character's Mentalism roll).

Game Information: *Armor (up to 8 PD/up to 8 ED) (24 Active Points); OIF (appropriate objects of opportunity; -½), Ablative (-½), Activation Roll 14- (assumes Mentalism roll of 14; -½), Only Provides Armor Up To DEF+BODY Of Object Or 8 PD/8 ED, Whichever Is Less (-½), Costs Endurance (-½). Total cost: 7 points.*

Options:

- 1) **Tougher Armor:** Increase to Armor (up to 12 PD/up to 12 ED). 36 Active Points; total cost 10 points.
- 2) **Weak Armor:** Decrease to Armor (up to 5 PD/up to 5 ED). 15 Active Points; total cost 4 points.

3) **Protect My Friends:** The character can use a "blocking object" to protect his friends instead of himself. This is bought Usable As Attack so the character controls the Armor and pays the END cost. Add Usable As Attack (defense is refusal to have the power applied; +1) and Ranged (+½), and remove Costs Endurance (-½). 60 Active Points; total cost 20 points.

4) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 6 points.

5) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 6 points.

6) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 6 points.

TELEKINETIC POINT DEFENSE

Effect: Missile Deflection (all Ranged attacks)**Target/Area Affected:** Self**Duration:** Constant**Range:** Self**END Cost:** 1

Description: The character can telekinetically deflect, block, or misdirect Ranged attacks aimed at him.

Game Information: *Missile Deflection (all Ranged attacks) (20 Active Points); Costs Endurance (-½). Total cost: 13 points.*

Options:

- 1) **Improved Telekinetic Point Defense:** Add +4 with Missile Deflection. Total cost: +8 points.
- 2) **Expanded Telekinetic Point Defense:** The character can use his power to protect his friends as well. Add Range (+1). 40 Active Points; total cost 27 points.

TELEKINETIC SHIELD

Effect: Force Field (25 PD/20 ED)**Target:** Self**Duration:** Constant**Range:** Self**END Cost:** 4**Mentalism Roll Penalty:** -4

Description: The character can create a field of telekinetic energy to protect himself from attacks.

Game Information: *Force Field (25 PD/20 ED). Total cost: 45 points.*

Options:

- 1) **Strong Telekinetic Shield:** Increase to Force Field (30 PD/25 ED). Total cost: 55 points.
- 2) **Weak Telekinetic Shield:** Decrease to Force Field (20 PD/15 ED). Total cost: 35 points.

- 3) **Nobody's Getting Hurt While I'm Around:** The character can give other characters the ability to create telekinetic shields around themselves. Decrease to Force Field (10 PD/8 ED), Usable Simultaneously (up to 8 people at once; +1), Ranged (+½). Total cost: 45 points.
- 4) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 30 points.
- 5) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 36 points.
- 6) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 26 points.
- 7) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 18 points.

TELEKINETIC WALL

Effect: Force Wall (12 PD/8 ED)

Target: Varies

Duration: Constant

Range: 250"

END Cost: 5

Mentalism Roll Penalty: -5

Description: The character can create a barrier of telekinetic energy to protect himself, and sometimes others, from attacks.

Game Information: *Force Wall (12 PD/8 ED).*

Total cost: 50 points.

Options:

- 1) **Strong Wall:** Increase to Force Wall (14 PD/10 ED). Total cost: 60 points.
- 2) **Weak Wall:** Decrease to Force Wall (10 PD/6 ED). Total cost: 40 points.
- 3) **Larger Wall:** Add +4" length and +1" height. Total cost: 60 points.
- 4) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 33 points.
- 5) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 40 points.
- 6) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 29 points.
- 7) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 20 points.

TELEKINETIC WHIRLWIND

Effect: Force Field (12 PD/12 ED), OIF, Ablative plus Energy Blast 6d6, OIF

Target: Self/3" Radius

Duration: Constant

Range: Self/No Range

END Cost: 12

Mentalism Roll Penalty: -12

Description: The character picks up a large number of small objects and telekinetically whirls them around his body. As they orbit him, they not only protect him from attacks, but they hit and hurt anyone who comes within 3" of him. However, as they get destroyed by attacks, the whirlwind becomes less and less effective.

The OIF for this power indicates the need for a sufficient number of objects of opportunity with which to form a whirlwind. The GM decides what counts as "sufficient"; typically, a character needs enough small, reasonably sturdy objects to fill at least half a cubic hex. If the character doesn't have that much material to work with, the GM can allow him to use the power anyway, but with the Ablative effect already reduced to an Activation Roll of 14-, or lower (depending on just how much material the character has).

The Area Of Effect for this power is voluntarily restricted to 3", though it could be as large as 7" based on the points in the Energy Blast. Area Of Effect powers normally don't move once established. However, given the nature of this ability the GM should consider allowing it to move with the character as he moves.

Game Information: *Force Field (12 PD/12 ED) (24 Active Points), OIF (sufficient quantity of objects of opportunity; -½), Ablative (-½) (12 Active Points) plus Energy Blast 6d6 (physical), Area Of Effect (3" Radius; +1), Constant (+1), Hole In The Middle (+¼) (97 Active Points); OIF (sufficient quantity of objects of opportunity; -½), No Range (-½), Linked (character may use 1d6 of Energy Blast per 2 PD/2 ED of Force Field available; -¼), No Knockback (-¼) (total cost: 39 points). 24 + 97 = 121 Active Points; total cost 12 + 39 = 51 points.*

Options:

- 1) **Lengthy Power:** Add Extra Time (Full Phase; -½) to both powers. Total cost: 42 points.
- 2) **Attentive Power:** Add Concentration (½ DCV; -¼) to both powers. Total cost: 46 points.
- 3) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼) to both powers. Total cost: 39 points.
- 4) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼) to both powers. Total cost: 31 points.

MOVEMENT POWERS

Virtually any Movement Power can be defined as a “Telekinesis trick” in which the character uses his psychokinetic abilities to move himself rather than some other object. Telekinetic Flight, below, is a common example; you can create similar powers by substituting other Movement Powers.

GRASP THE WALL

Effect: Clinging

Target: Self

Duration: Constant

Range: Self

END Cost: 2

Mentalism Roll Penalty: -2

Description: The character uses his telekinesis to “grab” a nearby wall, ceiling, or other surface and hold himself against it.

Game Information: *Clinging (normal STR +30) (20 Active Points); Costs Endurance (-½). Total cost: 13 points.*

Options:

1) **Strong Grasp:** Increase Clinging STR to normal STR +45. 25 Active Points; total cost 17 points.

2) **Not So Strong Grasp:** Decrease Clinging STR to normal STR +15. 15 Active Points; total cost 10 points.

3) **Easy Grasp:** Remove Costs Endurance (-½). Total cost: 20 points.

4) **Unsure Grasp:** Add Cannot Resist Knockback (-¼). Total cost: 11 points.

5) **Skilled Grasp:** Add Requires A Telekinesis Tricks Roll (-½). Total cost: 10 points.

6) **Lengthy Grasp:** Add Extra Time (Full Phase; -½). Total cost: 10 points.

7) **Attentive Grasp:** Add Concentration (½ DCV; -¼). Total cost: 11 points.

8) **Lengthy And Attentive Grasp:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 9 points.

9) **Spell:** Add OAF (wizard’s staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 7 points.

TELEKINETIC FLIGHT

Effect: Flight 12”

Target: Self

Duration: Constant

Range: Self

END Cost: 2

Mentalism Roll Penalty: -2

Description: The character can telekinetically pick himself up, thus using his powers to fly.

Game Information: *Flight 12”. Total cost: 24 points.*

Options:

1) **Faster Telekinetic Flight:** Increase to Flight 15”. Total cost: 30 points.

2) **Slower Telekinetic Flight:** Decrease to Flight 10”. Total cost: 20 points.

3) **Telekinetic Levitation:** The character can only use his power to “fly” straight up and down. Add Levitation (-½). Total cost: 16 points.

4) **Come On Along For The Ride:** The character can also pick up some of his friends and bring them along with him. Buy as a naked Advantage Usable Simultaneously (up to four people at once; +¾) (18 Active Points); Recipients Must Remain Within 10” Of Character (-½). Total cost: 12 points.

5) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 16 points.

6) **Spell:** Add OAF (wizard’s staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 10 points.

TELEKINETIC TELEPORTATION

Effect: Teleportation 30”

Target: Self

Duration: Instant

Range: Self

END Cost: 6

Mentalism Roll Penalty: -6

Description: Telekinetics powerful enough to control matter on a molecular or atomic level sometimes have the power to break down their own physical forms into their component atoms, transport those atoms at the speed of thought to a distant location, and then re-assemble them.

Game Information: *Teleportation 30”. Total cost: 60 points.*

Options:

1) **Strong Teleportation:** Increase to Teleportation 40”. Total cost: 80 points.

2) **Weak Teleportation:** Decrease to Teleportation 20”. Total cost: 40 points.

3) **True Telekinetic Teleportation:** The telekinetic can also account for facing and velocity when he Teleports. Add Position Shift and No Relative Velocity. Total cost: 75 points.

4) **Skillful Teleportation:** Add Requires A Mentalism Roll (-½). 60 Active Points; total cost 40 points.

5) **Lengthy Teleportation:** Add Extra Time (Full Phase; -½). 60 Active Points; total cost 40 points.

TELEKINETIC TUNNEL

Effect: Tunneling 8" through DEF 8 materials

Target: Self

Duration: Constant

Range: Self

END Cost: 5

Mentalism Roll Penalty: -4

Description: The character uses his telekinetic power to dig tunnels through the ground (and other substances).

Game Information: *Tunneling 8" through DEF 8 materials. Total cost: 40 points.*

Options:

- 1) **Faster Tunneling:** Tunneling 12" through DEF 12 materials. Total cost: 60 points.
- 2) **Slower Tunneling:** Tunneling 6" through DEF 8 materials. Total cost: 36 points.
- 3) **Leave No Hole:** The character can fill in the hole he makes behind himself. Add Fill In. Total cost: 50 points.
- 4) **Lengthy Tunneling:** Add Extra Time (Full Phase; -½). Total cost: 27 points.
- 5) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 16 points.

SENSORY POWERS

TELEKINETIC AWARENESS

Effect: Radar

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Mentalism Roll Penalty: -3

Description: The character emits pulses of telekinetic energy that rebound from physical objects and return to him, allowing him to "feel" an area even if he cannot see it. However, the presence of large amounts of physical matter around him — such as when he's in a sandstorm, rainstorm, or blizzard — may create "static" that hinders or blinds his radar.

Game Information: *Radar (no Sense Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, Sense. Total cost: 32 points.*

Options:

- 1) **Attentive Awareness:** Add Concentration (½ DCV; -¼). Total cost: 26 points.
- 2) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 13 points.

TELEKINETIC TOUCH

Effect: Range (Touch Sense Group)

Target: Varies

Duration: Constant

Range: Self

END Cost: 0

Mentalism Roll Penalty: -1

Description: Some telekinetic characters can "reach out" with their powers and actually feel the environment around them.

Game Information: *Range for Touch Sense Group (10 Active Points); Nonpersistent (-¼). Total cost: 8 points.*

Options:

- 1) **Tiring Touch:** The character must exert energy to use this ability. Remove Nonpersistent (-¼) and add Costs Endurance (-½). Total cost: 7 points.
- 2) **Targeting Touch:** The character can literally feel where his opponents are at range, and target them with his powers, weapons, or the like. Add Discriminatory and Targeting for Touch Sense Group. 40 Active Points; total cost 32 points.
- 3) **Feeling Around The Corner:** With just a little effort, the character can extend his sense of touch around corners and along winding routes. Change to Clairsentience (Touch Group), Mobile Perception Point (25 Active Points); Perception Point Must Start In Line Of Sight And Can Only Travel Through Open Spaces (-1). Total cost: 12 points.
- 4) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 6 points.
- 5) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 7 points.
- 6) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 5 points.
- 7) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 4 points.

MISCELLANEOUS POWERS

ACTION/REACTION TELEKINESIS

Effect: Stretching 20", Does Not Cross Intervening Space plus +30 STR, Only Works With Stretching

Target: Self

Duration: Constant

Range: Self

END Cost: 12 + 3

Mentalism Roll Penalty: -12 or -15

Description: Normal Telekinesis has no action/reaction — a character can't use it to, for example, grab onto a moving vehicle and be dragged along. This form of Telekinesis is different, allowing for standard action/reaction results.

Game Information: *Stretching 20", Does Not Cross Intervening Space (+¼) (125 Active Points), No Velocity Damage (-¼), Range Modifier Applies (-¼) (total cost: 83 points) plus +30 STR (30 Active Points); Only Works With Stretching (-1) (total cost: 15 points). Total cost: 98 points.*

Options:

1) Longer Telekinesis: Increase to Stretching 24". $150 + 30 = 180$ Active Points; total cost $100 + 15 = 115$ points.

2) Shorter Telekinesis: Decrease to Stretching 16". $100 + 30 = 130$ Active Points; total cost $67 + 15 = 82$ points.

3) Lengthy Power: Add Extra Time (Full Phase; -½). Total cost: 74 points.

4) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 84 points.

5) Lengthy And Attentive Power: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 66 points.

6) Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 51 points.

PSYCHOKINETIC LIMBS

Effect: Extra Limbs

Target: Self

Duration: Constant

Range: 25"

END Cost: 1

Mentalism Roll Penalty: -1

Description: The character uses his psychokinetic power to manifest multiple "telekinetic limbs" with which to grab or manipulate objects. The limbs typically resemble arms or tentacles of glowing golden light, but the character can change that if he prefers. Typically the character can create no more than his EGO/5 limbs, but the GM may allow more (perhaps +1 limb per point by which the character makes an EGO Roll).

Game Information: *Extra Limbs (5 Active Points); Costs Endurance (to activate; -¼). Total cost: 4 points.*

Options:

1) Long Limbs Of The Law: The character's Psychokinetic Limbs can reach objects much further away than his ordinary limbs. Add Stretching 5" (25 Active Points); Limited Body Parts (Extra Limbs only; -¼) (total cost: 20 points). Total cost: 24 points.

2) Effortless Psychokinetic Limbs: Remove Costs Endurance. Total cost: 5 points.

3) Lengthy Power: Add Extra Time (Full Phase; -½). Total cost: 3 points.

4) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 3 points.

5) Lengthy And Attentive Power: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 2 points.

6) Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 2 points.

TELEKINETIC B&E

Effect: Lockpicking (DEX Roll +5)

Target: Self

Duration: Constant

Range: No Range

END Cost: 1

Mentalism Roll Penalty: -1

Description: The character uses his psychokinetic powers to manipulate locks, allowing him to open them without the need for a key. The GM may forbid characters to buy this power unless they have the Fine Manipulation Adder for their basic Telekinesis.

Characters can use this ability as a template for building other abilities with Skills defined as "very precise use of Telekinesis."

Game Information: *Lockpicking (DEX Roll +5) (13 Active Points); Costs Endurance (-½). Total cost: 9 points.*

Options:

1) Better Lockpicking: Increase to DEX Roll +7. 17 Active Points; total cost 11 points.

2) Worse Lockpicking: Decrease to DEX Roll +3. 9 Active Points; total cost 6 points.

3) Skillful Lockpicking: Add Requires A Mentalism Roll (-½). Total cost: 6 points.

4) Lengthy Lockpicking: Add Extra Time (Full Phase; -½). Total cost: 6 points.

5) Attentive Lockpicking: Add Concentration (½ DCV; -¼). Total cost: 7 points.

6) Lengthy And Attentive Lockpicking: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 6 points.

7) Lockpicking Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 4 points.



TELEKINETIC DUPLICATE

Effect: Duplication (creates one 250-point Duplicate), Easy Recombination, Ranged Recombination

Target: Self

Duration: Constant

Range: Self

END Cost: 9 to activate

Mentalism Roll Penalty: -9

Description: The character can create a “duplicate” of himself out of pure telekinetic energy. The duplicate is a lesser version of himself, with reduced-power versions of the same abilities (including telekinetic powers other than this one). The character can dispel (recombine with) the duplicate with little difficulty.

Game Information: Duplication (creates one 250-point Duplicate), Easy Recombination (Zero Phase Action at full DCV), Ranged Recombination (+½) (90 Active Points); Costs Endurance (to activate; -¼). Total cost: 72 points

Options:

- 1) **Tiring Duplication:** The character must pay END every Phase to keep the Duplicate in existence. Change to Costs Endurance (-½). Total cost: 60 points.
- 2) **Lengthy Power:** Add Extra Time (Full Phase to activate; -¼). Total cost: 60 points.
- 3) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 60 points.
- 4) **Lengthy And Attentive Power:** Add Extra Time (Full Phase to activate; -¼) and Concentration (½ DCV; -¼). Total cost: 51 points.
- 5) **Spell:** Add OAF (wizard’s staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 33 points.

TELEKINETIC HEALING

Effect: Healing BODY 3d6, Requires A Paramedics Roll

Target: One character

Duration: Instant

Range: Touch

END Cost: 3

Mentalism Roll Penalty: -3

Description: The character uses his telekinetic powers to heal injuries by placing broken bones back together, holding a cut person’s blood and guts together, knitting torn flesh and sinew, and so on. However, he has to have sufficient medical knowledge to know what to do.

Game Information: Healing BODY 3d6 (30 Active Points); Requires A Paramedics Roll (-½). Total cost: 20 points.

Options:

- 1) **Strong Power:** Increase to Healing BODY 4d6. 40 Active Points; total cost 27 points.
- 2) **Weak Power:** Decrease to Healing BODY 2d6. 20 Active Points; total cost 13 points.
- 3) **Lengthy Power:** Add Extra Time (Full Phase; -½). 30 Active Points; total cost 15 points.
- 4) **Attentive Power:** Add Concentration (½ DCV; -¼). 30 Active Points; total cost 17 points.
- 5) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). 30 Active Points; total cost 13 points.

TELEPATHY POWERS



The Telepathy Powers category encompasses a wide variety of mental powers — in effect, it's the “default” category for powers that don't belong in any other category in addition to pure telepathic abilities. Many other categories overlap it to some degree. For example, for more “brute force” telepathic attacks, see *Ego Attack Powers*; for defensive abilities see *Mental Defense Powers*; for sensory abilities see *Sensory Powers*.

BASIC POWER

TELEPATHY

Effect: Telepathy 8d6

Target: One character

Duration: Constant

Range: LOS

END Cost: 4

Mentalism Roll Penalty: -4

Description: The character has the ability to read the thoughts in another person's mind, or to communicate with another person mentally by projecting his own thoughts into that person's mind. The deeper the character wants to delve into another person's mind, the more likely it is that his attempt to find information will fail.

Game Information: *Telepathy 8d6. Total cost: 40 points.*

Options:

1) Deep Telepathy: Increase to Telepathy 12d6. Total cost: 60 points.

2) Weak Telepathy: Decrease to Telepathy 6d6. Total cost: 30 points.

3) Rapid Telepathy: The character can search the victim's mind quickly, gathering a lot of information in a short period of time. Add Autofire (5 shots; +1½). Total cost: 100 points.

4) Communicative Telepathy: The character can only communicate telepathically; he cannot search through another person's mind for information. Add Communication Only (-¼). Total cost: 32 points.

5) Telepathically Deaf: The character can broadcast his thoughts to other people, but cannot “hear” their thoughts in return. Add Broadcast Only (-½). Total cost: 27 points.

6) Telepathically Mute: The character can hear the thoughts of other people, but cannot “speak” his thoughts to them in return. Add Receive Only (-½). Total cost: 27 points.

7) Lengthy Telepathy: Add Extra Time (Full Phase; -½). Total cost: 27 points.

8) Attentive Telepathy: Add Concentration (½ DCV as long as power remains in use; -½). Total cost: 27 points.

9) Lengthy And Attentive Telepathy: Add Extra Time (Full Phase; -½) and Concentration ½ DCV as long as power remains in use; -½). Total cost: 20 points.

10) Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 16 points.

CONCEALED MENTAL POWER

Effect: +6d6 of a continuing-effect Mental Power, Only To Make Power Undetectable By Victim

Target: One character

Duration: Instant

Range: Depends on base power

END Cost: 3

Mentalism Roll Penalty: -3

Description: Using the standard rules for making a Mental Power undetectable by the character it's used on means achieving a +20 on the Effect Roll (see page 26). This power helps ensure a character can accomplish that. He has to buy it for a specific Mental Power, though the GM could permit him to apply it to any Power or to buy a Variable Power Pool just for this purpose.

Game Information: *+6d6 of one continuing-effect Mental Power (defined when this ability is bought) (30 Active Points); Only To Make Power Undetectable By Victim (-1), Does Not Increase Range Of Base Power (-0). Total cost: 15 points.*

Options:

1) Strong Concealment: Increase to +8d6 of one continuing-effect Mental Power. 40 Active Points; total cost 20 points.

2) Weak Concealment: Decrease to +4d6 of one continuing-effect Mental Power. 20 Active Points; total cost 10 points.

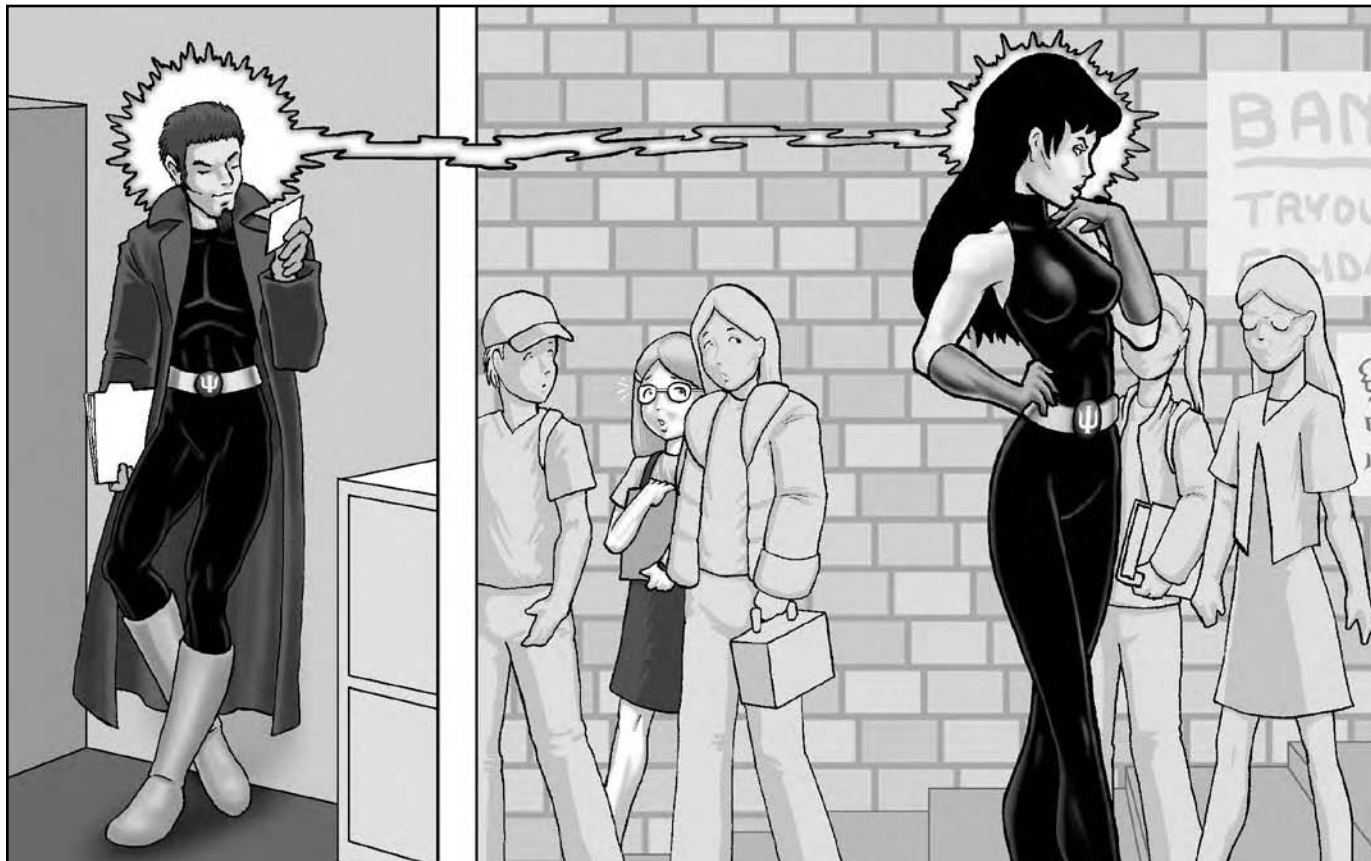
3) Skillful Concealment: Add Requires A Mentalism Roll (-½). Total cost: 12 points.

4) Lengthy Concealment: Add Extra Time (Full Phase; -½). Total cost: 12 points.

5) Attentive Concealment: Add Concentration (½ DCV; -¼). Total cost: 13 points.

6) Lengthy And Attentive Concealment: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 11 points.

7) Concealment Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 9 points.



OFFENSIVE POWERS

The attacks described here tend to be more subtle, sophisticated, or skilled uses of telepathic power. For more brute-force methods, see the *Ego Attack Powers* section of this chapter.

DISCERN PSYCHIC WEAKNESS

Effect: Find Weakness 11- for all Mental Powers

Target: One character

Duration: Persistent

Range: Self

END Cost: 0

Mentalism Roll Penalty: -2

Description: The character has the ability to perceive exploitable weaknesses in mental defenses.

Game Information: *Find Weakness 11- for all Mental Powers. Total cost: 20 points.*

Options:

- 1) **Strong Discernment:** Increase to Find Weakness 13-. Total cost: 20 points.
- 2) **Skillful Discernment:** Add Requires A Mentalism Roll (-½). 20 Active Points; total cost 13 points.
- 3) **Distant Discernment:** The character's Find Weakness rolls suffer no Range Modifier. Add Line Of Sight (+½). Total cost: 30 points.
- 4) **Lengthy Discernment:** Add Extra Time (Full Phase; -½). 20 Active Points; total cost 13 points.
- 5) **Attentive Discernment:** Add Concentration (½ DCV; -¼). 20 Active Points; total cost 16 points.
- 6) **Lengthy And Attentive Discernment:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). 20 Active Points; total cost 11 points.
- 7) **Discernment Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). 20 Active Points; total cost 8 points.

HEIGHTENED CONTROL

Effect: Continuous (+1) for any continuing-effect Mental Power built on up to 60 Active Points

Target: One character

Duration: Varies

Range: Depends on base power

END Cost: 6

Mentalism Roll Penalty: -6

Description: The character has the ability to maintain control of any of his continuing-effect Mental Powers so that they don't deteriorate (*i.e.*, so that the victim doesn't get Breakout Roll bonuses for the passage of time). He can only do this with one Mental Power at a time, though.

Game Information: *Continuous (+1) for any continuing-effect Mental Power built on up to 60 Active Points. Total cost: 60 points.*

Options:

1) Strong Control: Increase to any continuing-effect Mental Power built on up to 80 Active Points. Total cost: 80 points.

2) Weak Control: Decrease to any continuing-effect Mental Power built on up to 40 Active Points. Total cost: 40 points.

3) Skillful Control: Add Requires A Mentalism Roll (-½). 60 Active Points; total cost 40 points.

4) Lengthy Control: Add Extra Time (Full Phase; -½). 60 Active Points; total cost 40 points.

5) Attentive Control: Add Concentration (½ DCV; -¼). 60 Active Points; total cost 48 points.

6) Lengthy And Attentive Control: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). 60 Active Points; total cost 34 points.

7) Control Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). 60 Active Points; total cost 24 points.

MEMORY THEFT

Effect: Various powers simulating memory theft

Target: One character

Duration: Instant

Range: Varies

END Cost: 18/7/9

Mentalism Roll Penalty: -18/-7/-9

Description: The character has the ability to induce selective amnesia in another person by reading his mind and removing a single memory. This can be any sort of memory, from a specific fact or event to something as subtle as the existence of a skill or power (or how to use it). However, he cannot use this as the equivalent of a broad-based Drain or the like — it's only a Minor Transform, so its effects on combat should be limited.

The easiest way to handle the potential problems this power poses are the following. First, remember that the character can only steal *one particular memory*, and interpret that using your common sense, dramatic sense, and awareness of game balance. (For these purposes, "one particular memory" always includes the memory of being subjected to Telepathy; otherwise the victim's recollection of the telepathic attack would counteract the power.) He could, for example, make a PC forget that he's got a particular superpower or spell, but not forget all his superpowers or spells. Second, keep in mind that the victim can heal back normally (using his REC), but also heals back instantly if he's somehow reminded of what he forgot. This can be as simple as a teammate saying, "Hey, use your Energy Bolt!" (if his memory of its existence has been stolen), or seeing the combination lock whose combination is the stolen memory. Again, use your common sense, dramatic sense, and appreciation for game balance in your campaign to make this power fun, but not overwhelming.

Game Information:**Cost Powers**

- 135 *Memory Theft:* Major Transform 8d6 (person into person missing one particular set of memories, heals back normally or when reminded of what's been lost), Based On EGO Combat Value (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼), All Or Nothing (-½), Limited Target (humans; -½)
- 25 *Memory Theft:* Telepathy 15d6; Linked (to Memory Loss; -½), Only To "Steal" Memories (-1), Mandatory Effect (EGO +20; -½)

Total cost: 160 points.

Options:

1) Skillful Power: Add Requires A Mentalism Roll (-½) to both powers. Total cost: 129 points.

2) Lengthy Power: Add Extra Time (Full Phase; -½) to both powers. Total cost: 129 points.

3) Attentive Power: Add Concentration (½ DCV; -¼) to both powers. Total cost: 143 points.

4) Lengthy And Attentive Power: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼) to both powers. Total cost: 118 points.

5) Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼) to both powers. Total cost: 94 points.

MENTAL BOOST

Effect: Aid 2d6, one Characteristic or power at a time, any special effect, BOECV

Target: One character

Duration: Instant

Range: 475"

END Cost: 9

Mentalism Roll Penalty: -9

Description: The character has the ability to telepathically "boost" or augment nearly any ability. While he most often uses it for mental and psionic powers (including EGO and INT), he can affect any ability by removing "mental blocks" that prevent a character from using his powers at full force, enhancing a character's neural system, and so forth.

Game Information: *Aid 2d6, two Characteristics or powers at a time (+½), any Special Effect (+2), BOECV (Power Defense applies; +1), Ranged (+½). Total cost: 100 points.*

Options:

- 1) **Strong Boost:** Increase to Aid 3d6. Total cost: 150 points.
- 2) **Weak Boost:** Decrease to Aid 1d6. Total cost: 50 points.
- 3) **Skillful Boost:** Add Requires A Mentalism Roll (-½). 95 Active Points; total cost 67 points.
- 4) **Lengthy Boost:** Add Extra Time (Full Phase; -½). 95 Active Points; total cost 67 points.
- 5) **Attentive Boost:** Add Concentration (½ DCV; -¼). 95 Active Points; total cost 80 points.
- 6) **Lengthy And Attentive Boost:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). 95 Active Points; total cost 57 points.
- 7) **Boosting-Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). 95 Active Points; total cost 40 points.

MENTAL CLOUD

Effect: Darkness to Mental Group

Target: 8" Radius

Duration: Constant

Range: 200"

END Cost: 4

Mentalism Roll Penalty: -4

Description: The character can generate a field of "telepathic interference" that Mental Senses cannot perceive into, out of, or through.

Game Information: *Darkness to Mental Group 8" radius. Total cost: 40 points.*

Options:

- 1) **Larger Cloud:** Increase to 12" radius. Total cost: 60 points.
- 2) **Smaller Cloud:** Decrease to 4" radius. Total cost: 20 points.
- 3) **Skillful Cloud:** Add Requires A Mentalism Roll (-½). 40 Active Points; total cost 27 points.
- 4) **Psionic Cloud:** Add Alternate Combat Value (use ECV to attack against DCV 3; +¼) and No Range Modifier (+½). Total cost: 70 points.
- 5) **Safe Cloud:** The character isn't affected by his own Mental Cloud. Add Personal Immunity (+¼). Total cost: 50 points.
- 6) **Lengthy Cloud:** Add Extra Time (Full Phase; -½). 40 Active Points; total cost 27 points.
- 7) **Attentive Cloud:** Add Concentration (½ DCV; -¼). 40 Active Points; total cost 32 points.
- 8) **Lengthy And Attentive Cloud:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). 40 Active Points; total cost 23 points.
- 9) **Mental Cloud Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). 40 Active Points; total cost 16 points.

MENTAL IMPAIRMENT

Effect: -4 to Breakout Rolls**Target:** One character**Duration:** Constant**Range:** 90"**END Cost:** 2**Mentalism Roll Penalty:** -2

Description: This power allows a mentalist to weaken a victim's capacity for shaking off the effects of a continuing-effect Mental Power. He can't totally prevent the possibility of a victim breaking free from a Mental Power, but he makes it a lot less likely. See also Will-Sapping Field, below.

Game Information: *Negative Skill Levels: -4 to EGO Rolls, Ranged (+½) (18 Active Points); Only For Breakout Rolls (-¼). Total cost 14 points.*

Options:

- 1) **Strong Impairment:** Increase to -6 to EGO Rolls. 27 Active Points; total cost 22 points.
- 2) **Weak Impairment:** Decrease to -2 to EGO Rolls. 9 Active Points; total cost 7 points.
- 3) **Skillful Impairment:** Add Requires A Mentalism Roll (-½). Total cost: 10 points.
- 4) **Psionic Mental Impairment:** Add Line Of Sight (+½). 24 Active Points; total cost 19 points.
- 5) **Lengthy Impairment:** Add Extra Time (Full Phase to activate; -¼). Total cost: 12 points.
- 6) **Attentive Impairment:** Add Concentration (½ DCV; -¼). Total cost: 12 points.
- 7) **Lengthy And Attentive Impairment:** Add Extra Time (Full Phase to activate; -¼) and Concentration (½ DCV; -¼). Total cost: 10 points.
- 8) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 6 points.

MENTAL PARALYSIS

Effect: Entangle 3d6, 3 DEF, BOECV**Target:** One character**Duration:** Instant**Range:** LOS**END Cost:** 7**Mentalism Roll Penalty:** -7

Description: The character can paralyze another character with psionic energy alone. He may temporarily cut off the brain's ability to send neural signals to the rest of the body to make it move, implant an irresistible mental command of "Don't move a muscle!", or the like.

Game Information: *Entangle 3d6, 3 DEF, BOECV (Mental Defense applies; +1), Takes No Damage From Physical Attacks (+¼), Work Against EGO, Not STR (+¼) (75 Active Points); Mental Defense Adds To EGO (-½), Cannot Form Barriers (-¼). Total cost: 43 points*

Options:

- 1) **Strong Paralysis I:** Increase to Entangle 5d6, 5 DEF. 125 Active Points; total cost 71 points.
- 2) **Strong Paralysis II:** Increase to Entangle 3d6, 5 DEF. 100 Active Points; total cost 57 points.
- 3) **Strong Paralysis III:** This form of Mental Paralysis works equally well whether a target has Mental Defense or not. Change BOECV to "normal defense applies" and remove Mental Defense Adds To EGO. 75 Active Points; total cost 60 points.
- 4) **Weak Paralysis:** Decrease to Entangle 2d6, 2 DEF. 50 Active Points; total cost 29 points.
- 5) **Paralytic Touch:** The character has to touch a victim to paralyze him. Add No Range (-½). Total cost: 33 points.
- 6) **Permanent Paralysis:** Instead of just temporarily incapacitating his victims, the character permanently cripples them, leaving them unable to move their muscles at all. Change to Major Transform 4d6 (mobile human to human unable to move; heals back through another application of this power or use of Telepathy with EGO +40 effect against victim's standard EGO), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼) (135 Active Points); Limited Target (humans; -½). Total cost: 90 points.
- 7) **Blinding Paralysis:** The character's Mental Paralysis is strong enough to affect the visual nerves, blinding the victim. Add Stops A Given Sense (Sight Group). 100 Active Points; total cost 57 points.
- 8) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 33 points.
- 9) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 37 points.
- 10) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 30 points.
- 11) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 23 points.

MENTAL TRAP: AGONIZING HEADACHE**Effect:** Ego Attack 5d6, Trigger**Target:** One character**Duration:** Instant**Range:** LOS**END Cost:** 6**Mentalism Roll Penalty:** -6

Description: As described on page 57, a character can also implant a mental “trap” in a mind or an object by using Telepathy and another Mental Power with the *Trigger* Advantage. This particular trap causes an agonizing migraine (possibly strong enough to make the victim pass out) when he meets the Trigger condition (such as picking up a specified object or entering a restricted area).

Game Information: *Ego Attack 5d6, Trigger (condition can change with each use of the power, requires a Full Phase Action to reset; +¼). Total cost: 62 points.*

Options:

- 1) **Strong Trap:** Increase to Ego Attack 6d6. Total cost: 75 points.
- 2) **Weak Trap:** Decrease to Ego Attack 4d6. Total cost: 50 points.
- 3) **Skillful Trap:** Add Requires A Mentalism Roll (-½). 62 Active Points; total cost 41 points.
- 4) **Lengthy Trap:** Add Extra Time (Full Phase; -½). 62 Active Points; total cost 41 points.
- 5) **Attentive Trap:** Add Concentration (½ DCV; -¼). 62 Active Points; total cost 50 points.
- 6) **Lengthy And Attentive Trap:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). 62 Active Points; total cost 35 points.
- 7) **Mental Trap Spell:** Add OAF (wizard’s staff; -1), Gestures (-¼), and Incantations (-¼). 62 Active Points; total cost 25 points.

MENTAL TRAP: FIENDISH CONTROL**Effect:** Mind Control 10d6, Trigger**Target:** One character**Duration:** Instant**Range:** LOS**END Cost:** 6**Mentalism Roll Penalty:** -6

Description: As described on page 57, a character can also implant a mental “trap” in a mind or an object by using Telepathy and another Mental Power with the *Trigger* Advantage. This particular trap subjects the victim to mental domination when he performs a specific action the mentalist objects to (such as trying to harm the mentalist, or committing a crime).

Game Information: *Mind Control 10d6, Trigger (condition can change with each use of the power, requires a Full Phase Action to reset; +¼). Total cost: 62 points.*

Options:

- 1) **Strong Trap:** Increase to Mind Control 12d6. Total cost: 75 points.

- 2) **Weak Trap:** Decrease to Mind Control 8d6. Total cost: 50 points.

- 3) **Skillful Trap:** Add Requires A Mentalism Roll (-½). 62 Active Points; total cost 41 points.

- 4) **Lengthy Trap:** Add Extra Time (Full Phase; -½). 62 Active Points; total cost 41 points.

- 5) **Attentive Trap:** Add Concentration (½ DCV; -¼). 62 Active Points; total cost 50 points.

- 6) **Lengthy And Attentive Trap:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). 62 Active Points; total cost 35 points.

- 7) **Mental Trap Spell:** Add OAF (wizard’s staff; -1), Gestures (-¼), and Incantations (-¼). 62 Active Points; total cost 25 points.

MIND MELD**Effect:** Telepathy 8d6, Mind Control 8d6; all Extra Time (1 Turn), Skin Contact Required**Target:** One character**Duration:** Instant**Range:** Touch (see text)**END Cost:** 4/5**Mentalism Roll Penalty:** -4/-5

Description: This ability, most suitable for campaigns with relatively low-powered psionics, allows a character to “meld” (merge) his mind with that of another person to read or take control of that person’s mind. To do this he must make skin-to-skin contact (typically by placing his hands on the subject’s head, neck, or wrists) and focus his mental energies. At a minimum this takes 1 Turn; the more resistant the subject is, the longer creating the meld takes.

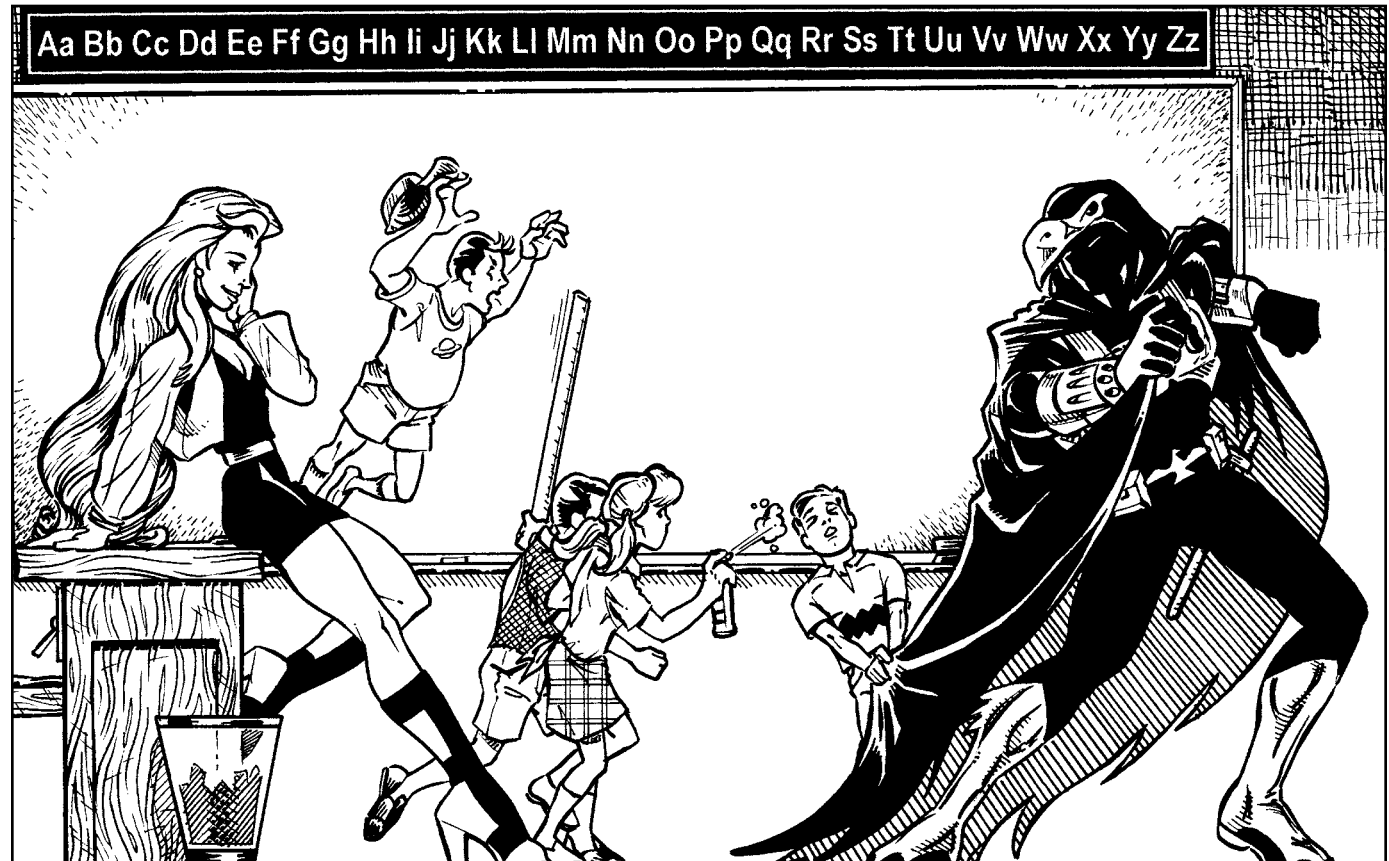
At the GM’s option, a character with Mind Meld can sometimes extend the range of the power. If he makes his ECV Attack Roll by 3 or more, he can affect a target up to 1” away. This is most likely to work if the character can touch something the target is touching (such as a wall, when the target’s just on the other side of the wall).

Game Information:**Cost Power**

- | | |
|----|---|
| 10 | <i>Mind Meld:</i> Multipower, 50-point reserve; all Concentration (0 DCV throughout use; -1), Extra Time (minimum of 1 Turn; -1¼), Skin Contact Required (-1), Requires A Mentalism Roll (-½) |
| 1u | 1) <i>Meld Communication:</i> Telepathy 8d6; Extra Time (minimum of 1 Turn, and sometimes longer; -1¼), Skin Contact Required (-1), Requires A Mentalism Roll (-½) |
| 1u | 2) <i>Meld Control:</i> Mind Control 8d6, Telepathic (+¼); Extra Time (minimum of 1 Turn, and sometimes longer; -1¼), Skin Contact Required (-1), Requires A Mentalism Roll (-½) |

Total cost: 12 points.**Options:**

- 1) **Strong Meld:** Increase to a 62-point reserve and both slots to 10d6. Total cost: 15 points.
- 2) **Weak Meld:** Decrease to a 37-point reserve and both slots to 6d6. Total cost: 10 points.



3) Meld Memory Alteration: Some powerful psionics can use a Mind Meld to alter the target's memories, remove or ease Psychological Limitations, and the like. Add a third slot: Major Transform 1d6+1 (erase, change, add to, or otherwise affect a person's mental objects; heals back normally [or through repeated applications of this power, character's choice at purchase]), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼); common Limitations described above, plus Limited Target (mental "objects" in the minds of sentient beings; -½). Total cost of additional slot 1 point; total cost of power 13 points.

4) Tiring Meld: Using Mind Meld can really tire the character out. Add Increased Endurance Cost (x2 END; -½) to the reserve and both slots. Total cost: 11 points.

MIND TRANSFER

Effect: Major Transform 6d6 (transfer character's mind to victim's body), Side Effects (transfer victim's mind into character's body)

Target: One character

Duration: Instant

Range: LOS

END Cost: 20

Mentalism Roll Penalty: -20

Description: The character has the ability to "switch minds" with the target. The character's mind ends up in the target's body, while the target's mind ends up in the character's body.

If Mind Transfer succeeds, the character shifts his mind into the victim's body (the "host body"). He retains the following: his own EGO, INT, and PRE Characteristics; all INT-, EGO-, and PRE-based Skills; all Skills which are not necessarily based on INT or EGO but which reflect intellectual learning with no physical skills (for example, Languages transfer; TFs, which require some physical abilities, do not); and all of his mental and psionic powers. However, he retains none of his physical Characteristics or abilities. Instead, he can use all of the host body's physical Characteristics and abilities (even superpowers), including physical Skills (such as Climbing, Combat Driving, and most types of Skill Level). In some cases the GM may require the character to succeed with EGO Rolls to make the host body function properly, at least for the first few Turns of use.

Meanwhile, the mind that used to inhabit the host body has been shunted to the character's body. It has the same benefits — it keeps its mental-oriented abilities, but uses the physical abilities of the

character's body. If possible, characters often have themselves restrained before they use this power; that way the victim can't wander off and harm the character's body somehow. If either body becomes Stunned or Knocked Out, the mind within it suffers the same effect; if for some reason the character transfers his mind into a body that's already Stunned or Knocked Out, he instantly suffers the same fate when the transfer succeeds (and the victim's mind becomes conscious or not Stunned, since it's now in a conscious and aware body). If either body dies, the mind within it dies as well.

Once the character's mind is in the host body, he can, if he so desires, use Mind Transfer again to "jump" from the host body to another host body. The mind of host body #2 would then take up residence in host body #1, while the character's mind occupied host body #2. A character could mentally "jump" through an entire crowd of people this way, possibly leaving a mighty confused group of victims in his wake.

For the purposes of Mind Transfer, SPD is a physical Characteristic. If a change in SPDs is involved, the GM should use the Optional Speed Change rules on page 357 of *The HERO System 5th Edition, Revised*. If the GM does not use those rules, he should adjudicate the situation fairly and not cheat either of the characters involved out of any Phases.

To reverse a Mind Transfer, the character simply uses the power again. For ease of game play, the GM can assume this succeeds unless the victim does not want to leave the character's body for some reason.

Mind Transfer is a rare, and rarely-used, power. While it is extremely powerful, it poses a lot of dangers for the character — even most heroes find the risk of being trapped outside their own bodies terrifying.

Game Information: *Major Transform 6d6 (transfer character's mind to victim's body; heals back through application of the same power), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼) (202 Active Points); Limited Target (humans; -½), All Or Nothing (-½), Side Effects (transfer victim's mind into character's body, automatically happens; -2). Total cost: 50 points.*

Options:

- 1) Transfer Touch I:** The character must touch the victim to accomplish a Mind Transfer. Add No Range (-½). Total cost: 45 points.
- 2) Transfer Touch II:** The character must touch the victim skin-to-skin to accomplish a Mind Transfer. Add Skin Contact Required (-1). Total cost: 40 points.
- 3) Tiring Transfer:** The transferral process is particularly tiresome. However, if it works, it leaves the victim's mind in a body that's weary. Add Increased Endurance Cost (x2 END; -½). Total cost: 45 points.
- 4) Easy Transfer:** Effecting a Mind Transfer doesn't tire the character out at all. Add Reduced Endurance (0 END; +½). 247 Active Points; total cost 62 points.
- 5) Slow Mind Transfer:** The character may have to spend a little longer attacking the victim to accomplish the Mind Transfer, but he usually succeeds eventually. Decrease to Major Transform 4d6 and remove All Or Nothing (-½). 135 Active Points; total cost 39 points.
- 6) Mind Shunting:** Some extremely powerful psionics have perfected the ability of "mind shunting" (also called "possession"), in which they project their mind into a host body while ejecting the victim's mind into some nearby object or "the back of" the host body's mind where it can do nothing. Change Side Effect to Character's Body Is Helpless And Incapacitated While Character Uses Mind Shunting (-1). Total cost: 67 points.
- 7) Mind Switch I:** Instead of transferring his mind into someone else's body, the character can switch the minds of two other people. Remove Side Effects (-2) and add Must Be Rapid Fired (character must attack both targets in the same Phase with this power; -0). Total cost: 101 points.
- 8) Mind Switch II:** As Mind Switch I, but the character must touch each of the victims to accomplish the switch. Change Must Be Rapid Fired to Must Use Sweep (-0) and add No Range (-½). Total cost: 81 points.
- 9) Lengthy Mind Transfer:** Add Extra Time (Full Phase; -½). Total cost: 45 points.
- 10) Attentive Mind Transfer:** Add Concentration (½ DCV; -¼). Total cost: 47 points.
- 11) Lengthy And Attentive Mind Transfer:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 42 points.
- 12) Mind Transfer Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 45 points.

NEURAL BLINDNESS

Effect: Sight Group Flash 6d6, BOECV**Target:** One character**Duration:** Instant**Range:** LOS**END Cost:** 6**Mentalism Roll Penalty:** -6

Description: The character can temporarily blind his opponents by telepathically reaching into their minds and “shutting off” the optic nerve for a few seconds.

Game Information: *Sight Group Flash 6d6, BOECV (Mental Defense applies; +1). Total cost: 60 points.*

Options:

1) **Strong Neural Blindness:** Increase to Sight Group Flash 8d6. Total cost: 80 points.

2) **Weak Neural Blindness:** Decrease to Sight Group Flash 4d6. Total cost: 40 points.

3) **Neural Deafness:** Instead of affecting sight, the character shuts off the target’s hearing. (You can use the same cost for any other Nontargeting Sense Group, or even build a Multipower with all of the different types of Neural Blindness as slots.) Change to Hearing Group Flash 10d6. Total cost: 60 points.

4) **Neural Asensia:** The character telepathically shuts off all of the target’s senses. Change to Sight, Hearing, Smell/Taste, Touch, Radio, and Mental Sense Group Flash 6d6. Total cost: 110 points.

5) **Lengthy Neural Blindness:** Add Extra Time (Full Phase; -½). Total cost: 40 points.

6) **Attentive Neural Blindness:** Add Concentration (½ DCV; -¼). Total cost: 48 points.

7) **Lengthy And Attentive Neural Blindness:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 34 points.

8) **Neural Blindness Spell:** Add OAF (wizard’s staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 24 points.

NEURAL BLOCKING

Effect: Variable Power Pool for Drain/Suppress, BOECV**Target:** One character**Duration:** Instant**Range:** LOS**END Cost:** Varies**Mentalism Roll Penalty:** Varies

Description: The character has the power to telepathically reach into an opponent’s mind and slow down or shut down the neural pathways that control a particular ability — his Energy Blast, perhaps, or his STR, HKA, Telescopic Hearing, or whatever else the character wants to hinder the target’s ability to use. See *Psionic Palsy*, page 112, as an example.

This is a very powerful ability, one the GM should review and approve before it enters the game. Some GMs may prefer that characters buy a Multipower of pre-defined Neural Blocking effects instead.

Game Information: *Variable Power Pool (Neural Blocking Pool), 40 base + 20 control cost, BOECV (Mental Defense applies; +1); Only For Drains And Suppresses (-1). 40 + 40 = 80 Active Points; total cost 40 + 20 = 60 points.*

Options:

1) **Larger Pool:** Increase to 50 base + 25 control cost. Active Points 50 + 50 = 100; total cost 50 + 25 = 75 points.

2) **Smaller Pool:** Decrease to 30 base + 15 control cost. Active Points 30 + 30 = 60; total cost 30 + 15 = 45 points.

3) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 56 points.

4) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 58 points.

5) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 54 points.

6) **Spell:** Add OAF (wizard’s staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 51 points.

PSIONIC SURGERY

Effect: Major Transform 4d6 (change memories and Psychological Limitations), BOECV**Target:** One character**Duration:** Instant**Range:** LOS**END Cost:** 13**Mentalism Roll Penalty:** -13

Description: The character can use his telepathic powers to effect long-term change in another person’s memories, thoughts, and feelings. He can add, alter, or remove memories and mental Disadvantages, for example. Additionally, if desired, whatever change the character makes includes “and forget I did this to you,” so that the victim doesn’t remember the telepathic assault. The change wears off over the course of a month or more (though a character may choose, when he buys the power, to define the power as requiring another application of the power to “heal”).

Game Information: *Major Transform 4d6 (erase, change, add to, or otherwise affect a person’s mental objects; heals back normally [or through repeated applications of this power, character’s choice at purchase]), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼) (135 Active Points); Limited Target (mental “objects” in the minds of sentient beings; -½). Total cost: 90 points.*

Options:

1) **Strong Surgery:** Increase to Major Transform 5d6. 169 Active Points; total cost 113 points.

2) **Weak Surgery:** Decrease to Major Transform 3d6. 101 Active Points; total cost 67 points.

3) **Surgery Touch:** The character must touch the target to affect him. Add No Range (-½). Total cost: 67 points.

- 4) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 67 points.
- 5) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 77 points.
- 6) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ dCV; -¼). Total cost: 60 points.
- 7) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 45 points.

TELEPATHIC COMBAT READING

Effect: HA +2d6, Requires A Mentalism Roll
Target: One character
Duration: Instant
Range: Touch
END Cost: 1
Mentalism Roll Penalty: -1

Description: By subconsciously reading his opponent's mind, the character knows what his opponent's going to do and can react to place his blows more accurately (and thus painfully). (If the character also uses weapons or has multiple Attack Powers, you can buy this ability as a Multipower, with different slots adding to different types of attacks.)

Game Information: HA +2d6 (10 Active Points); Hand-To-Hand Attack (-½), Psionic (-½), Requires A Mentalism Roll (-½). Total cost: 4 points.

Options:

- 1) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 3 points.
- 2) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 2 points.

TELEPATHIC TIME STOP

Effect: Entangle 4d6, 4 DEF, BOECV
Target: 24" Radius
Duration: Instant
Range: LOS
END Cost: 0
Mentalism Roll Penalty: -34

Description: A character with this power can telepathically "freeze" everyone in a 24" radius area. While frozen, the victims cannot use their senses, or even sense the passage of time; they "wake up" thinking nothing unusual has happened (though they may experience odd physical sensations, such as a funny taste in the mouth, for a few moments). The user of the ability can selectively chose to leave some people "unfrozen" so he can interact with them.

Game Information: Entangle 4d6, 4 DEF, Stops A Given Sense Group (Sight Group, Hearing Group, Smell/Taste Group, Passage Of Time), Takes No Damage From Physical Attacks (+¼), BOECV (Mental Defense applies; +1), Works Against EGO, Not STR (+¼), Area Of Effect (24" Radius; +1), Selective (+¼), Reduced Endurance (0 END; +½) (340 Active Points); Mental Defense Adds To EGO (-½), Cannot Form Barriers (-¼), Susceptible (to Mental Powers, Uncommon; -¼). Total cost: 170 points.

Options:

- 1) **Strong Time Stop:** Increase to Entangle 5d6, 5 DEF. 382 Active Points; total cost 191 points.
- 2) **Weak Telepathic Time Stop:** Decrease to Entangle 3d6, 3 DEF. 297 Active Points; total cost 148 points.
- 3) **Larger Area:** Increase to Area Of Effect (48" Radius; +1¼). 360 Active Points; total cost 180 points.
- 4) **Smaller Area:** Decrease to Area Of Effect (4" Radius; +1). 340 Active Points; total cost 170 points.
- 5) **Escape Time Stop:** The character uses this power solely to foil pursuit. Remove Selective (+¼). 320 Active Points; total cost 160 points.
- 6) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 136 points.
- 7) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 151 points.
- 8) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 124 points.
- 9) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 97 points.

UNCLEAR THOUGHTS

Effect: Change Environment, -4 to all INT Rolls and Intellect Skill rolls

Target: 16" radius

Duration: Constant

Range: 230"

END Cost: 5

Mentalism Roll Penalty: -5

Description: The character can generate a field of "telepathic static" that makes it hard for other people to think, remember things, or generally use their minds.

Game Information: *Change Environment* 16" radius, -4 to all INT Rolls and Intellect Skill rolls, *Personal Immunity* (+¼). Total cost: 46 points.

Options:

- 1) **Intense Field:** Increase to -6 to all INT Rolls and Intellect Skill rolls. Total cost: 56 points.
- 2) **Mild Field:** Decrease to -2 to all INT Rolls and Intellect Skill rolls. Total cost: 36 points.
- 3) **Larger Field:** Increase to 32" radius. Total cost: 52 points.
- 4) **Smaller Field:** Decrease to 8" radius. Total cost: 40 points.
- 5) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 31 points.
- 6) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 37 points.
- 7) **Lengthy And Attentive Power:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 26 points.
- 8) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 18 points.

ULTIMATE LOGIC

Effect: Mind Control 10d6, Based On INT

Target: One character

Duration: Instant

Range: No Range

END Cost: 5

Mentalism Roll Penalty: -5

Description: The character's logical insight is so profound that he can easily convince another person to do something even if that action seems to be against that person's best interests.

Game Information: *Mind Control* 10d6 (50 Active Points), Based On INT (-½), No Range (-½). Total cost: 25 points.

Options:

- 1) **Stronger Logic:** Increase to Mind Control 12d6. 60 Active Points; total cost 30 points.
- 2) **Weaker Logic:** Decrease to Mind Control 8d6. 40 Active Points; total cost 20 points.
- 3) **Skillful Logic:** Add Requires A Mentalism Roll (-½). Total cost: 20 points.
- 4) **Lengthy Logic:** Add Extra Time (Full Phase; -½). Total cost: 20 points.
- 5) **Attentive Logic:** Add Concentration (½ DCV; -¼). Total cost: 22 points.
- 6) **Lengthy And Attentive Logic:** Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 18 points.
- 7) **Spell:** Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 14 points.

ULTIMATE PERSUASION

Effect: Mind Control 10d6, Based On PRE

Target: One character

Duration: Instant

Range: No Range

END Cost: 5

Mentalism Roll Penalty: -5

Description: The character's persuasive powers are so strong he can convince another person to do almost anything.

Game Information: *Mind Control* 10d6 (50 Active Points), Based On PRE (-¼), No Range (-½). Total cost: 29 points.

Options:

- 1) **Stronger Persuasion:** Increase to Mind Control 12d6. 60 Active Points; total cost 34 points.
- 2) **Weaker Persuasion:** Decrease to Mind Control 8d6. 40 Active Points; total cost 23 points.
- 3) **Skillful Persuasion:** Add Requires A Mentalism Roll (-½). Total cost: 22 points.
- 4) **Lengthy Persuasion:** Add Extra Time (Full Phase; -½). Total cost: 22 points.
- 5) **Attentive Persuasion:** Add Concentration (½ DCV; -¼). Total cost: 25 points.

6) Lengthy And Attentive Logic: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 20 points.

7) Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 15 points.

WILL-SAPPING FIELD

Effect: Change Environment (-5 EGO), Personal Immunity

Target: 4" Radius

Duration: Constant

Range: 220"

END Cost: 4

Mentalism Roll Penalty: -4

Description: The character can create a telepathic field that diminishes the willpower of everyone in about a 25 foot radius area.

Game Information: *Change Environment 4" radius, -5 to EGO, Personal Immunity (+¼). Total cost: 44 points.*

Options:

1) Strong Field: Increase to -6 to EGO. Total cost: 50 points.

2) Weak Field: Decrease to -4 to EGO. Total cost: 37 points.

3) Skillful Field: Add Requires A Mentalism Roll (-½). 44 Active Points; total cost 29 points.

4) Personal Field: Add No Range (-½). 44 Active Points; total cost 29 points.

5) Lengthy Field: Add Extra Time (Full Phase; -½). 44 Active Points; total cost 29 points.

6) Attentive Field: Add Concentration (½ DCV; -¼). 44 Active Points; total cost 35 points.

7) Lengthy And Attentive Field: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). 44 Active Points; total cost 25 points.

8) Will-Sapping Field Spell: Add OAF (wizard's staff; -1), Gestures (-¼), and Incantations (-¼). 44 Active Points; total cost 18 points.

9) Will-Sapping Field II: This is similar to Will-Sapping Field I, but imposes a -5 to EGO Rolls rather than EGO itself. Total cost: 34 points.

10) Will-Sapping Field III: This is similar to Will-Sapping Field II, but imposes a -5 to Breakout Rolls specifically. Total cost: 34 points.

ONEIROPATHY

Oneiropathy is a mentalist term for powers that involve manipulating or inducing dreams and states of sleep. For other powers of this sort, see the *Sleep And Dreams Powers* sections of *The UNTIL Superpowers Databases*.

Offensive Powers

DREAMWEAVING

Effect: Mental Illusions 8d6, Only To Manipulate Dreams

Target/Area Affected: One character

Duration: Constant

Range: LOS

END Cost: 4

Mentalism Roll Penalty: -4

Description: The character has the power to manipulate a sleeping person's dreams. If he can see a sleeping person, he can use this power to alter the dreams the target has. He might do this to disturb the target's sleep, impart a message or warning, or just to have fun.

Game Information: *Mental Illusions 8d6 (40 Active Points); Only To Manipulate Dreams (-1). Total cost: 20 points.*

Options:

1) Stronger Dreamweaving: Increase to Mental Illusions 12d6. 60 Active Points; total cost 30 points.

2) Weaker Dreamweaving: Decrease to Mental Illusions 6d6. 30 Active Points; total cost 15 points.

3) Dreamweaving Touch: The character must be near a target to manipulate his dreams. Add No Range (-½). Total cost: 16 points.

4) Dreamroiling: The character has no control over the effect he has on the target's dreams. He can initiate the dream manipulation at will, but cannot direct or affect the changes his power makes to the target's dreams. Add No Conscious Control (-1). Total cost: 13 points.

5) Nightmare Creation: The character can manipulate other peoples' dreams, but only to give them nightmares. Change To Only To Cause Nightmares (-1½). Total cost: 16 points.

MORPHEAN ASSAULT

Effect: Ego Attack 4d6, NND
Target/Area Affected: One character
Duration: Instant
Range: LOS
END Cost: 8
Mentalism Roll Penalty: -8

Description: This power is a variant on Sleep Infliction (see below). It makes anyone who has to sleep so sleepy they may pass out right then and there.

Game Information: *Ego Attack 4d6, NND (defense is Life Support [Diminished Sleep] or the Dreamshield power; +1). Total cost: 80 points.*

Options:

- 1) **Strong Assault:** Increase to Ego Attack 5d6. Total cost: 100 points.
- 2) **Weak Assault:** Decrease to Ego Attack 3d6. Total cost: 60 points.
- 3) **Assault Of The Sleepies:** The sleepiness continues to afflict the target until he falls asleep. Decrease to Ego Attack 2d6 and add Continuous (+1). Total cost: 60 points.
- 4) **Easy Assault:** Add Reduced Endurance (0 END; +½). Total cost: 100 points.

SLEEP INFLECTION

Effect: Ego Attack 6d6
Target/Area Affected: One character
Duration: Instant
Range: LOS
END Cost: 6
Mentalism Roll Penalty: -6

Description: The character can cause slumber to overcome another person. The target's eyelids become heavy, and once the character inflicts enough "damage," the target collapses onto the nearest surface to sleep.

Game Information: *Ego Attack 6d6. Total cost: 60 points.*

Options:

- 1) **Strong Sleep Inflection:** Increase to Ego Attack 8d6. Total cost: 80 points.
- 2) **Weaker Sleep Inflection:** Decrease to Ego Attack 4d6. Total cost: 40 points.
- 3) **Visit From The Sandman:** Resist as he might, the character soon falls asleep when the character uses this power. Decrease to Ego Attack 2d6 and add Continuous (+1) and NND (defense is Life Support [Diminished Sleep]; +1). Total cost: 60 points.
- 4) **Naptime:** The character can inflict sleepiness on everyone in a wide area. Decrease to Ego Attack 3d6 and add Area Of Effect (6" Radius; +1¼). Total cost: 67 points.

WAKING DREAMS

Effect: Mental Illusions 8d6
Target/Area Affected: One character
Duration: Constant
Range: LOS
END Cost: 4
Mentalism Roll Penalty: -4

Description: The character has such precise control over dreams and dreaming that he can plunge a person who's awake into a dream-like state.

Game Information: *Mental Illusions 8d6. Total cost: 40 points.*

Options:

- 1) **Vivid Dreams:** Increase to Mental Illusions 12d6. Total cost: 60 points.
- 2) **Pale Dreams:** Decrease to Mental Illusions 6d6. Total cost: 30 points.

WAKING NIGHTMARES

Effect: Drain PRE 4d6
Target/Area Affected: One character
Duration: Instant
Range: 200"
END Cost: 6
Mentalism Roll Penalty: -6

Description: This power is similar to Waking Dreams (see above), but it only allows the character to make the victim experience terrifying nightmares.

Game Information: *Drain PRE 4d6, Ranged (+½). Total cost: 60 points.*

Options:

- 1) **Strong Nightmares:** Increase to Drain PRE 6d6. Total cost: 90 points.
- 2) **Weak Nightmares:** Decrease to Drain PRE 3d6. Total cost: 45 points.

YOU'RE FEELING VEEEERRRRY SLEEPY...

Effect: Drain END 4d6
Target/Area Affected: One character
Duration: Instant
Range: 200"
END Cost: 6
Mentalism Roll Penalty: -6

Description: When a character uses this power on another character, the victim becomes so fatigued he may have trouble moving, much less performing more strenuous actions. Fortunately, the feeling is only temporary.

Game Information: *Drain END 4d6, Ranged (+½). Total cost: 60 points.*

Options:

- 1) **Strong Sleepy:** Increase to Drain END 6d6. Total cost: 90 points.
- 2) **Weak Sleepy:** Decrease to Drain END 3d6. Total cost: 45 points.

Defensive Powers

DREAMSHIELD

Effect: Mental Defense (30 points), Only Versus Sleep/Dreams Powers (-2)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Mentalism Roll Penalty: -3

Description: The character's power over sleep and dreams makes him largely immune to the effects of similar powers.

Game Information: *Mental Defense (30 points plus EGO/5) (30 Active Points); Only Versus Sleep/Dreams Powers (-2). Total cost: 10 points.*

Options:

1) Strong Dreamshield: Increase to Mental Defense (40 points plus EGO/5). 40 Active Points; total cost 13 points.

2) Weak Dreamshield: Decrease to Mental Defense (20 points plus EGO/5). 20 Active Points; total cost 7 points.

Sensory Powers

DREAM MESSENGER

Effect: Mind Link (any one willing target), Only Via Dreams

Target/Area Affected: One character

Duration: Constant

Range: Special

END Cost: 2

Mentalism Roll Penalty: -2

Description: The character can send messages via the Dreamzone to any dreaming person. The dreaming character cannot reply. The character cannot send a psionic attack or use a Mental Power on the subject through the Mind Link.

Game Information: *Mind Link (any one willing target), No LOS Needed (25 Active Points); Only Via Dreams (-1), One-Way Communication (character can only send a message, but recipient of message cannot reply; -1), Costs Endurance (-½). Total cost: 7 points.*

Options:

1) Two-Way Messaging: The dreamer can respond, via his dreams, to the character's dream messenger. Replace One Way Communication (-1) with No Mental Attacks Allowed (-½). Total cost: 8 points.

DREAM ORACLE

Effect: Clairsentience (Sight and Hearing Group), Precognition Only

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Mentalism Roll Penalty: -7

Description: The character has dreams that show him events to come. By willing himself to have a prophetic dream, and then sleeping for at least one hour, the character gains a glimpse of the future. However, the information imparted to him may be unclear, muddled, or highly symbolic, as dreams themselves so often are.

Game Information: *Clairsentience (Sight and Hearing Groups), Precognition, Reduced Endurance (0 END; +½) (75 Active Points); Precognition Only (-1), Only Through Dreams (-1), Vague And Unclear (-½), Extra Time (must sleep for at least 1 Hour to experience prophetic dreams; -3). Total cost: 11 points.*

Options:

1) Uncontrollable Dreams: The character has no control over when he will have a prophetic dream; sometimes they just come upon him unbidden while he sleeps, at other times he can't seem to have one no matter how much he wants to. Add No Conscious Control (-2). Total cost: 9 points.

2) Unreliable Dreams: The character can try to induce a prophetic dream, but doesn't always succeed. Add Activation Roll 11- (-1). Total cost: 10 points.

3) Dream Scrying: The character's dreams aren't prophetic, but they do allow him to see and hear what people are doing far away. Remove Precognition, Precognition Only (-1), and Vague And Unclear (-½), and add 16x Range (3,600"). 75 Active Points; total cost 15 points.

4) Dreams Of Long Ago: The character dreams about the past, not the future. Replace Precognition with Retrocognition, and Precognition Only (-1) with Retrocognition Only (-1). Total cost: 11 points.

DREAMREADING

Effect: Detect Dreams

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Mentalism Roll Penalty: -1

Description: The character can, when in the presence of a sleeping person, perceive whether that person is dreaming, and if so, the contents of his dreams. The character shares in the dream, seeing it play out in his mind's eye as it plays out in the subject's sleeping mind, almost as if he were watching a movie.

Game Information: *Detect Dreams (INT Roll) (Mental Group), Discriminatory. Cost: 8 points.*

Options:

1) Wiser Dreamreading: Increase to INT Roll +2. Total cost: 10 points.

MIND ZONE POWERS

For campaigns the use the Mind Zone rules (page 257), here are some powers involving the Zone.

ENTER THE MIND ZONE

Effect: Extra-Dimensional Movement (enter the Mind Zone)

Target: Self

Duration: Instant

Range: Self

END Cost: 2

Mentalism Roll Penalty: N/A

Description: The character has the ability “project” his mind “into” the mental interaction/combat “space” known as the Mind Zone.

Game Information: *Extra-Dimensional Movement (enter the Mind Zone at the Alpha level). Total cost: 22 points.*

Options:

1) Better Projection: The character’s more skilled at entering and acting in the Mind Zone; he moves even quicker there.

Beta level: 24 points

Gamma level: 26 points

Delta level: 28 points

Epsilon level: 30 points

Zeta level: 32 points

2) Longer Stay (1 Turn): The character subjectively “stays” in the Mind Zone for up to 1 Turn at the Alpha level. Total cost: 42 points.

Beta level: 44 points

Gamma level: 46 points

Delta level: 48 points

Epsilon level: 50 points

Zeta level: 52 points

3) Longer Stay (1 Minute): The character subjectively “stays” in the Mind Zone for up to 1 Minute at the Alpha level. Total cost: 62 points.

Beta level: 64 points

Gamma level: 66 points

Delta level: 68 points

Epsilon level: 70 points

Zeta level: 72 points

4) Longer Stay (5 Minutes): The character subjectively “stays” in the Mind Zone for up to 5 Minutes at the Alpha level. Total cost: 82 points.

Beta level: 84 points

Gamma level: 86 points

Delta level: 88 points

Epsilon level: 90 points

Zeta level: 92 points

IN THE ZONE

Effect: Aid Mental/Psionic Powers 2d6, Delayed Return Rate, Only In The Mind Zone

Target: Self

Duration: Instant

Range: Self

END Cost: 0

Mentalism Roll Penalty: N/A

Description: Due to the nature of his mental powers, the time he’s spent practicing mental combat with them, and/or some other factor, the character becomes even more powerful than normal when he’s in the Mind Zone. If two or more characters both have and use this power, it can also simulate forming a “mental gestalt” in which they work better together than apart.

This version of the power assumes the character can remain in the Mind Zone for 1 Minute; it’s bought so the fade rate equals that time, effectively meaning the Aid helps him in full for his entire time in the Zone. Adjust the *Delayed Return Rate* Advantage for shorter or longer periods.

Game Information: *Aid Mental/Psionic Powers 2d6, all Mental/Psionic Powers simultaneously (+2), Delayed Return Rate (points fade at the rate of 5 per 1 Minute; +¼) (65 Active Points); Only In The Mind Zone (-1), Self Only (-½). Total cost: 26 points.*

Options:

1) More In The Zone: Increase to Aid Mental/Psionic Powers 3d6. 97 Active Points; total cost 39 points.

2) Less In The Zone: Decrease to Aid Mental/Psionic Powers 1d6. 32 Active Points; total cost 13 points.

MIND ZONE MOVEMENT

Effect: Teleportation 30”

Target: Self

Duration: Instant

Range: Self

END Cost: 6

Mentalism Roll Penalty: N/A

Description: While in the Mind Zone, the character’s mental self can move with the speed of thought, crossing from point to another just by thinking about it.

Game Information: *Teleportation 30”. Total cost: 60 points.*

Options:

1) Faster Movement: Increase to Teleportation 40”. Total cost: 80 points.

2) Slower Movement: Decrease to Teleportation 20”. Total cost: 40 points.

MISCELLANEOUS POWERS

KNOWLEDGE SHARING

Effect: Variable Power Pool for sharing Knowledge Skills

Target: Varies

Duration: Constant

Range: Self/Touch

END Cost: Varies

Mentalism Roll Penalty: Varies

Description: The character can share knowledge — either granting what he knows to others temporarily, or gaining the use of another person's memories and information.

In game terms, this rather broad effect is defined as a Variable Power Pool. The Pool can do two things: first, the character can use it to apply the *Usable Simultaneously* Advantage to any of the character's Knowledge Skills (an exception to the general rule against buying naked Advantages in Power Frameworks); second, the character can use it to buy a Knowledge Skill that another character has (an exception to the general rule about not buying Skills through Power Frameworks). In either case, he must touch the character to/from whom he transfers a Knowledge Skill. (At the GM's option, this ability might apply to Skills other than Knowledge Skills that involving knowing things, such as Languages or some aspects of Computer Programming.)

The Skills remain in the character's mind, or the mind of the person to whom he transferred them, only as long as he keeps the Power Pool assigned to the appropriate abilities. Changing the allocation of the Pool means the knowledge shared fades away instantly. If a character wants to gain a Knowledge Skill permanently through psionic sharing, he has to buy the Skill with Character/Experience Points.

Because this ability can cause significant game balance problems, it must be approved by the GM.

Game Information: *Variable Power Pool (Knowledge Sharing Pool)*, 20 base + 10 control cost; *Only For Sharing Knowledge (see text; -1)*. Total cost 25 points.

Options:

- 1) **Enhanced Knowledge Sharing:** Increase to 30 base + 15 control cost. Total cost: 37 points.
- 2) **Restricted Knowledge Sharing:** Decrease to 10 base + 5 control cost. Total cost: 12 points.
- 3) **Lengthy Power:** Add Extra Time (1 Minute; -1½). Total cost: 23 points.
- 4) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 24 points.
- 5) **Lengthy And Attentive Power:** Add Extra Time (1 Minute; -1½) and Concentration (½ DCV; -¼). Total cost: 23 points.

MENTAL ENERGY

Effect: Endurance Reserve (200 END, 20 REC)

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Mentalism Roll Penalty: N/A

Description: Even if he's physically a weakling, the character possesses enormous reserves of mental energy with which to "fuel" his psionic powers.

Game Information: *Endurance Reserve (200 END, 20 REC)*. Total cost. 40 points.

Options:

- 1) **More Energy:** Increase to Endurance Reserve (300 END, 30 REC). Total cost. 60 points.
- 2) **Less Energy:** Decrease to Endurance Reserve (100 END, 10 REC). Total cost. 20 points.

MENTAL CLARITY

Effect: Aid INT 4d6

Target: One character

Duration: Instant

Range: Touch

END Cost: 4

Mentalism Roll Penalty: -4

Description: The character can expand his (or another person's) consciousness and enhance the clarity of his thought processes, enabling him to perceive things better, think more quickly, and solve problems he would otherwise find unsolvable.

Game Information: *Aid INT 4d6 (40 Active Points)*. Total cost: 40 points.

Options:

- 1) **Greater Clarity:** Increase to Aid INT 6d6. Total cost: 60 points.
- 2) **Lesser Clarity:** Decrease to Aid INT 3d6. Total cost: 30 points.
- 3) **Distant Clarity:** The character can improve another person's mental clarity without having to touch him. Add Ranged (+½). Total cost: 60 points.
- 4) **Psychic Clarity:** The character's ability to enhance mental clarity functions like a Mental Power, with a range of Line Of Sight. Decrease to Aid INT 3d6 and add BOECV (Mental Defense applies, if appropriate; +1) and Ranged (+½). Total cost: 75 points.
- 5) **Personal Clarity:** The character can only enhance his own mental clarity. Add Self Only (-½). (For the opposite version, add Others Only (-½).) Total cost: 27 points.
- 6) **Clarity Of Will:** With the character's heightened mental clarity comes greater strength of will. Change to Aid Mental Clarity 4d6, both INT and EGO simultaneously (+½). Total cost: 60 points.
- 7) **Lengthy Power:** Add Extra Time (Full Phase; -½). Total cost: 27 points.
- 8) **Attentive Power:** Add Concentration (½ DCV; -¼). Total cost: 32 points.



9) Lengthy And Attentive Power: Add Extra Time (Full Phase; $-\frac{1}{2}$) and Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$). Total cost: 23 points.

10) Spell: Add OAF (wizard's staff; -1), Gestures ($-\frac{1}{4}$), and Incantations ($-\frac{1}{4}$). Total cost: 16 points.

MENTAL HEALING

Effect: Healing INT or EGO 4d6

Target: One character

Duration: Instant

Range: No Range

END Cost: 5

Mentalism Roll Penalty: -5

Description: The character can use his telepathic powers to heal damaged minds, soothe deeply troubled minds, and restore impaired minds to proper functioning.

Game Information: *Healing INT or EGO 4d6, either Characteristic one at a time ($+\frac{1}{4}$). Total cost: 50 points.*

Options:

1) Strong Healing: Increase to Healing INT or EGO 5d6. Total cost: 62 points.

2) Weak Healing: Decrease to Healing INT or EGO 3d6. Total cost: 37 points.

3) Enhanced Healing: Change to both INT and EGO at once ($+\frac{1}{2}$). Total cost: 60 points.

4) Skillful Healing: Add Requires A Mentalism Roll ($-\frac{1}{2}$). 50 Active Points; total cost 33 points.

5) Lengthy Healing: Add Extra Time (Full Phase; $-\frac{1}{2}$). 50 Active Points; total cost 33 points.

6) Attentive Healing: Add Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$). 50 Active Points; total cost 40 points.

7) Lengthy And Attentive Healing: Add Extra Time (Full Phase; $-\frac{1}{2}$) and Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$). 50 Active Points; total cost 29 points.

8) Mindhealing Spell: Add OAF (wizard's staff; -1), Gestures ($-\frac{1}{4}$), and Incantations ($-\frac{1}{4}$). 50 Active Points; total cost 20 points.

MENTAL LINK

Effect: Mind Link, one specific mind**Target:** One character**Duration:** Persistent**Range:** LOS**END Cost:** 0**Mentalism Roll Penalty:** -1

Description: The character can establish a limited form of telepathic contact — a mental communications link — between himself and one other person, whom he must define when he purchases the power. Typically this person is a spouse, sidekick, trusted friend, faithful animal companion, or the like.

Game Information: *Mind Link, one specific mind. Total cost: 5 points.*

Options:

1) Group Mental Link I: The character can establish a Mental Link with any one member of a specific group of persons (such as his family, his teammates, or the cast of *To Save The World*). Increase to Mind Link, one specific person within a defined group. Total cost: 10 points.

2) Group Mental Link II: The character can establish a Mental Link with any eight members of a specific group of persons. Increase to Mind Link, up to eight persons within a defined group. Total cost: 25 points.

3) Universal Mental Link I: The character can establish a Mental Link with any one person. Increase to Mind Link, any one willing target. Total cost: 15 points.

4) Universal Mental Link II: The character can establish a Mental Link with up to any eight people. Increase to Mind Link, up to any eight willing targets. Total cost: 30 points.

5) Greater Mental Link: Once the character establishes a Mental Link with someone, he can maintain contact with that person wherever they go — anywhere in the Universe, other dimensions, and so forth. Increase to Mind Link, one specific mind, any distance, any dimension. Total cost: 15 points.

6) Psychic Bond: The character has a permanent Mental Link with one person. Add Psychic Bond. Total cost: 10 points.

7) True Psychic Bond: The character's has so profound a Mental Link with another person that he feels the pain they feel. Add Psychic Bond and Feedback (STUN only; -1). Total cost: 5 points.

8) Attentive Power: Add Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$). Total cost: 4 points.

9) Spell: Add OAF (wizard's staff; -1), Gestures ($-\frac{1}{4}$), and Incantations ($-\frac{1}{4}$). Total cost: 2 points.

MULTIMIND

Effect: +4 SPD, Only To Use Mental Powers**Target:** Self**Duration:** Persistent**Range:** Self**END Cost:** 0**Mentalism Roll Penalty:** N/A

Description: The character actually has two minds in the same body, giving him the power to attack mentally with blinding speed. (Alternately, you can change this specific special effect to "high degree of mental acuity," "experienced at mental combat," or anything else that would justify speedy mental attacks.)

Game Information: +4 SPD (40 Active Points); Only To Use Mental Powers (-1). Total cost: 20 points.

Options:

1) Strong Power: Increase to +6 SPD. 60 Active Points; total cost 30 points.

2) Weak Power: Decrease to +2 SPD. 20 Active Points; total cost 10 points.

PSYCHIC TRANSLATOR

Effect: Universal Translator INT +5, Must Involve Minds**Target:** Self**Duration:** Persistent**Range:** Self**END Cost:** 0**Mentalism Roll Penalty:** -2

Description: The character possesses an instinctive gift for languages and linguistics based on his (perhaps latent) psionic powers. By subconsciously reading the surface of another person's mind, he can understand what that person is saying, and respond in the same language. Similarly, he can read text in other languages, provided that someone else is around to read it with him. This makes it easy to read signs on a crowded city street (there's almost always someone nearby who's also reading the sign, even subconsciously) but impossible to read a letter in private.

Game Information: *Universal Translator INT +5 (25 Active Points); Must Involve Minds (see text; $-\frac{1}{2}$). Total cost: 17 points.*

Options:

1) Linguistic Savant: The character has an instinctive gift for understanding other languages regardless of whether other minds are present. Remove Must Involve Minds ($-\frac{1}{2}$). Total cost: 25 points.

PSYCHOMORPH

Effect: Shape Shift (Mental Group, any shape)**Target:** Self**Duration:** Constant**Range:** Self**END Cost:** 2**Mentalism Roll Penalty:** -2

Description: The character can alter his brain waves and other mental/psionic “identifying marks” to make a person with mental powers think he’s someone else. He still looks, feels, sounds, and smells the same, but someone perceiving or reading his mind perceives a “completely different” mind inside his skull. He cannot, however, make his thought patterns resemble those of someone else.

A character who can Psychomorph cannot change his Psychological Limitations, any more than a character who has Shape Shift (Touch Group) can make himself stronger or eliminate his Physical Limitations. Changing Psychological Limitations requires Multiform, but few characters ever buy such an ability — after all, the new personality might not want to change back!

Game Information: *Shape Shift (Mental Group, any shape). Total cost: 25 points.*

Options:

1) Easy Psychomorphing: The character does not find it difficult to maintain his psychomorphed state. Add Costs Endurance Only To Change Shape (+¼). Total cost: 31 points.

2) Psychomorphic Copycat: The character can duplicate the brain waves and thought patterns of another being, thus disguising himself as that person for purposes of Mental Group senses. He must have perceived the other person’s mind at some point (using Telepathy, Detect Minds, or the like) to copy it. Add Imitation. Total cost: 35 points.

3) Rapid Psychomorphing: The character can change his “mental shape” quickly. Add Instant Change. Total cost: 30 points.

4) Lengthy Power: Add Extra Time (Full Phase; -½). Total cost: 17 points.

5) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 20 points.

6) Lengthy And Attentive Power: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 14 points.

7) Spell: Add OAF (wizard’s staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 10 points.

SPEED OF THOUGHT

Effect: +2 SPD, Only For Using Mental Powers**Target:** Self**Duration:** Persistent**Range:** Self**END Cost:** 0**Mentalism Roll Penalty:** -2

Description: The character can use his mental abilities much more quickly than he can move or perform physical tasks. This power requires GM’s approval, since it may pose significant game balance problems.

Game Information: +2 SPD (20 Active Points); Only To Use Mental Powers (-1). Total cost: 10 points.

Options:

1) Greater Speed: Increase to +3 SPD. 30 Active Points; total cost 15 points.

2) Lesser Speed: Decrease to +1 SPD. 10 Active Points; total cost 5 points.

3) Single-Power Speed: Change Only to Use Mental Powers (-½) to Only To Use [Single Mental Power] (-1½). 20 Active Points; total cost 8 points.

4) Lengthy Power: Add Extra Time (Full Phase; -½). Total cost: 8 points.

5) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 9 points.

6) Lengthy And Attentive Power: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 7 points.

7) Spell: Add OAF (wizard’s staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 6 points.

UNIMIND

Effect: Aid Mental/Psionic Powers 2d6**Target:** Self**Duration:** Instant**Range:** Touch**END Cost:** 9**Mentalism Roll Penalty:** -9

Description: The character can join his mind to the minds of one or more other characters who also have this power, thereby enhancing their “gestalt” mental and psionic abilities and giving them the ability to accomplish tasks and defeat enemies they otherwise could not.

To use this power, the character must be in both physical and mental contact with another person who has this power. Physical contact means touching him some way — holding hands or having one hand on his shoulder, perhaps — or touching someone who’s touching him. Mental contact means a Mind Link, Telepathy, or any like method the GM considers appropriate. As many characters as want to participate and have bought this power can take part, but at most the group can only add 112 points’ worth of effect to whomever they choose to Aid. All participants must Aid the same person, and the Aid effect does not apply to this power (nor can the person being Aided use this power on himself).

Everyone in the unimind may only add points to the Aid at the rate dictated by the SPD of the slowest member. For example, if eight people form a unimind, and they have SPDs of 3, 4, 4, 4, 5, 5, 5, and 6, each of them can only apply the Aid effect a maximum of three times per Turn — the same number of times the slowest member (SPD 3) could. It doesn’t matter how many times the slowest person actually uses his Aid, only how many times he *could* use it if he wanted to. Members with higher SPDs may decide which of their Phases to apply the Aid effect on. Any member may choose not to apply Aid if he wants to do something else in a Phase (after all, Aid requires an Attack Action to use, and the member may need to do something else, like defend himself from an attacker). The unimind may only agree to “stop acting” as a whole on the Phases dictated by the slowest character’s SPD, though individual members may leave the unimind at any time by breaking physical or mental contact with the subject.

The subject being Aided by the unimind decides which mental or psionic power to assign the points to. Once he chooses what to assign them to, he may not change to something else unless the Unimind stops and then re-starts. In any event, no more than 112 points’ worth of power, total, may be added to the subject’s mental/psionic powers. He

could, for example, apply 30 points to increase his Ego Attack, have the unimind stop and then add 40 points to his Mind Control, have it stop and then add 42 points to his Mental Defense. At the GM’s option, the unimind need not stop and start again; the subject can simply assign the points he receives each Segment to whatever mental/psionic abilities he wants.

Game Information: *Aid Mental/Psionic Powers 2d6, any Mental/Psionic power one at a time (+¼), Can Add Maximum Of 112 Points’ Worth Of Power (87 Active Points); Physical Contact Required (-0), Mental Contact Required (-½), Costs Endurance (-½), Extra Time (Full Phase; -½), Only Works On Others Who Have This Power (-1), Aid Effect Does Not Apply To This Power (-¼), Can Only Add Points At The Slowest SPD (-0). Total cost: 23 points.*

Options:

1) Distant Unimind: The character can create a unimind without physical contact — as long as he can perceive the subject (even with Mind Scan) and establish mental contact, the Aid applies. Add BOECV (Mental Defense applies, if appropriate; +1) and remove Physical Contact Required (-0). 157 Active Points; total cost 42 points.

2) Lasting Unimind: Once the character establishes mental and physical contact with the subject, he can keep Aiding him again and again until the maximum effect is reached without using further Attack Actions. Add Continuous (+1). 157 Active Points; total cost 42 points.

3) Gestalt Power: The power added to the subject by the unimind lasts a long time. Add Delayed Recovery Rate (points fade at the rate of 5 per 5 Minutes; +½). 122 Active Points; total cost 32 points.

4) Enervating Unimind: All the participants in the unimind also give of their life essence to the subject, making him more vital and vibrant while they become weaker. In game terms, every Phase they apply the Aid to the subject, their STR Transfers to his STUN; when they reach 0 STR, they Transfer their CON. They cannot regain any of the lost points of STR and CON until they leave the unimind; once they do so, the lost points return at the standard rate of 5 per Turn. Add Side Effect (Transfer 1d6 STR or CON to subject’s STUN, always occurs; -½). Total cost: 20 points.

5) Attentive Power: Add Concentration (½ DCV; -¼). Total cost: 22 points.

6) Spell: Add OAF (wizard’s staff; -1), Gestures (-¼), and Incantations (-¼). Total cost: 17 points.

MENTAL GADGETS



Characters who don't have psionic powers of their own can use gadgets to obtain them... or attack people who do.

MENTAL WEAPONS

EMOTION MANIPULATOR

Effect: Mind Control 8d6

Target/Area Affected: One character

Duration: Constant

Range: LOS

END Cost: 5

Breakability: 10 DEF

Description: This sophisticated neuro-manipulation device, usually built in a rod- or box-like form, allows the wielder to control the emotions of others.

Game Information: *Mind Control 8d6, Telepathic (+¼) (50 Active Points); OAF (-1), Only To Alter/Inflict Emotional States (-½). Total cost: 20 points.*

Options:

- 1) **Strong Manipulator:** Increase to Mind Control 12d6. 75 Active Points; total cost 30 points.
- 2) **Weak Manipulator:** Decrease to Mind Control 6d6. 37 Active Points; total cost 15 points.
- 3) **Experimental Manipulator:** This form of technology remains highly experimental and doesn't always work properly. Add Activation Roll 14- (-½). Total cost: 17 points.
- 4) **Restricted Manipulator I:** This form of the Manipulator can only affect one emotion, defined when the character buys the gadget. Change to Only To Alter/Inflict One Emotional State (-1). Total cost: 17 points.
- 5) **Restricted Manipulator II:** This form of the Manipulator can only affect three emotions, defined when the character buys the gadget. Change to Only To Alter/Inflict Three Emotional States (-¾). Total cost: 18 points.
- 6) **Disguised Manipulator:** This form of the Manipulator looks like an ordinary object, such as a piece of jewelry or a fountain pen. Change OAF (-1) to IAF (-½). Total cost: 25 points.
- 7) **Group Emotion Manipulator I:** This powerful version of the Manipulator can affect multiple persons' emotions at once. Add Area Of Effect (20" Radius; +1½) and Selective (+¼). 120 Active Points; total cost 48 points.

8) **Group Emotion Manipulator II:** As Group Emotion Manipulator I, but the device only affects persons near the user. Add Personal Immunity (+¼) and No Range (-½). 130 Active Points; total cost 43 points.

9) **Neuromanipulator:** This device can take control of the victim's mind totally, not just manipulate his emotions. Remove Only To Alter/Inflict Emotional States (-½). Total cost: 25 points.

FOCUSING GEM

Effect: Armor Piercing (+½) for up to 60 Active Point Ego Attack

Target/Area Affected: Self

Duration: Instant

Range: Self

END Cost: 3

Breakability: 6 DEF

Description: Focusing Gems are a special type of crystal attuned to a particular mental power. A mentalist uses one to enhance and refine that power. Most Focusing Gems are created for Ego Attack (like the example given here) or Mind Control, but other types exist. Before using a Focusing Gem, a mentalist must "link" it to himself by wearing it next to his skin for a week.

To use a Focusing Gem, the mentalist holds it to his head when attacking with the appropriate mental power. The Gem refines the mental energies the mentalist employs, enabling the attack to more easily penetrate a target's defenses. It can only channel a certain amount of mental energy, though; anything beyond that is wasted. (In game terms, there's an Active Point limit on the naked Advantage.) When used, a Gem flares with light. (There are rumors that some mentalists have constructed Gems that do not light up this way.)

Game Information: *Armor Piercing (+½) for up to 60 Active Point Ego Attack (30 Active Points); OAF (-1), Renders Mental Attack Visible (-¼). Total cost: 13 points.*

Options:

- 1) **Strong Gem:** Increase to Armor Piercing (+½) for up to 90 Active Point Ego Attack. 45 Active Points; total cost 20 points.
- 2) **Weak Gem:** Decrease to Armor Piercing (+½) for up to 30 Active Point Ego Attack. 15 Active Points; total cost 7 points.

HALLUCINATION SPRAY

Effect: Mental Illusions 12d6
Target/Area Affected: One character
Duration: Instant
Range: 3"
Charges: 6 Charges
Breakability: 12 DEF

Description: This weapon is a hallucinogenic gas or mist the character sprays on other people, causing them to experience vivid visions indistinguishable from reality. The character has no control over the victim's hallucination (it could even help the victim, though that sort of reaction is very rare), and cannot change or affect the course of the hallucination.

Game Information: *Mental Illusions 12d6 (60 Active Points); IIF (-¼), Based On CON (PD applies; -1), No Conscious Control (-1), Limited Range (3"; -¼), 6 Charges (-¾). Total cost: 14 points.*

Options:

- 1) **Strong Spray:** Increase to Mental Illusions 15d6. 75 Active Points; total cost 18 points.
- 2) **Weak Spray:** Decrease to Mental Illusions 9d6. 45 Active Points; total cost 10 points.
- 3) **Realistic Spray:** If the winds are wrong or the character doesn't use the spray properly, it may affect him instead. Add Requires A DEX Roll (assumes DEX Roll of 12- or 13-; -¾) and Side Effects (spray affects character; -1). Total cost: 10 points.
- 4) **Experimental Spray:** Some people seem to be immune to the effects of the spray, or don't always get enough of a dose for it to affect them. Add Activation Roll 14- (-½). Total cost: 13 points.
- 5) **Obvious Spray:** The nature of the spray weapon is apparent to any who see it. Change IIF (-¼) to OIF (-½). Total cost: 12 points (or 11 points for OAF [-1]).
- 6) **Variant Spray:** This form of the spray can easily affect opponents with high PDs. Add NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1). 120 Active Points; total cost 28 points.
- 7) **More Spray:** Increase to 12 Charges (-¼). Total cost: 16 points.
- 8) **Less Spray:** Decrease to 3 Charges (-1¼). Total cost: 13 points.

HYPNOTIC MUSICAL INSTRUMENT

Effect: Mind Control 12d6, Gestures, Requires A Skill Roll, Personal Immunity
Target/Area Affected: 24" Radius
Duration: Instant
Range: No Range
END Cost: 0
Breakability: 39 DEF

Description: This unusual musical instrument, possibly the creation of a mad musician or a gift from the faerie-folk, allows the person playing it to take control of the minds of people who hear him (defined, for these purposes, as anyone within 24" of him). He can affect multiple people at once, and even choose to affect only some people within the Area Of Effect, but must issue the same order to everyone affected (usually by singing the commands).

Although Mind Control is an Instant Power, the character must keep playing the instrument as long as he wants the Mind Control to remain in effect. If he ever stops playing for any reason, the Mind Control effect stops immediately, returning the victims' self-will. Just drowning out the music won't necessarily stop the Mind Control as long as the character keeps playing, but in the GM's option may allow the victims another Break-out Roll (or impose a small penalty on ECV Attack Rolls to use the power).

Game Information: *Mind Control 12d6, Area Of Effect (24" Radius; +1¼), Selective (+¼), Personal Immunity (+¼), Reduced Endurance (0 END; +½) (195 Active Points); OAF (-1), Gestures (two hands throughout; -1), Effect Ends Immediately If Character Stops Playing (-½), No Range (-½), Requires A PS: [Play Instrument] Roll (-¼). Total cost: 46 points.*

Options:

- 1) **Strong Instrument:** Increase to Mind Control 15d6. 244 Active Points; total cost 57 points.
- 2) **Weak Instrument:** Decrease to Mind Control 9d6. 146 Active Points; total cost 34 points.
- 3) **Unspoken Commands:** The character can transmit orders to the victims through his music alone. Add Telepathic (+¼). 210 Active Points; total cost 49 points.



HYPNOTIC SPINNER

Effect: Mind Control 10d6

Target/Area Affected: One character

Duration: Constant

Range: 10"

END Cost: 5

Breakability: 10 DEF

Description: This device, sometimes built into an item of jewelry (or the like) or a hat but always obvious because of the spiral pattern on it, can almost instantly hypnotize other people. When activated, the device spins the spiral pattern, and that and the neuro-energy it projects allows the wielder to take control of the victim's mind.

Game Information: *Mind Control* 10d6 (50 Active Points); OAF (-1), Normal Limited Range (10"; -½). Total cost: 20 points.

Options:

1) Strong Hypnosis: Increase to Mind Control 12d6. 60 Active Points; total cost 24 points.

2) Weak Hypnosis: Decrease to Mind Control 8d6. 40 Active Points; total cost 16 points.

3) Realistic Hypnosis: Hypnotizing someone with this device takes a lot of time. Add Extra Time (1 Turn; -1¼). Total cost: 13 points.

4) Experimental Hypnosis: The neuro-energy projector in this device is prone to unexpected failure. Add Activation Roll 14- (-½). Total cost: 17 points.

5) Easy Hypnosis: Using this device doesn't tire a character out at all. Add Reduced Endurance (0 END; +½). 75 Active Points; total cost 30 points.

6) Telepathic Hypnosis: The device can project telepathic commands from the user's mind to the victim's. Add Telepathic (+¼). 62 Active Points; total cost 25 points.

7) Ocular Hypnosis: To make the device work, the wielder must establish eye contact with his victim. Change Normal Limited Range (-½) to Eye Contact Required (-½). Total cost: 20 points.

8) Attached Spinner: Taking the character's spinner away isn't easy. Change OAF (-1) to OIF (-½). Total cost: 25 points.

MIND ALTERATION MACHINE**Effect:** Mind Control 16d6**Target/Area Affected:** One character**Duration:** Instant**Range:** No Range**END Cost:** 8**Breakability:** 16 DEF

Description: This large device, typically built into part of a master villain's or mad scientist's lair, allows the user to take control of the mind of another person. It consists of a seat (complete with straps so the villain's henchmen can tie the victim down) next to a large console. The controls on the console allow the user to lower a special helmet onto the victim's head, and then to activate the device. After a minute of exposure to its brain-warping rays, the victim falls completely under the villain's sway.

Game Information: *Mind Control 16d6 (80 Active Points); OAF Immobile (-2), Extra Time (1 Minute; -1½). Total cost: 18 points.*

Options:

- 1) **Strong Mind Alteration:** Increase to Mind Control 20d6. 100 Active Points; total cost 22 points.
- 2) **Weak Mind Alteration:** Decrease to Mind Control 12d6. 60 Active Points; total cost 13 points.
- 3) **Experimental Mind Alteration:** So complex is the Mind Alteration Machine that it doesn't always work. Add Activation Roll 14- (-½). Total cost: 16 points.
- 4) **Hard To Use:** The Machine's complexity also makes it difficult to use. Add Requires A Systems Operation Roll (-½). Total cost: 16 points.

MINDBLASTER HEADBAND**Effect:** Ego Attack 4d6**Target/Area Affected:** One character**Duration:** Instant**Range:** LOS**END Cost:** 4**Breakability:** 8 DEF

Description: This device is a headband made of some gold-colored metal with a gem-like crystal (usually red or green) set into it in the center of the forehead. While wearing it, a character can attack his foes with powerful blasts of psionic force.

Game Information: *Ego Attack 4d6 (40 Active Points); OAF (-1). Total cost: 20 points.*

Options:

- 1) **Strong Headband:** Increase to Ego Attack 6d6. 60 Active Points; total cost 30 points.
- 2) **Weak Headband:** Decrease to Ego Attack 3d6. 30 Active Points; total cost 15 points.
- 3) **Realistic Headband:** The Headband has an internal battery that only has enough energy for a few mind-blasts before it requires recharging. Add 8 Charges (-½). Total cost: 16 points.

4) **Experimental Headband:** Psionic technology is a new field, and devices created with it don't always perform as expected. Add Activation Roll 14- (-½). Total cost: 16 points.

5) **Attached Headband:** This form of the Headband isn't so easily taken away from the character. It may be built into a helmet, a ring, or the like — or it may simply fit very firmly around his head. Change OAF (-1) to OIF (-½). Total cost: 27 points.

MINDREADER HEADBAND**Effect:** Telepathy 8d6**Target/Area Affected:** One character**Duration:** Instant**Range:** LOS**END Cost:** 4**Breakability:** 8 DEF

Description: This device is a headband made of some silver-colored metal with a gem-like crystal (usually purple or blue) set into it in the center of the forehead. While wearing it, a character can communicate mentally with his friends and read the minds of his foes.

Game Information: *Telepathy 8d6 (40 Active Points); OAF (-1). Total cost: 20 points.*

Options:

- 1) **Strong Headband:** Increase to Telepathy 12d6. 60 Active Points; total cost 30 points.
- 2) **Weak Headband:** Decrease to Telepathy 6d6. 30 Active Points; total cost 15 points.
- 3) **Realistic Headband:** The Headband has an internal battery that only has enough energy for a few seconds' worth of mind-reading before it requires recharging. Add 8 Charges (-½). Total cost: 16 points.
- 4) **Experimental Headband:** Psionic technology is a new field, and devices created with it don't always perform as expected. Add Activation Roll 14- (-½). Total cost: 16 points.
- 5) **Attached Headband:** This form of the Headband isn't so easily taken away from the character. It may be built into a helmet, a ring, or the like — or it may simply fit very firmly around his head. Change OAF (-1) to OIF (-½). Total cost: 27 points.

MINDREADING MACHINE

Effect: Telepathy 16d6**Target/Area Affected:** One character**Duration:** Instant**Range:** No Range**END Cost:** 8**Breakability:** 16 DEF

Description: A companion to the Mind Alteration Machine (see above), this very similar device allows the user to read the thoughts in another person's mind. In addition to the equipment described for the Mind Alteration Machine, it has a large view-screen with speakers. When the user asks a question, the answer appears on the screen as a scene taken from the victim's memory, and/or issues from the speakers in a ghostly voice somewhat similar to the victim's own. Since the user has to ask the questions, anything that prevents him from speaking or the victim from hearing effectively renders the Machine useless.

Game Information: *Telepathy 16d6 (80 Active Points); OAF Immobile (-2), Extra Time (1 Minute; -1½), Affected As Hearing Group As Well As Mental Group (-¼). Total cost: 17 points.*

Options:

1) Strong Mindreading: Increase to Telepathy 20d6. 100 Active Points; total cost 21 points.

2) Weak Mindreading: Decrease to Telepathy 12d6. 60 Active Points; total cost 13 points.

3) Experimental Mindreading: So complex is the Mindreading Machine that it doesn't always work. Add Activation Roll 14- (-½). Total cost: 15 points.

4) Hard To Use: The Machine's complexity also makes it difficult to use. Add Requires A Systems Operation Roll (-½). Total cost: 15 points.

NEUROCONTROL LIMPETS

Effect: Mind Control 12d6**Target/Area Affected:** One character**Duration:** Instant**Range:** Touch**Charges:** 4 Recoverable Charges**Breakability:** 12 DEF

Description: This device is a small disk or similar object — the character can give it whatever shape or appearance he wants when he buys it, as long as it's obviously out of the ordinary and recognizable as a weapon by those who perceive it — that attaches to the victim's head. After attaching it, the character gives the victim a command. If the Mind Control roll succeeds, the victim keeps obeying the order until he makes a Breakout Roll or the Limpet is removed (removing the Limpet takes a Zero-Phase Action out of combat; in combat it's an Attack Action and the Limpet has the victim's DCV +5). If the character wants to change the order, he must remove the Limpet, re-attach it, and issue the new order.

The *Requires A DEX Roll* Limitation represents the potential difficulty a character has attaching a Limpet to the victim's head. The -6 penalty for the power's Active Points effectively represents the Hit Location penalty for targeting the Head; the GM can, at his option, reduce or eliminate the penalty to the roll if the character makes a Surprise Move or the victim is Surprised.

Game Information: *Mind Control 12d6 (60 Active Points); OAF (-1), Character Cannot Change Orders Or Spend END To Prevent Improvement In Breakout Rolls (-¼), Effect Ends Immediately If Limpet Is Removed (-½), No Range (-½), Requires A DEX Roll (assumes a DEX Roll of 12- or 13-; -¾), 4 Recoverable Charges (-½). Total cost: 13 points.*

Options:

1) Strong Limpets: Increase to Mind Control 15d6. 75 Active Points; total cost 17 points.

2) Weak Limpets: Decrease to Mind Control 10d6. 50 Active Points; total cost 11 points.

3) Experimental Limpets: Psionic technology is so new and advanced that it tends to be unreliable, especially when miniaturized like this. Add Activation Roll 14- (-½). Total cost: 12 points.

4) Telepathic Limpets: The Limpet also creates a low-level telepathic bond between the character and his victim that allows him to issue the order telepathically. Add Telepathic (+¼). 75 Active Points; total cost 17 points.

5) Disguised Limpets: This form of the Limpet looks like something innocuous — an object the character might wear or have on or near his head. Change OAF (-1) to IAF (-½). Total cost: 15 points.

6) Restricted Limpets: This form of Limpet can only be used to issue a single command. Add Set Effect (chosen when character buys weapon; -1). Total cost: 11 points.

7) More Limpets: Increase to 8 Recoverable Charges (-0). Total cost: 15 points.

8) Fewer Limpets: Decrease to 2 Recoverable Charges (-1). Total cost: 12 points.

NEUROHELM

Effect: Armor (4 PD/4 ED), Mind Control 10d6
Target/Area Affected: Self/One character
Duration: Persistent/Instant
Range: Self/LOS
END Cost: 0/5
Breakability: 10 DEF

Description: This helmet contains psionic circuitry that allows the wearer to take control of another person's mind.

Game Information:

Cost Power

- 3 *Neurohelm:* Armor (4 PD/4 ED) (12 Active Points); OIF (-½), Activation Roll 8- (only protects Hit Locations 3-5; -2)
- 33 *Neurohelm:* Mind Control 10d6 (50 Active Points); OIF (-½)

Total cost: 36 points.

Options:

- 1) **Strong Neurohelm:** Increase to Mind Control 12d6. 60 Active Points; total cost 40 points; total cost of device 43 points.
- 2) **Weak Neurohelm:** Decrease to Mind Control 8d6. 40 Active Points; total cost 27 points; total cost of device 30 points.
- 3) **Experimental Neurohelm:** The helmet's neurotechnology is prone to failure due to its highly experimental nature. Add Activation Roll 14- (-½) to Mind Control. Total cost 25 points; total cost of device 28 points.
- 4) **Telepathic Neurohelm:** The helmet's neurotechnology also lets the wearer transmit orders directly into the victim's brain. Add Telepathic (+¼). 62 Active Points; total cost 41 points; total cost of device 44 points.

NEURO-INTERFERENCE RAY

Effect: Drain DEX/INT/EGO 4d6, Flash 9d6
Target/Area Affected: One character
Duration: Instant
Range: Varies
Charges: 12 Charges
Breakability: 12 DEF

Description: This weapon projects a beam of "neural energy" that can adversely affect the target's mind. Depending on the setting, it can interfere with his nervous system, reduce his will or his intelligence, or temporarily "blind" his senses by scrambling the synapthic pathways related to them.

Game Information:

Cost Power

- 27 *Neuro-Interference Ray:* Multipower, 60-point reserve; all OAF (-1), 12 Charges for entire reserve (-¼)
- 3u 1) *Reflex Scrambling:* Drain DEX 4d6, Ranged (+½); OAF (-1)
- 3u 2) *Intellect Interference:* Drain INT 4d6, Ranged (+½); OAF (-1)
- 3u 3) *Will-Sapping:* Drain EGO 4d6, Ranged (+½); OAF (-1)
- 3u 4) *Sensory Synaptic Scrambling:* Sight, Hearing, Smell/Taste, and Touch Group Flash 9d6; OAF (-1)

Total cost: 39 points.

Options:

- 1) **Strong Ray I:** Increase Multipower reserve to 75 points, all Drain-based slots to Drain 5d6, and Slot 4 to Flash 12d6. Total cost: 49 points.
- 2) **Strong Ray II:** Increase Multipower reserve to 80 points and add Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +½) to all Drain-based slots. Total cost: 50 points.
- 3) **Weak Ray:** Decrease Multipower reserve to 45 points, all Drain-based slots to Drain 3d6, and Slot 4 to Flash 6d6. Total cost: 28 points.
- 4) **Experimental Ray:** Neural energy is a new technology, and devices designed to manipulate it remain balky. Add Activation Roll 12- (-¾) to reserve and all slots. Total cost: 28 points.
- 5) **Stronger Battery:** Increase to 24 Charges (+¼) for entire Multipower. Total cost: 49 points.
- 6) **Weaker Battery:** Decrease to 4 Charges (-1) for entire Multipower. Total cost: 32 points.

PSIONIC FEEDBACK INDUCER

Effect: Ego Attack 3d6 plus Drain DEX 2d6**Target/Area Affected:** One character**Duration:** Instant**Range:** 100"**END Cost:** 6**Breakability:** 6 DEF

Description: This headband, or headband-like, device allows the wearer to cause synaptic misfirings in the target's brain, resulting in spasms and intense pain.

Game Information: *Ego Attack 3d6 (30 Active Points); OAF (-1), Normal Limited Range (100"; -½) (total cost: 12 points) plus Drain DEX 2d6, Ranged (+½) (30 Active Points); OAF (-1), Linked (-½) (total cost: 12 points). Total cost: 24 points.*

Options:

- 1) **Strong Inducer:** Increase to Ego Attack 5d6 plus Drain 3d6. $50 + 45 = 90$ Active Points; total cost $20 + 18 = 38$ points.
- 2) **Weak Inducer:** Decrease to Ego Attack 2d6 plus Drain 1d6. $20 + 15 = 35$ Active Points; total cost $8 + 6 = 14$ points.
- 3) **Realistic Inducer:** The Inducer has a built-in battery that only provides enough power for a few Feedback blasts. Add 8 Charges (-½) to each power. Total cost $10 + 10 = 20$ points.
- 4) **Experimental Inducer:** The psionic technology used to build the Inducer is experimental, and thus unreliable. Add Activation Roll 14- (-½) to each power. Total cost $10 + 10 = 20$ points.
- 5) **Attached Inducer:** The Inducer is built into a helmet, or otherwise more firmly attached to the character's person. Change OAF (-1) to OIF (-½). Total cost $15 + 15 = 30$ points.
- 6) **Ongoing Feedback:** This form of the device continues generating painful feedback as long as the user concentrates on the target (*i.e.*, pays END). Add Continuous (+1) to both powers. $60 + 50 = 110$ Active Points; total cost $24 + 20 = 44$ points.
- 7) **Variant Psionic Feedback Inducer:** This type of Inducer works on a Line Of Sight basis. Change to: Ego Attack 3d6 (30 Active Points); OAF (-1) (total cost: 15 points) **plus** Drain DEX 2d6, Ranged (+½), Line Of Sight (+½) (40 Active Points); OAF (-1), Linked (-¼) (total cost: 18 points). Total cost: 33 points.

PSIONIC NEUTRALIZATION BLASTER

Effect: Drain Mental/Psionic Powers 8d6**Target/Area Affected:** One character**Duration:** Instant**Range:** 200"**Charges:** 4 Charges**Breakability:** 72 DEF

Description: This advanced weapon emits an energy beam that, through biophysical means not yet fully understood, interferes with the use of mental powers. A mentalist hit with this beam loses some, and possibly all, of his powers for an hour or more.

Game Information: *Drain Mental/Psionic Powers 8d6, all Mental/Psionic Powers simultaneously (+2), Delayed Return Rate (points return at the rate of 5 per Hour; +1), Limited Range (+¼) (340 Active Points); OAF (-1), 4 Charges (-1). Total cost: 113 points.*

Options:

- 1) **Strong Blaster:** Increase to Drain Mental/Psionic Powers 10d6. 425 Active Points; total cost 142 points.
- 2) **Weak Blaster:** Decrease to Drain Mental/Psionic Powers 6d6. 255 Active Points; total cost 85 points.
- 3) **Experimental Blaster:** The Psionic Neutralization Blaster is a prototype that often fails to work properly. Add Activation Roll 11- (-1). Total cost: 85 points.
- 4) **Unique Blaster:** The Psionic Neutralization Blaster is a one-of-a-kind weapon. Add Independent (-2). Total cost: 69 points.
- 5) **Unique Experimental Blaster:** Add Activation Roll 11- (-1) and Independent (-2). Total cost: 58 points.
- 6) **Long-Term Blaster:** The effects of the Psionic Neutralization Blaster last for months or years. Change to Delayed Return Rate (points return at the rate of 5 per 3 Months; +2¼). 440 Active Points; total cost 147 points.
- 7) **Stronger Battery:** Increase to 8 Charges (-½). Total cost: 136 points.
- 8) **Weaker Battery:** Decrease to 1 Charge (-2). Total cost: 85 points.

PSIONIC POWER NEGATOR

Effect: Drain Mental/Psionic Powers 5d6**Target/Area Affected:** One character**Duration:** Constant**Range:** No Range**END Cost:** 0**Breakability:** 45 DEF

Description: This device, once attached to a mentalist, Drains all of his psionic powers. Due to the device's sophistication and cost, only the most well-heeled and powerful governments, corporations, and master villains tend to own one.

Game Information: *Drain Mental/Psionic Powers 5d6, all Mental/Psionic Powers simultaneously (+2), Continuous (+1), Reduced Endurance (0 END; +½), Uncontrolled (deactivated by removing device from victim; +½) (250 Active Points); OAF (-1), Can Only Be Used On Manacled/Restrained Subjects (-¼). Total cost: 111 points.*

Options:

1) Strong Psionic Negator: Increase to Drain Mental/Psionic Powers 7d6. 350 Active Points; total cost 155 points.

2) Weak Psionic Negator: Decrease to Drain Mental/Psionic Powers 3d6. 150 Active Points; total cost 67 points.

3) Psionic Power Negator Variant: This form of the Negator uses Suppress instead of Drain. When the Negator comes off, the victim's powers immediately return to him in full. Change to Suppress 10d6 and remove Continuous (+1). 200 Active Points; total cost 89 points.

4) Single Power Negator: Instead of preventing the subject from using all mental powers, this device is "tuned" to block out only one power (such as Telepathy or Mind Control). Change to: Drain [defined Mental Power] 5d6, Continuous (+1), Reduced Endurance (0 END; +½), Uncontrolled (deactivated by removing device from victim; +½) (150 Active Points); OAF (-1), Can Only Be Used On Manacled/Restrained Subjects (-¼). Total cost: 67 points.

5) Psionic Negator Drug: Instead of being a helmet, the gadget is a drug injected into the mentalist. Change to: Drain Mental/Psionic Powers 5d6, all Mental/Psionic Powers simultaneously (+2), Continuous (+1), Uncontrolled (deactivated by removing device from victim; +½) (225 Active Points); OAF Fragile (-1¼), Can Only Be Used On Manacled/Restrained Subjects (-¼), 1 Continuing Charge lasting 6 Hours (-0). Total cost: 90 points.

PSIONIC STATIC GRENADES

Effect: Darkness to Mental Group**Target/Area Affected:** 5" Radius**Duration:** Constant**Range:** RBS**Charges:** 4 Continuing Charges lasting 1 Turn each**Breakability:** 5 DEF

Description: These grenade-like weapons create a field of "psychic static" where they land that interferes with psionic senses.

Game Information: *Darkness to Mental Group 5" radius (25 Active Points); OAF (-1), Range Based On STR (-¼), 4 Continuing Charges lasting 1 Turn each (-½). Total cost: 9 points.*

Options:

1) Larger Static Field: Increase to Darkness to Mental Group 8" radius. 40 Active Points; total cost 14 points.

2) Smaller Static Field: Decrease to Darkness to Mental Group 3" radius. 15 Active Points; total cost 5 points.

DEFENSIVE MENTAL GADGETS

DEFENSIVE MASK

Effect: Various Defense Powers

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Breakability: Varies

Description: Incorporated into the character's mask are one or more protective devices designed to shield his eyes, mind, brain, or skull from harm. A character may buy any or all of these gadgets, as desired; he doesn't have to buy some as a prerequisite for buying others.

Although this gadget is a mask, you can change it to any other sort of OIF you prefer, such as a helmet or a ring.

Game Information:

Cost Power

- | | |
|---|--|
| 3 | <i>Armored Mask:</i> Armor (3 PD/3 ED) (9 Active Points); OIF (-½), Activation Roll 8- (only protects Hit Locations 3-5; -2) |
| 5 | <i>Audial Dampers:</i> Hearing Group Flash Defense (8 points) (8 Active Points); OIF (-½) |
| 5 | <i>Mindshield:</i> Mental Defense (8 points + EGO/5) (8 Active Points); OIF (-½) |

MINDSHIELD HEADBAND

Effect: Mental Defense (8 points + EGO/5)

Target/Area Affected: Self

Duration: Persistent

Range: Self

Charges: 0

Breakability: 2 DEF

Description: This headband protects a character from the effects of mental powers. The character can redefine it as any sort of OAF if he prefers, such as an amulet.

Game Information: *Mental Defense (8 points + EGO/5) (8 Active Points); OAF (-1). Total cost: 4 points.*

Options:

- 1) **Strong Headband:** Increase to Mental Defense (12 points + EGO/5). 12 Active Points; total cost 6 points.
- 2) **Weak Headband:** Decrease to Mental Defense (4 points + EGO/5). 4 Active Points; total cost 2 points.
- 3) **Realistic Headband:** The Headband's battery only keeps it working for a little while. Add 8 Continuing Charges lasting 1 Turn each (-0). Total cost: 4 points.
- 4) **Experimental Headband:** Psionic technology tends to be unreliable. Add Activation Roll 14- (-½). Total cost: 3 points.

SENSORY AND COMMUNICATIONS MENTAL GADGETS

MINDSCANNER HEADBAND

Effect: Mind Scan 8d6

Target/Area Affected: One character

Duration: Instant

Range: LOS

END Cost: 4

Breakability: 8 DEF

Description: This device is a headband made of some copper-colored metal with a gem-like crystal (usually white or mauve) set into it in the center of the forehead. While wearing it, a character can mentally scan an area for another mind.

Game Information: *Mind Scan 8d6 (40 Active Points); OAF (-1). Total cost: 20 points.*

Options:

- 1) **Strong Headband:** Increase to Mind Scan 12d6. 60 Active Points; total cost 30 points.
- 2) **Weak Headband:** Decrease to Mind Scan 6d6. 30 Active Points; total cost 15 points.
- 3) **Realistic Headband:** The Headband has an internal battery that only has enough energy for a few seconds' worth of mind-scanning before it requires recharging. Add 8 Charges (-½). Total cost: 16 points.
- 4) **Experimental Headband:** Psionic technology is a new field, and devices created with it don't always perform as expected. Add Activation Roll 14- (-½). Total cost: 16 points.
- 5) **Attached Headband:** This form of the Headband isn't so easily taken away from the character. It may be built into a helmet, a ring, or the like — or it may simply fit very firmly around his head. Change OAF (-1) to OIF (-½). Total cost: 27 points.

MIND LINK COMMUNICATIONS SYSTEM

Effect: Mind Link, specific group of any 8 minds

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Breakability: 8 DEF

Description: To ensure secure communications among a group of up to eight characters, this set of telepathic reception/broadcasting units that attach to the users' heads allows them to communicate mentally.

Game Information: *Mind Link, specific group of up to any 8 minds, No LOS Needed (35 Active Points); OIF (-½), Only With Others Who Have Mind Link (-1). Total cost: 14 points.*

Options:

- 1) **Strong CCS:** Increase to any 16 minds. 40 Active Points; total cost 16 points.
- 2) **Weak CCS:** Decrease to 4 minds. 30 Active Points; total cost 12 points.
- 3) **Realistic CCS:** The MLCS has an internal battery. Add 8 Continuing Charges lasting 1 Turn each (-0). Total cost: 14 points.

PSI-DETECTOR**Effect:** Detect Psionic Powers**Target/Area Affected:** Self**Duration:** Persistent**Range:** Self**END Cost:** 0**Breakability:** 2 DEF

Description: Governments, corporations, and police agencies use this device to locate persons with mental powers.

Game Information: *Detect Psionic Powers (INT Roll) (Mental Group), Increased Arc Of Perception (360 Degrees) (10 Active Points); OAF (-1), Limited Range (10"; -¼). Total cost: 4 points.*

Options:

- 1) **Strong Detector:** Increase to INT Roll +3. 13 Active Points; total cost 6 points.
- 2) **Realistic Detector:** The Psi-Detector has an internal battery. Add 1 Continuing Fuel Charge (1 hour, easily recharged; -0). Total cost: 5 points.

MISCELLANEOUS MENTAL GADGETS

MINDBOOSTER PILL**Effect:** +20 INT, +20 EGO**Target/Area Affected:** Self**Duration:** Constant**Range:** Self**Charges:** 1 Continuing Charge**Breakability:** 18 DEF

Description: This super-drug radically enhances a character's physical capabilities... but only for a period of one hour from the time he takes it. Characters typically use it to augment themselves during a battle or crisis situation.

The Characteristics added by this pill are all bought as one big *Characteristics* power for ease of use. While technically they could be bought separately and Linked together, many GMs would consider that abusive given the special effects involved and the like. The character receives all appropriate Figured Characteristics.

The pill is bought as an IAF, rather than an OAF, for two reasons. First, while obviously a pill, it's not obviously a Booster Pill; another character might mistake it for an ordinary medicine. Second, since it's so small it's easy for the character to hide in his clothes or elsewhere.

Game Information: +20 INT, +20 EGO (60 Active Points); IAF (-½), 1 Continuing Charge lasting 1 Hour (-¼). Total cost: 34 points.

Options:

- 1) **Strong Pill:** Increase to +30 INT, +30 EGO. 90 Active Points; total cost 51 points.
- 2) **Weak Pill:** Decrease to +10 INT, +10 EGO. 30 Active Points; total cost 17 points.
- 3) **Realistic Pill I:** It takes time for the pill's effects to work. Add Extra Time (5 Minutes to activate; -1). Total cost: 22 points.
- 4) **Realistic Pill II:** The pill is easy to break, crush, or ruin. Add Fragile (-¼). Total cost: 30 points.
- 5) **Experimental Pill I:** The drugs in the pill don't always react positively with the character's metabolism. Add Activation Roll 14- (-½). Total cost: 27 points.
- 6) **Experimental Pill II:** As Experimental Pill I, but if the pill fails to work it causes headaches and confusion. Add Side Effects (Drain 4d6, INT and EGO simultaneously, Delayed Return Rate (points return at the rate of 5 per 5 Minutes); -1). Total cost: 22 points.
- 7) **Short-Term Pill:** The pill's effects only last for a few minutes
 - 1 Continuing Charge lasting 20 Minutes (-½): Total cost 30 points.
 - 1 Continuing Charge lasting 5 Minutes (-¾): Total cost 27 points.

PSIBOOSTER HELMET**Effect:** Aid Mental/Psionic Powers 5d6**Target/Area Affected:** Self**Duration:** Instant**Range:** Self**END Cost:** 0**Breakability:** 17 DEF

Description: A favorite among PsiSoldiers (among others), this helmet allows the wearer to augment his mental powers.

Game Information: *Aid Mental/Psionic Powers 5d6, any Mental/Psionic power one at a time (+¼) (62 Active Points); OIF (-½), Self Only (-½). Total cost: 31 points.*

Options:

- 1) **Strong Helmet:** Increase to Aid Mental/Psionic Powers 6d6. 75 Active Points; total cost 37 points.
- 2) **Weak Helmet:** Decrease to Aid Mental/Psionic Powers 4d6. 50 Active Points; total cost 25 points.
- 3) **Experimental Helmet:** Due to the experimental nature of its technology, the Helmet doesn't always work. Add Activation Roll 14- (-½). Total cost: 25 points.

chapter three:



MENTALISTS GENRE BY GENRE

CHAMPIONS

SUPERPOWERED ROLEPLAYING

Characters with psionic powers are a staple of the Comic Book superheroes genre, and thus of *Champions* as well. A quick glance through a few issues of Marvel Comics's "X-titles" and many other comics series will give players and GMs plenty of ideas for mentalist characters.

Mental powers in the Superheroes genre have two defining attributes. First, they tend to be very powerful. Only in the most cinematic of Space Opera Science Fiction settings do you find psionics as powerful and easy to use as in the worlds of Superheroes. Second, comic-book psionics tend to be very reliable as well. This even holds true in many subgenres, such as Galactic Champions, though Teen Champions and Golden Age Champions characters may have simpler or less dependable powers.



BRAINCHILD				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
10	BODY	0	11-	
30	INT	20	15-	PER Roll 15-
25	EGO	30	14-	ECV: 8
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
				Total: 18 PD (12 rPD)
6	PD	4		Total: 20 ED (12 rED)
8	ED	4		Phases: 3, 5, 8, 10, 12
5	SPD	22		
6	REC	0		
36	END	0		
30	STUN	6		Total Characteristic Cost: 137

Movement: Running: 6"/12"
Flight: 20"/40"

Cost	Powers	END
40	Mental Energy: Endurance Reserve (200 END, 20 REC)	0
60	Psionic Powers: Multipower, 60-point reserve	
6u	1) Brain Blast: Ego Attack 3d6, Continuous (+1)	6
6u	2) Mental Control: Mind Control 6d6, Cumulative (144 points of effect; +1)	6
5u	3) Mind Games: Mental Illusions 10d6	5
5u	4) Telepathy: Telepathy 10d6	5
60	Psychokinesis: Telekinesis (20 STR), BOECV (+1)	6
50	Brain Scan: Mind Scan 10d6	5
25	Brainlink: Mind Link (any four minds)	0
22	Molecular Destabilization Pistol: Multipower, 50-point reserve; all OAF (-1), No Knockback (-¼)	
2u	1) Partial Destabilization: Energy Blast 10d6; OAF (-1), No Knockback (-¼), 12 Charges (-¼)	[12]
2u	2) Disintegration: RKA 3d6; OAF (-1), No Knockback (-¼), 12 Charges (-¼)	[12]
24	Force Field Belt: Armor (12 PD/12 ED); OIF (-½)	0
10	Mindward: Mental Defense (15 points total)	0
7	Force Field Belt: Power Defense (10 points); OIF (-½)	0
27	Jetpack: Flight 20"; OIF (-½)	4
6	Communications Array: HRRP; OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0

- 3 *Nightsight*: Infrared Perception (Sight Group); OIF (-½) 0
- 3 *Nightsight*: Ultraviolet Perception (Sight Group); OIF (-½) 0

Skills

- 3 Computer Programming 15-
- 3 Electronics 15-
- 3 Inventor 15-
- 1 CK: Millennium City 8-
- 2 KS: Current Events 11-
- 3 KS: General Knowledge & Trivia 15-
- 2 KS: The Superhuman World 11-
- 2 KS: World Literature 11-
- 3 Security Systems 15-
- 3 Stealth 13-
- 3 Systems Operation 15-
- 3 Scientist
- 2 1) SS: Anthropology 15-
- 2 2) SS: Biology 15-
- 2 3) SS: Chemistry 15-
- 2 4) SS: Physics 15-
- 1 5) SS: Psionic Engineering 11-
- 2 6) SS: Psychology 15-

Total Powers & Skill Cost: 405**Total Cost: 542****200+ Disadvantages**

- 10 Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
- 15 Enraged: if tricked, fooled, or out-thought (Uncommon), go 11-, recover 11-
- 20 Enraged: if insulted, belittled, or mocked (Common), go 11-, recover 11-
- 20 Hunted: VIPER 8- (More Powerful, NCI, Capture/Kill)
- 20 Hunted: UNTIL 8- (More Powerful, NCI, Capture)
- 20 Psychological Limitation: Intellectual Arrogance (Very Common, Strong)
- 15 Psychological Limitation: Inferiority Complex; Must Prove His "Superiority" (Common, Strong)
- 15 Psychological Limitation: Greedy (Common, Strong)
- 15 Social Limitation: Secret Identity (Harold Jenkins) (Frequently, Major)
- 0 Vulnerability: 2 x Effect from Drains/Transfers (Common) (see text)
- 192 Experience Points

Total Disadvantage Points: 542

Description: For Brainchild's complete background and history, see *Conquerors, Killers, And Crooks*, page 131. After long being regarded more as a gadgeteer than a mentalist, Brainchild decided a year or so ago that he needed to focus more on his psionic powers than his technical skills. At first he tried to do this the easy way. A lucky theft from a VIPER facility netted him some data about the rudiments of Psionic Engineering, which he'd wanted to know for years. He began studying it eagerly, and was soon convinced he knew enough to design a Psionic Augmentation Chamber that would permanently increase his mental powers.

Unfortunately, his intellectual arrogance once again got the better of him. Due to his incomplete knowledge of Psionic Engineering the device malfunctioned, causing him severe pain and altering his physiology enough to weaken his resistance to certain attacks (in game terms, he acquired a Vulnerability to most Drains and Transfers). After that he decided to try the slow and steady approach and began intensive training with his powers. In time the effort paid off, and today he's a much stronger mentalist than ever before.

BRAINSTORM

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
10	BODY	0	11-	
25	INT	15	14-	PER Roll 14-
23	EGO	26	14-	ECV: 8
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	
8	PD	6		Total: 16 PD (8 rPD)
8	ED	4		Total: 16 ED (8 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
6	REC	0		
36	END	0		
30	STUN	6		Total Characteristics Cost: 125

Movement: Running: 6"/12"

Cost	Powers	END
60	<i>Mental Energy:</i> Endurance Reserve (300 END, 30 REC)	0
108	<i>Brainstorms:</i> Multipower, 135-point reserve; all Visible (-¼)	
8u	1) <i>Mental Maelstrom:</i> Ego Attack 6d6, Area Of Effect (8" Radius; +1), Personal Immunity (+¼); No Range (-½), Visible (-¼)	13
8u	2) <i>Focused Brainstorm:</i> Ego Attack 8d6, Reduced Endurance (½ END; +¼); Visible (-¼)	4
10u	3) <i>Pulsing Brainstorm:</i> Ego Attack 4d6, Autofire (5 shots; +1½), Reduced Endurance (½ END; +½); Visible (-¼)	5
20	<i>Mental Powers:</i> Elemental Control, 40-point powers.	
20	1) <i>Brainreading:</i> Telepathy 8d6	4
20	2) <i>Brainscanning:</i> Mind Scan 8d6	4
24	3) <i>Defensive Brainstorm:</i> Ego Attack 2d6, Continuous (+1), Damage Shield (+½); Visible (-¼)	5
18	<i>Psychokinesis:</i> Telekinesis (6 STR), BOECV (+1)	2
16	<i>Armored Costume:</i> Armor (8 PD/8 ED); OIF (-½)	0
10	<i>Mental Shields:</i> Mental Defense (15 points total)	0

Skills

20	+4 with Mental Combat
9	+3 with <i>Brainstorms</i> Multipower
3	Bureaucratics 12-
1	Computer Programming 8-
3	Deduction 13-
2	CK: Millennium City 11-
2	KS: Literature 11-
2	KS: The Psionic World 11-
2	KS: Psionics 11-
2	KS: The Superhuman World 11-
2	PS: Writer 11-
3	Stealth 13-
1	Streetwise 8-
1	WF: Handguns

Total Powers & Skills Cost: 375

Total Cost: 500

200+ Disadvantages

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
15	DNPC: Angela Barker (girlfriend) (Normal) 11-
20	Hunted: VIPER 8- (Mo Pow, NCI, Capture)
20	Hunted: PSI 8- (Mo Pow, NCI, Capture)
15	Psychological Limitation: Heroic; Makes Personal Sacrifices For The Good Of Others (Common, Strong)
20	Psychological Limitation: Code Versus Killing (Common, Total)
15	Social Limitation: Secret Identity (Henry Morgenthal) (Frequently, Major)
185	Experience Points

Total Disadvantage Points: 500

Background/History: Henry Morgenthal was a skinny, geeky kid growing up, awkward and never really able to fit in socially. His mother kept telling him he was "special" and that things would improve, but he never believed it...

...not until his first big dance in junior high. He was so nervous and flustered that his latent psionic powers suddenly activated, causing most of the kids and chaperones in the room to pass out from the pain. None of the victims really remembered the "attack" well, and a fast-thinking Henry claimed to have fallen victim to it, too, so no one realized he was a mentalist.

With the help of his parents, Henry hid his secret and learned to develop his abilities. As his "brainstorms" got stronger, they began to create a sort of swirling light when he used them. By the time he was in college he'd developed his psionics to the point where he decided to try using them to fight crime. He'd dreamed of becoming a superhero for years, though he'd kept that ambition secret from his parents. Fashioning himself a simple costume, he took on the identity of *Brainstorm*. During his college career he thwarted several minor campus crimes... and one major one, an attempt by VIPER to rob the university's engineering building. That earned him the ongoing enmity of the snakes — not to mention some unwanted attention from PSI, which thinks he'd make an ideal member if suitably "brainwashed."

Since graduation Brainstorm has been a freelance writer by day and a crimefighter by night. He's worked with the Champions on several occasions, earning their respect and possible consideration for membership should they decide to expand beyond their current roster of six.

Personality/Motivation: Brainstorm is a noble-hearted and self-sacrificing individual who's willing to put his own life on the line to help other people. That even extends to his "free time," which he often spends doing volunteer work around Millennium City. (Though that's not without its benefits; he met his girlfriend Angela Barker, a social worker, on a volunteer project.) If he has any strong desire beyond "doing good," it's to further explore his psionic powers. He's frustrated by the fact that other than his brainstorms, he has few powers and

they're fairly weak ones. He's convinced he's got greater potential as a mentalist... he just doesn't know how to access it yet.

Quote: "Time to let the storm loose."

Powers/Tactics: Brainstorm is primarily a "psionic adept" — a mentalist whose powers are focused on a specific use. In his case, that use is causing mental pain with what he calls "brainstorms": blasts of mental energy that he can either focus on individual targets or let swirl around him to hurt everyone nearby. Unlike most such powers his Ego Attacks are visible; they manifest with a swirling purple-black phantasmal energy-like phenomenon. Brainstorm's other powers are few, considerably weaker than his brainstorms, and do not create a visible effect.

While he's got some powerful attacks, Brainstorm's abilities are lacking in other departments. His defenses are a little on the low side, and he has no movement or sensory powers to speak of. If he were to join the Champions (or another team) someday, he'd probably need to get a gadgeteer to build him some jetboots, infrared lenses for his mask, and other helpful devices.

Campaign Use: Brainstorm is a good example of an NPC mentalist hero — one who's really effective in some contexts, but not powerful enough to overshadow a PC mentalist in most cases. If your hero team lacks a mentalist, or needs one on occasion, he makes a fine ally.

To make Brainstorm tougher, increase the size of his Elemental Control (and thus the Active Points in its slots) and perhaps add some slots to make him a more well-rounded mentalist. A little Mind Control, for example, would really expand his tactical options. To weaken him, reduce his *Brainstorms* Multipower to a reserve of 100 points and the slots accordingly.

Brainstorm doesn't Hunt anyone on a regular basis; he's more casual about his heroing than that.

Appearance: Brainstorm is a white man 5'10" tall with a trim but not athletic or muscular figure. In his superheroic identity he wears a costume consisting of a royal blue bodystocking with gold boots, belt, gloves, and shoulderpads. His mask is royal blue and covers his full face, with gold lenses over the eyes. In the center of his chest is a gold emblem that looks something like a hurricane or tornado viewed from above by a weather satellite.



ESPER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
23	CON	26	14-	
18	BODY	16	13-	
23	INT	13	14-	PER Roll 14-
23	EGO	26	14-	ECV: 8
25	PRE	15	14-	PRE Attack: 5d6
20	COM	5	13-	
8	PD	5		Total: 20 PD (12 rPD)
10	ED	5		Total: 22 ED (12 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
8	REC	0		
80	END	17		
40	STUN	2		Total Characteristics Cost: 185

Movement: Running: 6"/12"

Cost	Powers	END
40	<i>Mental Energy:</i> Endurance Reserve (200 END, 20 REC)	0
90	<i>Psychic Assault:</i> Multipower, 90-point powers	
7u	1) <i>Psychic Assault:</i> Ego Attack 6d6 (Human and Alien classes of mind)	7
8u	2) <i>Ongoing Psychic Assault:</i> Ego Attack 3d6 (Human and Alien classes of mind), Continuous (+1)	8
6u	3) <i>Psychic Blast Wave:</i> Ego Attack 3d6 (Human and Alien classes of mind), Area Of Effect (5" Radius; +1), Personal Immunity (+¼); No Range (-½)	9
30	<i>Psychic Powers:</i> Elemental Control, 60-point powers	
30	1) <i>Psychic Control:</i> Mind Control 10d6 (Human and Alien classes of mind)	6
30	2) <i>Seeking:</i> Mind Scan 10d6 (Human and Alien classes of mind)	6
18	3) <i>Swarm Domination:</i> Major Transform 2d6 (human into Esper's slave/loyal ally), BOECV (Mental Defense applies; +1), Works Against EGO Not BODY (+¼); Limited Target (humans; -½), No Range (-½)	7
30	<i>Force Field:</i> Force Field (10 PD/10 ED), Reduced Endurance (0 END; +½)	0
4	<i>Armored Costume:</i> Armor (2 PD/2 ED); OIF (-½)	0
10	<i>Mental Shields:</i> Mental Defense (15 points total)	0
27	<i>Unimind Manifestation:</i> Duplication (creates one 200-point Duplicate; see text); Costs Endurance (-½)	3

Skills

2	AK: Milky Way Galaxy 11-
2	CK: Millennium City 11-
2	KS: Radical Feminism 11-
2	KS: The Superhuman World 11-
2	Navigation (Space) 14-
2	PS: Farming 11-

Total Powers & Skills Cost: 342

Total Cost: 527

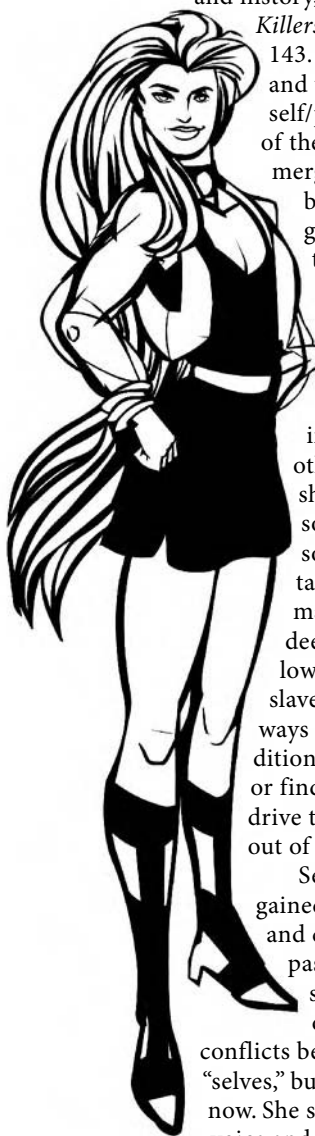
200+ Disadvantages

20	Distinctive Features: alien voice (Not Concealable; Always Noticed, Causes Major Reaction [fear/disgust])
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20	Hunted: NASA 8- (Mo Pow, NCI, Capture)
15	Hunted: PSI 11- (Mo Pow, NCI, Watching)
15	Psychological Limitation: Loathing For Humanity (Common, Strong)
15	Psychological Limitation: Lust For Wealth And Power (Common, Strong)
15	Social Limitation: Secret Identity (Ruth Erickson) (Frequently, Major)
10	Susceptibility: to telepathic contact not initiated by her, takes 1d6 per Turn (Uncommon)
20	Vulnerability: 2 x STUN from Chemicals/Gases/Poisons (Common)
177	Experience Points

Total Disadvantage Points: 527

Description: For Esper's complete background and history, see *Conquerors, Killers, And Crooks*, page 143. In recent months and years, her human self/personality and that of the alien swarm that merged with her have become better integrated. This has had two effects. First, it's made her more powerful, giving her greater control over some of her abilities and allowing her to manifest others. In particular, she can now touch someone and cause some of the swarm to take that person over, making the victim her deeply loyal ally/follower (in effect her slave, really). The only ways to correct this condition are psionic surgery or finding some way to drive the swarm-fragment out of the victim's mind.

Second, Esper has gained greater self-control and confidence. In the past she has sometimes seemed distracted due to the internal conflicts between her two "selves," but that's mostly ended now. She still has the eerie voice and presence, but she comes across as much surer of herself and more dangerous... which she is.



DELPHI

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
17	DEX	21	12-	OCV: 6/DCV: 6
16	CON	12	12-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
15	PRE	5	12-	PRE Attack: 3d6
15	COM	3	12-	
8	PD	5		Total: 14 PD (6 rPD)
8	ED	5		Total: 14 ED (6 rED)
5	SPD	23		Phases: 3, 5, 8, 10, 12
10	REC	8		
50	END	9		
30	STUN	4		Total Characteristics Cost: 126

Movement: Running: 6"/12"

Cost Powers**END**

Martial Arts: Savate

	Maneuver	OCV	DCV	Damage/Effect	
4	Block	+2	+2	Block, Abort	
4	Coup de pied bas	+0	+2	5d6 Strike	
5	Coup de pied chasse	-2	+1	7d6 Strike	
4	Crochet	+2	+0	5d6 Strike	
4	Disarm	-1	+1	Disarm, 25 STR to Disarm roll	
5	Direct	+1	+3	3d6 Strike	
3	Footsweep	+2	-1	4d6 Strike; Target Falls	
4	Combat Precognition:			HA +2d6; Hand-To-Hand Attack (-½), Psionic (-½), Requires A Precognition Tricks Roll (-½)	1
25	Glove Blasters:			Energy Blast 10d6; OIF (-½), 8 Charges (-½)	[8]
5	Glove Blasters:			Another Glove Blaster (total of 2)	[8]
10	Precognition Powers:			Elemental Control, 20-point powers	
13	1) Precognition:			Clairsentience (Sight and Hearing Groups), Precognition; Precognition Only (-1), Time Modifiers (-½), Vague And Unclear (-½)	5
11	2) Psychometry:			Clairsentience (Sight and Hearing Groups), Retrocognition; Retrocognition Only (-1), No Range (-½), Psychometry (-½), Time Modifiers (-½)	5
6	3) Foresight Invisibility:			Invisible to Sight Group; Doesn't Work Against Large Groups (-¼), Requires A Precognition Tricks Roll (-½)	2
12	Armored Costume:			Armor (6 PD/6 ED); OIF (-½)	0
29	Surround-Sense:			Spatial Awareness, Increased Arc Of Perception (360 Degrees), Telescopic (+4 versus Range Modifier)	0

Perks

15 Money: Filthy Rich

Talents

30 Danger Sense (immediate vicinity, out of combat, sense) 16-
 15 *Precognitive Anticipation:* Lightning Reflexes: +10 to act first with All Attacks

Skills

32 *Precognitive Warrior:* +6 with All Combat; Costs Endurance (-½) 5
 10 *Precognitive Dodge:* +3 DCV; Costs Endurance (-½) 1
 3 Computer Programming 13-
 2 KS: Savate 11-
 2 Language: Spanish (fluent conversation; English is Native)
 17 Power: Precognition Tricks 20-
 3 Stealth 12-

Total Powers & Skills Cost: 273

Total Cost: 399

200+ Disadvantages

10 Distinctive Features: Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
 20 Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
 25 Physical Limitation: Blind (Fully Impairing, All The Time)
 20 Psychological Limitation: Heartless, Amoral, Greedy, Self-Centered, And Cruel (Very Common, Strong)
 10 Psychological Limitation: Temporal Fugue (Common, Moderate)
 15 Social Limitation: Secret Identity (Daphne Montoya) (Frequently, Major)
 79 Experience Points

Total Disadvantage Points: 399

Background/History: Daphne Montoya was never exactly what you'd call a nice person. Selfish and spiteful, she aggravated or offended everyone who came into contact with her. Her general dislike of and lack of tolerance for other people forced her to get a job as a computer programmer so she could work from home. Her hobby, martial arts, was one she chose because she could practice by herself and got to beat people up occasionally. When she had the misfortune to get hit by a truck containing radioactive waste while crossing the street one day, a few people whispered that she'd gotten what she deserved.

Miraculously, Daphne wasn't too badly injured by the collision... but a bright flare of light caused when some of the waste materials caught fire while she was pinned by the wreckage robbed her of her eyesight. Daphne wallowed in self-pity for a while, confirmed in her poor opinion of humanity in general and having all the more reason to hate everyone around her. But in time she bitterly decided she had to accept what had happened and move on. And a strange thing happened — as she became more and more her old self, she began to develop strange powers. She started seeing flashes of the

DELPHI PLOT SEEDS

Delphi foresees a future so horrible she can't stand by. She has no qualms about letting bad things happen to people most of the time, but this is bad for *Humanity*, including herself, so something needs to be done. She turns to the PCs for help... but can she convince them she's legit?

Brainchild and Delphi begin playing a series of malicious "pranks" on each other. The side effects and fallout from these pranks hurts innocent bystanders, so the PCs have to figure out what's going on and put a stop to it.

A hero falls in love with Delphi. Can he reform her (both legally and socially) and win her heart?



future, and more often than not what she saw eventually came to pass. Intrigued, she concentrated on this, developing her abilities until she became a full-blown precognitive.

The first thing Daphne did with her powers was to make herself immensely wealthy playing the stock market. With her financial future secure, she continued training, finding ways to use her new powers in combat. To her delight she even developed a “sixth sense,” the ability to perceive objects all around her that was almost as good as sight in some ways (and even better in others).

A kind-hearted person, or even an ordinary person, might have decided to use these powers to help other people. Not Daphne. She realized she’d finally been given the chance to show the world what she thought of it and to “get revenge on anyone who’s ever given me grief.” Christening herself *Delphi*, she began a career as a supervillainess.

Personality/Motivation: Delphi didn’t become a supervillainess for the money (she has plenty of that). She did it for the thrill of it, and because she dislikes society and other people so much that going out of her way to hurt them makes her happy. She’s no killer, but she’s quick to use force on anyone who gets in her way, and her crimes tend to be more destructive than they really need to be. And heaven help anyone who pleads with her; that just makes her angry. She also has a nasty habit of giving people bad news from their future (up to and including when and how they’ll die) just to upset them.

Delphi suffers from a mild case of temporal fugue (see page 86). At least once per adventure in a crucial situation the GM should have her make an EGO Roll at +5; if she doesn’t succeed her perceptions of the timestream become confused, causing her problems.

Quote: “You might as well give up now. I’ve seen the future, and if you give up now you won’t get beaten all the way to a bloody pulp... just halfway.”

Powers/Tactics: Delphi possesses a variety of precognitive powers, ranging from the pure ability to foresee the future to various combat-oriented abilities she’s trained herself in. Her power to see just a split-second into the future makes it more likely she can beat an opponent to the punch, avoid his attacks, and hit him where it really hurts. Between her Savate and various powers she’s a dangerous HTH Combat opponent. When she has to fight at Range she uses two Glove Blasters designed for her by Brainchild (with whom she once had an affair, though they hate each other now). What’s worse, between her 360 Degree Spatial Awareness and her Danger Sense, sneaking up on her is practically impossible.

Campaign Use: Delphi gives you the means to include all sorts of elements pertaining to precognition in your campaign. She raises questions of whether the future is immutable, and whether it’s possible to truly know it, that may affect the PCs’ actions and beliefs.

To make Delphi tougher, give her some Extra DCs with her Savate, and perhaps expand the scope of her powers to give her a Multipower of low-strength telepathic abilities. To weaken her, halve her number of Combat Skill Levels and remove the Increased Arc Of Perception from her Spatial Awareness.

Delphi isn’t likely to Hunt heroes in general; she doesn’t care about anyone that much. But if someone hurts her or makes her look like a fool, her vengeful streak may come to the fore and she’ll bring every resource she has (personal and financial) to bear to make that person’s life an utter living Hell.

Appearance: Out of her costume Daphne Montoya is a pretty twenty-something woman of mixed Caucasian and Hispanic ancestry with black hair and dark eyes; she’s 5’7” tall with a trim, attractive figure. As Delphi she wears a green bodystocking with a scooped decolletage, a green half-face mask, and purple-grey gloves, belt, boots, and cape. Across her eyes she wears a single-piece purple-grey “goggle” that looks like a straight bar of plastic curved to fit her face. Most people believe this is a sense-enhancing device of some sort, but in fact it’s just an ordinary piece of plastic worn to conceal her blindness.

HEROIC GENRES



In the Heroic genres, mental powers tend to be lower-powered (often *much* lower-powered) than in Superheroic genres (though Science Fiction is often an exception; see below).

Psionic abilities typically have Limitations like Activation Roll, Concentration, Extra Time, Gestures and Incantations (for spells), Increased Endurance Cost, Requires A Skill Roll, and Side Effects to represent the difficulties characters experience when using them. For numerous examples, look at the *Lengthy*, *Attentive*, *Lengthy And Attentive*, and *Spell* versions of the powers in Chapter Two. You can easily substitute a different Advantage or Advantages with the same value if necessary — for example, the $-\frac{1}{2}$ value of the *Lengthy* option could become a *Very Attentive* (Concentration, 0 DCV) or *Tiring* (x2 Increased Endurance) version instead, and for *Spell* you could substitute $-1\frac{1}{2}$ worth of whatever Limitations you want.

On the other hand, being less powerful doesn't necessarily make Heroic psionic powers less effective. In Heroic settings the existence of mental powers often hasn't been established or proven, giving mentalists a weapon that ordinary people may have little (if any) resistance against or expectation of. In some campaigns the GM may even establish ground rules that make Mental Powers unusually effective against most people for that very reason (see Chapter Five).

CYBER HERO

In the Cyberpunk genre, *HERO System* characters most often use Mental Powers to simulate netrunner abilities in the CyberNet. For example, a netrunner might build a program for taking control of another computer remotely with *Mind Control*, and the program for finding that computer might use *Mind Scan* (both against the Machine class of minds, obviously). Characters generally do not possess mental powers themselves — but when they do, their powers are often a key aspect of the storyline. For example, maybe a megacorp kidnapped the characters (who were chosen due to genetic compatability) and used them as guinea pigs in experiments that gave them mental powers. The PCs used their newfound powers to escape, and now the corp's chasing them to either get them back or kill them and cover the whole thing up. The PCs use their mental powers to fend off the corp's hit squads while doing good deeds and helping other unfortunates.

Alternately, a Cyberpunk campaign could feature mental powers as a key element (as shown in, for example, *Akira* and some other anime cyberpunk-style stories). By the time of *Cyber Hero* the sciences, particularly biology, have advanced considerably, which may give mankind the ability to “unlock” the brain so psi powers can manifest, or even to induce those powers with special treatments. In that case the campaign may focus on “shadow wars” between various factions of psionics, corporations and governments employing psionic agents, and so forth.

GERARD
ARMSTRONG
PLOT SEEDS

The classic Gerard Armstrong plot: while interrogating someone, Armstrong learns a dangerous secret. Either (a) his employer realizes he's learned it and wants to kill him to protect it, forcing him to seek help from the PCs, or (b) he decides it's too important to ignore and asks the PCs to help him deal with it.

The Army hires the PCs to find Armstrong and bring him in... *unharmed*. Unfortunately Armstrong's become extremely important to some powerful underworld figures who'll do just about anything to protect him....

Armstrong's Telepathy Enhancement Unit begins to break down. Repairing it requires some rare and valuable parts not legally available to civilians; Armstrong hires the PCs to obtain them for him.

GERARD ARMSTRONG					
Val	Char	Cost	Roll	Notes	
10	STR	0	11-	Lift 100 kg; 2d6 [2]	
14	DEX	12	12-	OCV: 5/DCV: 5	
13	CON	6	12-		
10	BODY	0	11-		
15	INT	5	12-	PER Roll 12-	
18	EGO	16	13-	ECV: 6	
13	PRE	3	12-	PRE Attack: 2½d6	
8	COM	-1	11-		
4	PD	2		Total: 4 PD (0 rPD)	
4	ED	1		Total: 4 ED (0 rED)	
3	SPD	6		Phases: 4, 8, 12	
5	REC	0			
26	END	0			
22	STUN	0		Total Characteristics Cost: 50	

Movement: Running: 6"/12"

Cost	Powers	END
10	<i>Telepathic Probing:</i> Telepathy 2d6	1
4	<i>Brain Hacking:</i> Telepathy +6d6; OAF Bulky (brain hacking machinery; -1½), Concentration (0 DCV throughout use; -1), Extra Time (1 Turn; -1¼), Increased Endurance Cost (x2 END; -½), Only Works On Cooperative/Restrained Subjects (-2), Requires A Psionics Roll (-½)	6
7	<i>Boxing Training:</i> HA +2d6; Hand-To-Hand Attack (-½)	1
Perks		
2	Money: Well Off	
Talents		
22	Danger Sense (self only, out of combat, sense) 12-	
Skills		
1	Bureaucratics 8-	
3	Combat Driving 12-	
1	Computer Programming 8-	
3	Deduction 12-	
1	Electronics 8-	
9	Interrogation 15-	
1	KS: The Military/Mercenary/Terrorist World 8-	
2	KS: The Psionic World 11-	
1	KS: US Army 8-	
9	Power: Psionics 16-	
2	SS: Psionics 11-	
3	Stealth 12-	
3	Streetwise 12-	
3	TF: Common Motorized Ground Vehicles, Two-Wheeled Motorized Ground Vehicles	
2	WF: Small Arms	

Total Powers & Skills Cost: 89

Total Cost: 139

EQUIPMENT							
Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Colt 2050-T	+1	+2	2½d6	1d6	10	14	
Armor							
Armorcloth Clothes (DEF 2)							
Gear: Brain hacking machinery (see character sheet), magnaphone, credcard, \$100 cash for emergencies							

75+ Disadvantages

- 20 Hunted: Dysonia Corporation 8- (Mo Pow, NCI, Capture/Kill)
- 20 Hunted: US Army 8- (Mo Pow, NCI, Capture)
- 15 Psychological Limitation: Heartlessly Efficient And Self-Serving (Common, Strong)
- 15 Psychological Limitation: Code Of The Mercenary (Common, Strong)

Total Disadvantage Points: 145

Background/History: In the world of 2050, Science has proven the existence of telepathic powers in human beings. They're extremely rare, but having discovered them Science set out to study them... and corporations and governments set out to exploit what Science learned. The result is a shadowy "psi-world" of corporate psis spying on other corps, governments using psis for all sorts of missions, and renegade psis making a living for themselves, fighting to stay free of corporate or government dominance, and victimizing ordinary people.

Gerard Armstrong is a member of the Psionic World. When testing revealed that he was one of the one in a million who had psionic potential, the government scooped him up and inducted him (very much against his will) into a special military unit. There his gifts were studied and developed. To the military's delight he proved to be a pure telepath... albeit a weak one. With the proper equipment to enhance his abilities, he was perfect for what the brass called the Psionic Examination Division — the people other soldiers and the media referred to as "brain hackers."

Armstrong spent several years working for a military that treated him as much like a slave as a valuable military asset. But finally the opportunity to escape came his way. His superiors had him brain-hack an officer suspected of treason, and in doing so he learned some secrets about the base where he was stationed. Concealing his knowledge from everyone around him, he carefully made plans... and one night two months later he fled, taking his brain hacking equipment with him.

Since then Armstrong's been a part of the Hudson City underground, offering his services as an "interrogation specialist" to anyone who can pay his hefty fees. He's worked for organized crime, megacorporations' "shadow ops" divisions, renegade cops, and plenty of other people. He's still dodging the military, not to mention the Dysonia Corporation (which believes he learned some secrets when he worked for it that it would rather not become public), but it's a better life than what he had before.



Personality/Motivation: Armstrong's military training and personal experiences have made him a cold, hard man. He's got a military man's discipline and efficiency combined with the uncaring attitude of a professional interrogator, a psi's casual disdain for "normal" people, and a generous helping of bitterness and greed because of the way he's been treated. In short, he's just about perfect for his line of work, and he's out to milk it for whatever he can get.

Quote: "Don't worry — he can't hide his secrets from me."

Powers/Tactics: Gerard Armstrong is a telepath who uses equipment to enhance his abilities to the point where he can reliably read memories and learn his "subject's" secrets. His Telepathy Enhancement Unit (better known as "brain hacking gear") is a bulky set of components that fits in an oversized suitcase-like container; it can be carried, but is most easily transported in a vehicle. Setting it up takes about ten minutes. Once the subject is hooked into the device (which requires the cooperation of the subject, or that he be restrained... usually the latter), Armstrong goes to work, probing the subject's minds for whatever information his employer wants. During this long, tiring process he sometimes finds information he can sell to someone else, or that may put him in danger.

Armstrong's powers are potentially broader, though so far he's only developed one — a "sixth sense" for danger that's saved him from the people pursuing him more than once. He'd like to obtain further training in the hopes of becoming more powerful, but the only people he knows of who can provide that sort of training are the military and corporations... and he's not willing to sacrifice his freedom for that.

Campaign Use: In a Cyber Hero campaign that doesn't primarily focus on psionic powers, and where the GM may not even allow the PCs to have psionic powers, Gerard Armstrong gives you a way to introduce the PCs to the Psionic World. He's as much a part of the underworld they likely associate with as he is the more rarified Psionic World.

To make Armstrong a tougher opponent, you can go either of two ways: physical or mental. The former involves giving him a *Boxing Martial Arts* package and increasing his Primary Characteristics slightly so he's more of an "action hero" than he is now. The latter means increasing his natural dice in Telepathy and putting it in a Multipower with some Mind Control and an Ego Attack. To weaken him, remove his Boxing Training and his Danger Sense.

Gerard Armstrong doesn't Hunt heroes; he's already got enough to keep him busy.

Appearance: Gerard Armstrong is 6'0" tall, has sandy blonde hair cut in a military buzz, and wears typical street clothes most of the time. He has an athletic but not muscular build, and there are a few tattoos on his arms and legs.



Psionics are nonexistent in most *Dark Champions* campaigns. The emphasis on “realism” in most modern-day action-adventure games means that things like magic and mental powers simply aren’t part of the setting. Some people may *think* they are, but inevitably anyone who claims to have psionic powers turns out to be a fraud, a deluded madman, or the like.

However, not all Dark Champions games are so “realistic.” Some take place in settings that bend or even break the bounds of realism, and one way they might do this is to allow psionic powers to exist. Some examples include:

- a “Weird Conspiracy Hero” campaign where, in and among the aliens, bizarre creatures, mad science, conspiracies, and mysticism the PCs might also encounter people with mental powers, such as pyrokinesis, psychic vampirism, or mental control
- an “ESPionage” campaign in which the PCs are psis who use their powers to spy on enemy nations, combat terrorism, and of course fight psis working for the other side
- a “monster hunting” campaign where some of the monsters, some of the PCs, or both may have mental powers

In any of these campaigns, mental powers tend to be fairly low-powered (as described above), though sometimes it takes a lot of Active Points to achieve an appropriately eerie effect (like using Psionic Surgery to steal someone’s memories). They also tend to be rare; only a handful of people possess them, making them valuable assets in various conspiracies and “great games.” In many cases the powerful an ability is, the less reliable it is; a powerful, reliable mentalist would be highly sought after by all sides.

The other thing that characterizes mental powers in Dark Champions campaigns is that they tend to be associated with mental problems. Characters (particularly NPCs) with psionics range from slightly eccentric to utterly insane — and their insanities are rarely quiet ones. It’s more likely they’ll become serial killers, fanatic cult leaders, totally paranoid conspiracy theorists, and the like.

EQUIPMENT							
Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Walther PPK	+1	+1	1d6	1d6-1	7	6	
Armor							
None							
Gear:	Encrypted PDA, encrypted cell phone, Rolex watch						

EDWARD DRAKE

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
13	DEX	9	12-	OCV: 4/DCV: 4
13	CON	6	12-	
12	BODY	4	11-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
4	PD	2		Total: 4 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	7		Phases: 4, 8, 12
5	REC	0		
26	END	0		
24	STUN	0		Total Characteristics Cost: 48

Movement: Running: 6"/12"

Cost	Powers	END
6	<i>Skeletons In Your Closet</i> : Detect Harmful Personal Secrets 14- (Mental Sense Group); Limited Range (5"; -¼)	0
8	<i>Mental Wards</i> : Mental Defense (11 points total)	0

Perks		
3	Fringe Benefit: Espionage Rank	
5	Fringe Benefit: Security Clearance	
5	Money: Well Off	

Skills		
3	Bureaucratics 12-	
3	Conversation 12-	
1	Cryptography 8-	
1	Forgery (Documents) 8-	
1	Gambling (Card Games) 8-	
2	KS: The CIA 11-	
2	KS: The Espionage World 11-	
3	Stealth 12-	
3	Streetwise 12-	
2	TF: Common Motorized Ground Vehicles	
2	WF: Small Arms	

Total Powers & Skills Cost: 50
Total Cost: 98

75+ Disadvantages		
20	Hunted: enemy intelligence agencies 8- (Mo Pow, NCI, Capture/Turn)	
10	Hunted: CIA 8- (Mo Pow, NCI, Watching)	
15	Psychological Limitation: Die-Hard Cynic; Thinks The Worst Of Everyone And Fully Trusts No One (Common, Strong)	

Total Disadvantage Points: 120

Background/History: From “time to time,” as the leadership sometimes says in private, the CIA makes use of what the bureaucracy euphemistically refers to as “unconventional assets.” Usually this means individuals with special training who perform missions the Agency doesn’t want to associate itself with if possible. But sometimes it means people with special powers. Although rare, these gifted persons are one of the backbones of the United States’s espionage efforts.

One day a man named Edward Drake presented himself at CIA headquarters and claimed he could become one of these unconventional assets — a man with the ability to detect another person’s secrets. He quickly convinced two deputy directors he wasn’t lying by telling them what he could discern about their respective “extracurricular” love lives. Following a quick but thorough background check that revealed nothing to trouble the Agency, Drake was fast-tracked into field agent training. Everyone from the lowest-level clerk to the Director could recognize the espionage value of a man who could tell someone’s darkest secrets just by looking at him!

Since then Drake has served the CIA loyally and well, though anyone who’s aware of his massive cynicism sometimes wonders why. The Agency uses the information he obtains to blackmail people into doing what it wants, ruin its enemies with a timely “leak” to the media, and plan all sorts of missions.

Personality/Motivation: Drake’s powers have left him a cynic’s cynic. His constant exposure to the worst side of human behavior has left him convinced that pretty much everyone is amoral scum, that no one does anything except in his own self-interest, and that even the nicest-seeming person has something to hide. He doesn’t trust many people (not even his employers) because he assumes everyone has an ulterior motive... and his powers usually provide him with plenty of corroboration of that belief. The fact that he himself has used some information he’s learned to get rich through insider trading only supports his theory more.

Drake works for the CIA because despite this, there’s still a teeny, tiny core of patriotism in his heart, and because he’s got to do *something* with his life — having a mission keeps him from brooding. When not on active duty he tends to drink heavily and watch a lot of TV.

Drake is also a confirmed loner. Those who know who he is and what he can do shy away from him, afraid he’ll learn something they don’t want him to, which isolates him from his co-workers. The negative things he senses about people he meets makes him shy away from them most of the time, isolating him from everyone else. Periodically he’ll get involved in a brief, torrid affair just to alleviate his loneliness, but in the end he just can’t stand to spend that much time around anyone... at least not anyone he’s met so far.



Quote: “Let me guess — it was just the one time, it didn’t mean anything, you love your wife. Right?”

Powers/Tactics: Edward Drake possesses a highly restricted form of telepathy — the ability to subconsciously read a person’s mind and dig out all of his negative secrets. Positive secrets (like what a person got his kids for Christmas) don’t register to him at all, nor (much to his handlers’ chagrin) does a person’s knowledge of classified or secret information (unless that information was obtained improperly). He only perceives things like crimes committed and covered up, cheating on spouses, derelictions of duty hidden from superior officers, and anything else a person might feel guilty about.

If a secret’s in the target’s surface thoughts, Drake makes his Detect Harmful Personal Secrets roll at a +0 to +2 bonus. If the secret’s in deep, hidden thoughts, the roll has a -1 to -2 penalty; if it’s in memories, a -2 or greater penalty depending on how strong and recent the memory is. Drake has to be within about thirty feet of someone to read his mind.

Campaign Use: Drake provides a perfect way to drag your heroes into just about any scenario. Either he senses one of their secrets and the Agency uses it to blackmail them into working for it, or he asks for their help to cope with something he’s learned.

To convert Drake into a more dangerous opponent, make him a more powerful mentalist. Give him at least a few dice of straightforward Telepathy, or perhaps Mind Link and extensive combat training so he can be a platoon’s ultimate communications officer. To weaken him, change the *Limited Range* Limitation on his power to *Skin Contact Required*.

Drake only Hunts heroes if ordered to do so by the CIA, and in that case follows orders. Usually all the Agency wants him to do is uncover their secrets. Usually.

Appearance: Drake is 27 years old, 5’7” tall, slightly overweight, and has unkempt black hair. He wears typical office clothes (khakis and a button-down short sleeve shirt with a tie) when working at the National Psychic Intelligence Bureau offices within CIA headquarters in Langley, Virginia.

EDWARD DRAKE PLOT SEEDS

The CIA needs to get Drake close enough to someone dangerous to learn his secrets. It hires the PCs to escort him, keep him safe, and make sure he’s not detected.

During a society function in Washington, Drake’s powers reveal to him a massive conspiracy at the top levels of American government. Unwilling to go to his superiors (some of whom may be in on it) and unable to tackle such a massive problem himself, he contacts the PCs for help.

While “on loan” to MI-5 for a mission in India, Drake goes missing! The heroes are hired to find out what happened and rescue him... if possible.



In Fantasy settings, mental powers tend to be just another type of spells wizards can cast. In some cases (like Katherine Kurtz’s “Deryni” novels) the powers function as much like “typical” psi abilities as like traditional spells; in others, such as Lyndon Hardy’s *Master Of The Five Magics*, psionics spells are just like other spells, except that they’re specifically designed to affect the mind. (In many cases, ordinary people regard such abilities/spells as evil, or at least particularly dangerous.) Sometimes this makes them harder to cast than other spells, since the mind is a delicate thing to toy with. On the other hand, it’s not unheard of for mages in some Fantasy worlds to possess mental powers in addition to their mystical powers.

In some Fantasy settings, “magic” is actually nothing more than typical mental powers viewed through a Fantasy lens. Because of its scientific veneer, magic-as-psionics raises the interesting possibility of inheritable magical talent. If two parents both have mental magical powers, their children will, too; if only one parent has psionic magic, his offspring may or may not inherit his powers, or may have weaker powers than a “full-blooded” mage. This could in turn lead to “psionic dynasties” where magically powerful families repeatedly intermarry to gain and maintain political and mystic power... possibly leading to a higher incidence of insanity and other breeding problems among their children in addition to vast magical abilities.

HARJANI SIMM PLOT SEEDS

The heroes visit the strange land of Halore and find themselves bewildered by the exotic language and customs of the city of Kalat-Karram. They need help in the form of a guide and interpreter — and what do you know, here’s a beggar who’s just offered his services. He must be a kindly soul who’d never mislead them or take advantage of them for his own purposes!

Harjani begins manipulating the thieves’ guilds of Kalat-Karram to see how much turmoil he can cause. It turns out he can cause a *lot*, and a friend of the PCs’ who lives in the city asks them to investigate the thieves’ war being fought in the streets and put a stop to it if possible.

Harjani discovers that the Ssujala, the fiendish serpent-men from the Sunless Realms, have sent agents to the lands of Men to try once again to conquer them. Rather than tell anyone, he begins feeding the Ssujala information... and then secretly giving the PCs much the same information to pit them against the serpent-men. His goal is to cause a war, but not so great a war that Men cannot defeat the Ssujala in the end.

HARJANI SIMM

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
18	CON	16	13-	
13	BODY	6	12-	
15	INT	5	12-	PER Roll 12-
20	EGO	20	13-	ECV: 7
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
6	PD	3		Total: 6 PD (1 rPD)
6	ED	2		Total: 6 ED (1 rED)
3	SPD	5		Phases: 4, 8, 12
7	REC	0		
36	END	0		
30	STUN	1		Total Characteristics Cost: 80

Movement: Running: 6"/12"

Cost Spells END

	<i>Sorcery</i>	
2	Alzamar’s Cloak Of The Unseen (FHG 182)	
5	Belzorath’s Dominion Of The Mind (FHG 167)	
2	Belzorath’s Spell Of Waking Dreams (FHG 176)	
6	Darthuva’s Affliction Of The Confused Mind (FHG 170)	
1	Detect Illusion (FHG 184)	
1	Detect Invisibility (FHG 185)	
5	Mindreading (FHG 172)	
4	Mindseeking (FHG 186)	
2	Sicard’s Spell Of The Varying Visage (FHG 183)	
5	Simbalon’s Fifth Spell Of Illusion (FHG 178)	
5	Torment Of The Mind (FHG 174)	
1	Wizard’s Hand (FHG 180)	
	<i>Thaumaturgy</i>	
2	The Spell Of Titanic Might (FHG 194)	
2	Hawk’s Eyes And Hound’s Nose (FHG 193)	
2	Thaumaturgic Sculpting (FHG 195)	

Powers

1	<i>Pain Resistance:</i> Damage Resistance (1 PD/1 ED)	0
1	<i>Practiced Fasting:</i> Life Support (Diminished Eating: only needs to eat once per week)	0
1	<i>Practiced Wakefulness:</i> Life Support (Diminished Sleeping: only needs 8 hours of sleep per week)	0
6	<i>Observant:</i> +2 to PER Rolls with all Sense Groups	0
5	<i>Legs As Good As Hands:</i> Extra Limbs (2, can use his legs/feet like arms/hands)	0

Talents

4	Double-Jointed	
5	Eidetic Memory	
3	Environmental Movement: Supreme Balance, no penalties on narrow surfaces	
3	Lightsleep	
5	Resistance (5 points)	
3	Death Trance: Simulate Death	

Skills

- 12 +4 with Spells
- 3 Climbing 12-
- 7 Contortionist 14-
- 3 Deduction 12-
- 3 Inventor (Spell Research) 12-
- 3 AK: Indushara 12-
- 3 CK: Kalat-Karram 12-
- 3 KS: Arcane And Occult Lore 12-
- 3 KS: *Dahla-arkaja* Magic 12-
- 3 Persuasion 12-
- 25 Power: Sorcery 24-
- 17 Power: Thaumaturgy 20-
- 5 PS: Meditation 14-
- 3 Stealth 12-
- 3 Streetwise 12-
- 1 TF: Equines
- 2 WF: Common Melee Weapons

Total Powers & Skills Cost: 181

Total Cost: 261

75+ Disadvantages

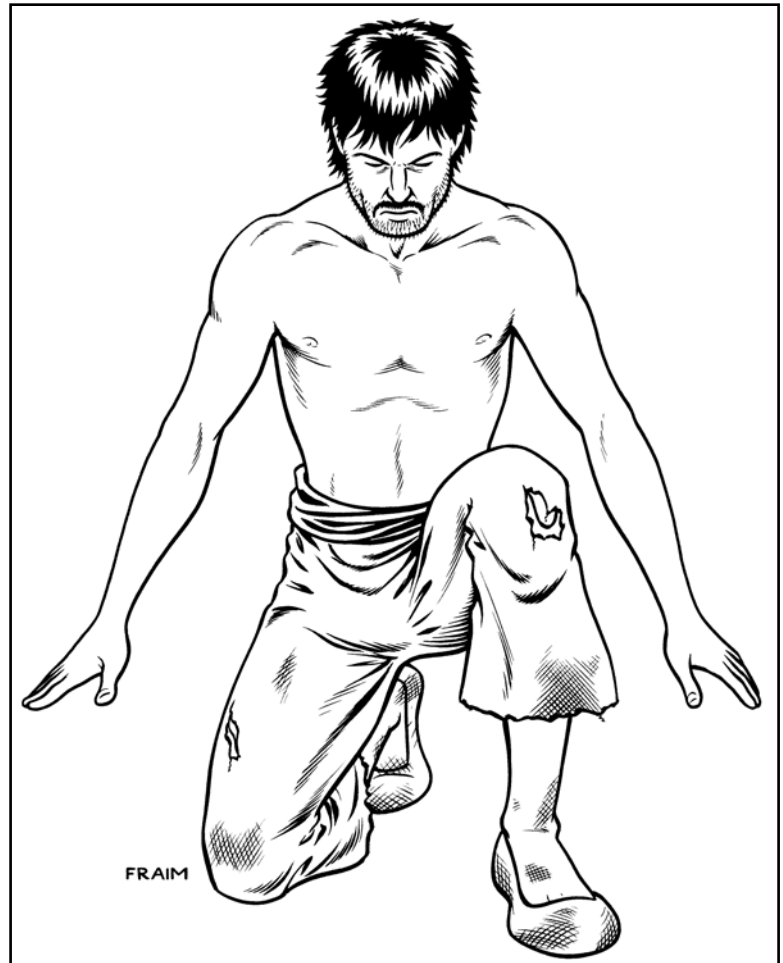
- 15 Enraged: if insulted, belittled, or mocked
(Uncommon), go 11-, recover 11-
15 Psychological Limitation: Malicious; Enjoys
Being Cruel For Cruelty's Sake (Common,
Strong)
5 Rivalry: Professional, with various other
dahla-arkaja and wizards
151 Experience Points

Total Disadvantage Points: 261

Background/History: In the lands of Indushara, in the southern part of Mitharia in the world of Ambrethel, sometimes a baby is born with an almost full head of hair. It is said that such a child will possess great power, but that this power comes from the dark god Gurisha and bodes ill for the world.

So it has been with Harjani Simm, son of Mekala Simm the merchant of Kalat-Karram, who had so much hair on his head when he was born that the shock of seeing it killed his superstitious mother. He was a troublesome baby and grew into a spiteful, malicious child, as if the very spirit of Gurisha lived within him. His father tried to beat the wickedness out of him, but that only made the boy more stubborn and determined to do whatever he wanted to. By the time he turned twelve, his father had had enough — he threw Harjani out of the house and ordered him never to return.

Harjani lived on the streets for several years, surviving through a combination of wits and ruthlessness. Then one day a strange man — a *dahla-arkaja*, that eerie breed of Indusharan psychic-sorcerers who use physical discipline to develop and strengthen thaumaturgic and sorcerous powers



— noticed him. His practiced eye told him the boy had the innate talent and strength of will needed to become a member of his storied order.

Caring not whether the boy was a kindly person or a cruel one but only for the training of talent, he took Harjani in and began schooling him in the disciplines of the psychic-sorcerer. Recognizing the wisdom of the old man's words and the value of what he taught, Harjani swallowed his pride at being ordered about like an apprentice and studied as diligently as he could. His powers developed quickly, and the old wizard taught him many spells. When he felt he knew enough to satisfy himself, he decided he didn't want to be a student anymore and left his "master" to make his own way in the world.

Personality/Motivation: Harjani is a strange combination of discipline and malice. Unlike most evil men, who wallow in their own pleasures (one way or another), as a *dahla-arkaja* Harjani develops and maintains his powers by denying the body's desires and subjecting himself to all sorts of privation, like foregoing food and sleep (and when he does sleep, by sleeping on hard, cold ground out of doors). He

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Tulwar	+0	+0	1d6+1	1d6-1	11		

Armor

None

Gear: Begging-bowl

possesses great self-control and admires similar capacities in others. However, he does seem to have something of Gurisha (*i.e.*, Mordak) in him, for his evil nature is unalloyed. It's not the world-destroying, havoc-wreaking evil of the likes of Sargath or Varakes or their ilk — it's a pettier thing. He uses his powers to inflict despair, misery, and harm just for the fun of watching other people suffer (often telling himself that if his victims had more discipline and less attachment to other people and things, his actions wouldn't trouble them). If he saw a chance to cause trouble on a grand scale he might take it, just to see what happened... but he remains content with his lesser evils.

Quote: “The way of the flesh is the way of suffering; the way of denial is the way of power.”

Powers/Tactics: As a *dahla-arkaja* Harjani Simm possesses great magical powers of Thaumaturgy (body control and alteration) and Sorcery (magics of the mind). Most of his brethren emphasize Thaumaturgy in their studies, but Harjani's talents lie more in the sorcerous. His arsenal of Sorcery spells is considerable (see *The Fantasy Hero Grimoire* for the full text of the spells; the “FHG” references list the page numbers). Coupled with that he is resistant to pain, is a skilled contortionist, and possesses a variety of other strange talents.

Harjani rarely engages in open combat; it's not to his liking. He prefers to strike from surprise, using his powers on people with relatively little ability to resist them. He often uses Simbalon's Fifth Spell Of Illusion to hide himself from his target, and Alzamar's Cloak Of The Unseen to escape if necessary. His favorite attack is Belzorath's Dominion Of The Mind, since there's little he enjoys as much as taking control of another person's mind and making his victim do whatever he commands.

Campaign Use: When your Turakian Age heroes venture into Indushara, Harjani Simm makes an excellent secondary adversary for them. He's unlikely to be the moving force behind major plots and schemes, but his petty evils can make their lives miserable and distract them from their real opponent. He might even serve as lieutenant to a deadlier foe, such as a Ssujala corrupter.

To make Harjani a tougher opponent, give him an arsenal of Thaumaturgy spells to match his Sorcery list. With shapechanging and polymorphic powers at his command, he can really cause trouble. To weaken him, remove his Combat Skill Levels with spells.

Harjani Simm doesn't Hunt anyone; that doesn't interest him at all.

Appearance: Like most Indusharans, Harjani Simm is dusky-skinned, short, and slender. He usually wears nothing more than the baggy, calf-length Indusharan pants — to look at him you'd think he was a beggar, not a powerful wizard.

PSI-HOUND

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
16	CON	12	12-	
14	BODY	8	12-	
15	INT	5	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
6	PD	3		Total: 6 PD (2 rPD)
6	ED	3		Total: 6 ED (2 rED)
4	SPD	15		Phases: 3, 6, 9, 12
6	REC	0		
32	END	0		
30	STUN	0		Total Characteristics Cost: 85

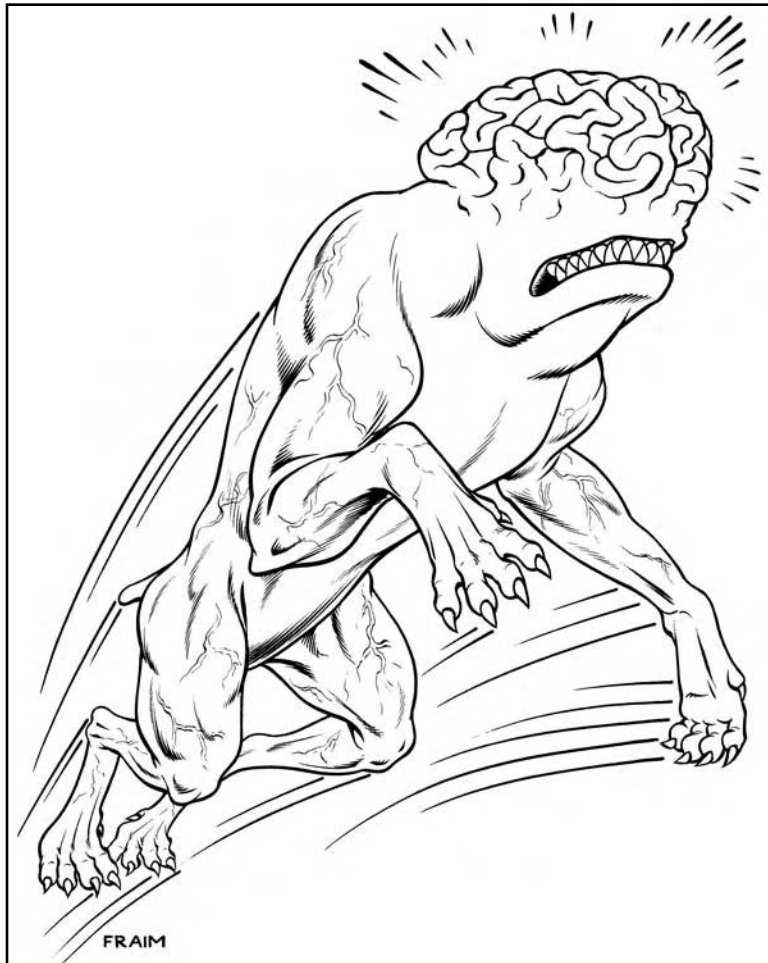
Movement: Running: 9"/18"
Leaping: 3"/6"

Cost	Powers	END
45	<i>Psi-Powers:</i> Elemental Control, 90-point powers	
67	1) <i>Psi-Feeding:</i> Transfer 3d6 (any one Characteristic half to psi-hound's EGO, half to its STUN), any one Characteristic at once (+¼), Delayed Return Rate (points fade from psi-hound at the rate of 5 per Minute; +¼), Ranged (+½), Reduced Endurance (0 END; +½)	0
22	2) <i>Illusionary Hiding:</i> Mental Illusions 8d6, Area Of Effect (5" Radius; +1), Reduced Endurance (½ END; +¼); Self Only (-1)	4
45	3) <i>Agony Attack:</i> Ego Attack 4d6, Continuous (+1), Reduced Endurance (½ END; +¼)	4
45	4) <i>Psi-Control:</i> Mind Control 12d6, Telepathic (+¼), Reduced Endurance (½ END; +¼)	3
45	5) <i>Psi-Reading:</i> Telepathy 12d6, Reduced Endurance (0 END; +½)	0
10	<i>Claws:</i> HKA ½d6 (1d6+1 with STR)	1
10	<i>Fangs:</i> HKA ½d6 (1d6+1 with STR)	1
2	<i>Tough Hide:</i> Damage Resistance (2 PD/2 ED)	0
6	<i>Psi-Shields:</i> Mental Defense (10 points total)	0
6	<i>Swift Runner:</i> Running +3" (9" total)	1
27	<i>Sense Minds:</i> Detect Minds 12- (Mental Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Sense, Tracking	0
5	<i>Underdweller's Eyes:</i> Nightvision	0
5	<i>Keen Nose:</i> Tracking for Normal Smell	0

Skills

6	+2 with Psi-Powers Elemental Control
3	Stealth 12-

Total Powers & Skills Cost: 349
Total Cost: 434



Personality/Motivation: For the most part, normal animal motivations despite the fact that it's of human intelligence. However it shows a marked preference for hunting humanoids, be they Men, Goblins, Dark Elves, or something else. Some sages believe it finds humanoids' mental force more "tasty"; others argue that the thoughts of humanoids create a sort of "psychic noise" that the animal dislikes and which drive it into a blood frenzy.

Powers/Tactics: Most psi-hounds prefer to attack from ambush, though as intelligent creatures each of them has its own favorite tactics and schemes. Typically a psi-hound uses its Illusionary Hiding power to disguise its presence by making itself look like a rock, cavern wall, or even a chest of treasure. When its victims get close enough, it springs to the attack, incapacitating some with Agony Attack and Psi-Control and using Psi-Feeding on its chosen prey. It seems to prefer wizards, priests, and the like

75+ Disadvantages

- 0 Physical Limitation: Human Size
- 5 Physical Limitation: affected as both Human and Animal classes of minds (Infrequently, Slightly Impairing)
- 15 Psychological Limitation: Hates Humanoids And Hunts Them By Preference (Common, Strong)
- 5 Rivalry: Professional, with other psi-hounds for territory and mates
- 334 Experience Points

Total Disadvantage Points: 434

Ecology: The psi-hound is a fearsome monster that dwells in the Sunless Realms and is sometimes conjured by wizards for use as a guardian beast or as an assassin to send against their foes. Unlike most animals it doesn't feed on flesh, blood, or plants, but on psychic energy. It has the power to drain that energy from its victims at a distance, causing them various sorts of weakness that give it sustenance.

Psi-hounds are solitary creatures that fight fiercely for territory and prey at most times of the year. During the summer males and females come together to breed. The female gives birth to a litter of no more than three, which she raises on her own. Immature psi-hounds aren't nearly as dangerous, but do possess the same psychic powers as adults (albeit in weaker form). If captured at this age they can be trained to get along with their own kind and thus serve as "guard dogs" in pairs.

over fighting men and rogues.

Psi-hounds are known (and feared) for their ability to track their prey based solely on mental emanations. Neither the darkest night nor the densest cover can hide someone from a psi-hound, for the victim's very mind gives him away.

Campaign Use: Psi-hounds make fearsome foes in the right circumstances, though their solitary nature may not let them tackle big groups of PCs — change them to pack animals if necessary. However, since they're intelligent, they could interact with the heroes in other ways. Perhaps one of them chooses to rise above its nature and be a kindly, even educated, being. If in dire straits it might appeal to the PCs for help.

Appearance: A psi-hound's body mostly looks like that of some demonic hound, with short, sharp claws on the paws and a stubby tail. But where a dog's body slopes up to a neck and head a psi-hound has a large mass of flesh topped by something that looks roughly like the upper half of a human brain. They have fanged mouths but make no sounds with them at all; they communicate telepathically if necessary.

HORROR HERO

Two things that frequently inspire fear, dread, and anxiety are (a) loss of control, and (b) loss of privacy. Mental powers can reach the extreme of both: being subjected to Mind Control represents the ultimate inability to maintain control of one's actions; and Telepathy is the ultimate invasion of privacy, since even thoughts aren't sacrosanct. Either Power, along with other psionic abilities, can easily become a major component of a *Horror Hero* story or campaign.

Mental powers in Horror campaigns tend to be fairly low-powered. They're not the flashy, ultra-effective abilities seen in comic books and some types of Science Fiction. They tend to be secret and subtle, thus increasing the feelings of fear associated with them (Horror campaigns often use the "Vulnerability to Mental Powers" rules described on page 271 to ensure that they're effective even with small Active Point totals). Fortunately, they don't have to be powerful to inspire fear — even the threat of mental domination or mindreading frightens most people, and it only takes a small telepathic "nudge" to turn a person's dreams into nightmares. But compared to some genres they have to be reliable. An ability that only works some of the time, or that a villain only has partial control over, doesn't inspire much terror, and there's very little as frustrating and un-frightening as a missed Activation Roll at the Big Moment.

JAVIER ALICANTE
PLOT SEEDS

The classic Javier Alicante plot: someone one of the heroes loves or admires is found stumbling down the street, dazed and perhaps half-crazed. He can't seem to remember a lot of important facts, like who his spouse is or where he lives. The last thing he recalls is talking to a Hispanic man in a bar....

The heroes find a well-dressed, handsome Hispanic gentleman sitting on the street like a homeless person. Somehow Javier Alicante's powers have been turned on him, rendering him an amnesiac, or someone's preyed on him the way he preys on others. But who or what could do *that*... and what other plans does he/it have?

A fierce thunderstorm washes out the roads, trapping the PCs at a small roadside motel with about a dozen other people... one of whom is Javier Alicante. And he's *hungry*....

JAVIER ALICANTE

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 [1]
10	DEX	0	11-	OCV: 3/DCV: 3
13	CON	6	12-	
10	BODY	0	11-	
14	INT	4	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	
4	PD	2		Total: 4 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	10		Phases: 4, 8, 12
5	REC	0		
26	END	0		
21	STUN	0		Total Characteristics Cost: 43

Movement: Running: 6"/12"

Cost Powers END

88	<i>Memory Theft</i> : Major Transform 8d6 (person into person missing one particular set of memories, heals back normally or when reminded of what's been lost), Based On EGO Combat Value (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼), Reduced Endurance (0 END; +½); Extra Time (1 Turn; -1¼), All Or Nothing (-½), Limited Target (humans; -½), No Range (-½)	0
24	<i>Memory Theft</i> : Telepathy 15d6, Reduced Endurance (0 END; +½); Extra Time (1 Turn; -1¼), Linked (to Transform; -½), Only To "Steal" Memories (-1), Mandatory Effect (EGO +20; -½), No Range (-½)	0

Perks

5	Money: Well Off
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Skills

5	+2 OECV with his Memory Theft powers; Skin Contact Required (-1)
3	Conversation 12-
2	CK: New Orleans 11-
7	KS: All The Memories He's Stolen 16-
3	Persuasion 12-
3	Seduction 12-
3	Stealth 11-

Total Powers & Skills Cost: 143

Total Cost: 186

75+ Disadvantages

15	Psychological Limitation: Doesn't Think Of Himself As Human; Views Humanity As Cattle (Common, Strong)
96	Experience Points

Total Disadvantage Points: 186

EQUIPMENT: Patek watch, pocketknife, wallet with plenty of cash and credit cards, silver cigarette case, silver cigarette lighter

Background/History: Long ago, there lived on Earth a race of beings who looked just like humans, but were not human. Able to drain the “vital essences” from men and women, they survived by preying on humans even as they lived among them. It was from them that old legends and tales about the vampire arose, filtered through a thousand cultures and creative minds.

Or so Javier Alicante believes. Born to an unwed mother who’s refused to ever tell him anything about who his father was, Javier was a strange, moody, precocious child who didn’t fit in well with others. Weak and sickly, he had little appetite and was so emaciated that his mother was subjected to many Social Services investigations. Doctors searched in vain for a medical cause, but found nothing; he just didn’t seem to like food.

Javier solved the mystery when he was only eight years old and discovered it wasn’t food he wanted to eat. He was playing in the park and fell down and hurt himself. A young mother playing with her little girl ran over to see if she could help him... and when he touched her, suddenly his mind was flooded with memories of her child and being a mother. A warmth filled him, and he felt better than he ever remembered before. As the young mother wandered off, dazed and no longer remembering she had a daughter, Javier walked home, wondering what had happened to him.

He soon discovered he had the ability to “feed” on the memories and recollections of other people, leeching them from their brains into his own. He derives nutrition from them the way a human being would from an apple or a steak. For Javier is not truly human, he is the son of one of the ancient vampires, perhaps the *last* vampire, and all humanity is his prey.

Personality/Motivation: Javier Alicante justifies his memory-stealing attacks by convincing himself he’s not really human — he’s a “vampire,” or at least a half-vampire, the scion of an ancient race whose actions gave birth to many legends. As such he doesn’t see other people as his brothers but as cattle or crops — sources of sustenance for him. Although he’s learned how to be superficially charming and personable, in truth his is the ultimate callousness.

Quote: “Good evening — do you remember your first girlfriend?”

Powers/Tactics: Javier has the psionic ability to “steal” memories from other people as a way of eating. He has to be close to someone to do this (within about six feet), and it’s even easier if he can make skin-to-skin contact. His Telepathy represents the ability to pick a particular memory out of someone’s mind. Any memory will do, though the more intense and personal the recollection, the better it “tastes” to him and the more “filling” it is. His Minor Transform then “steals” the memory by Transforming the person into a person without it (and without any memory of having had Telepathy or the Transform used on him). The victim ends up dazed, confused, and despondent without really knowing why; he often wanders off at random for a



while or falls back into an established behavior pattern (like going straight home). Javier, meanwhile, is looking for his next victim....

Campaign Use: Javier Alicante’s role in the campaign is to create fear through isolation. By robbing someone of even a single cherished memory he can set his victim adrift, cutting him off from loved ones and familiar places — and by stealing many memories from someone at once (a “feast,” as he calls it) he can turn a person into a virtual amnesiac. The victim’s friends and loved ones are left to solve the mystery with few, if any, clues to work from... each of them accompanied by the lingering fear that he may be next!

To make Javier stronger, give him more low-key but effective psionic powers he can use to inspire fear. For example, if he can Mind Control people in certain situations, that can lead to fear of loss of control; if he can make people see visions of their greatest desires, that can create fear of temptation or addiction. To weaken him, reduce the dice in his powers so that he has to keep attacking repeatedly to steal a memory, thus exposing himself to counterattack.

Javier doesn’t Hunt anyone specifically. He just remains on the lookout for easy victims at all times.

Appearance: Javier Alicante is a handsome Hispanic man, 5’9” tall with well-styled black hair, a short, manicured black moustache, and a trim build. He usually wears fine men’s clothes.

POST-APOCALYPTIC HERO

In post-apocalyptic settings, mental powers usually result from mutations spawned by the nuclear, chemical, or biological warfare that caused the apocalypse in the first place. (On the other hand, post-apocalyptic settings created by non-mutative means, such as enormous meteors colliding with the Earth, normally don't feature psionic abilities.) Depending on the level and nature of the mutations in the setting, post-apocalyptic mentalists can be nearly as powerful as Superheroic mentalists or as weak as Low Science Fiction ones.

CULTIST OF THE PURE MIND				
Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift 50 kg; 1d6 [1]
10	DEX	0	11-	OCV: 3/DCV: 3
13	CON	6	12-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
10	PRE	0	11-	PRE Attack: 2d6
6	COM	-2	10-	
4	PD	3		Total: 4 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	10		Phases: 4, 8, 12
4	REC	0		
26	END	0		
20	STUN	0		Total Characteristics Cost: 34

Movement: Running: 6"/12"

Cost	Powers	END
50	Pure Mind Powers: Multipower, 50-point reserve	
4u	1) Mind Speech: Telepathy 8d6	4
5u	2) Mind Domination: Mind Control 8d6, Telepathic (+¼)	5
4u	3) Mind Blast: Ego Attack 4d6	4
40	Mind Search: Mind Scan 8d6	4
5	Mental Shields: Mental Defense (9 points total)	0
Perks		
1	Fringe Benefit: Membership: Cult of the Pure Mind	
Skills		
3	Stealth 11-	
2	Survival (Temperate/Subtropical) 12-	
3	WF (chosen by GM for each Cultist)	
15	Additional Skills specific to the individual Cultist	
Total Powers & Skills Cost: 132		
Total Cost: 166		

- 75+ Disadvantages
- 25

Mutations: one or more Disadvantages representing harmful or restrictive mutations
- 5

Hunted: Cult of the Pure Mind 8- (Mo Pow, Watching)
- 15

Psychological Limitation: Fanatical Believer In Cult Doctrine (Common, Strong)
- 20

Social Limitation: Subject To Orders (Very Frequently, Major)
- 26

Experience Points

Total Disadvantage Points: 166

OPTIONS

- Cost Power
- +51

Pure Mind Adept: Increase Multipower reserve to 75 points and all powers to 60 Active Points (except the Mind Control slot, which has 75 Active Points), and increase Mind Scan to 12d6
- 25

Pure Mind Link: Mind Link, any four minds at once
- var

Other Mutations: character buys other powers and abilities representing mutations (physical or otherwise); examples include Extra Limbs, Nightvision, extra Swimming (webbed hands), or the like

Background/History: After the Great Death fell from the sky and the Glowing Poison began to warp all life it touched, mankind was changed... and often not for the better. While some people used their mutation-spawned powers to help themselves and their communities survive, or even to do great deeds like the knights in ancient stories, others saw them as the means to seize power and oppress the innocent.

The Cult of the Pure Mind arose from the bitterness of one such mutant, a man known only to his followers as the Great Mind. Physically frail, he possessed a mind gifted with vast psionic powers... but to his tribe, which valued strength and endurance, he was a weakling. Knowing he couldn't be the only person to gain mental powers from the Glowing Poison, he set out on a journey to locate them. As he found them, he banded them together into a tribe of his own, one that would follow him fanatically and use its powers to lash out at the world that has "rejected" him: the Cult of the Pure Mind.

Despite the obstacles, he succeeded. Today the Great Mind leads a large group of cultists who live in the ruins of a town on the edge of the Greylak Sea. A legion of mind-controlled slaves serve their every whim, and the tribes and peoples for hundreds of miles around fear the Cult and its sinister aims.

Personality/Motivation: Members of the Cult obey the Great Mind unquestioningly, thanks in part to the subtle mental controls he's placed in their brains. If he tells them to go forth and use their powers to conquer a town, they do so; if he tells them to sacrifice their lives so he can escape from his enemies, they do so. Like him, they believe the mind is supreme and the physical form secondary; they scorn anyone who relies on physical power as an ignorant brute and a fool.

Although they're evil in no uncertain terms, the Cultists have done some good in the world. Their emphasis on the cerebral, on learning and wisdom, has led them to collect and preserve many records and technologies of the Ancient Times, before the Great Death. Any character who defeats them will find himself in possession of a trove of antique lore... assuming he can understand any of it.

Quote: "Fool! Do you think your idiot brawn can stand against the true power of the Pure Mind?"

Powers/Tactics: Pure Mind cultists prefer to fight using their psionic powers (though despite their physical weakness, most of them know how to use at least a few weapons). In a group, typically one of them has Mind Link and uses it to maintain instant mental communication among the Cultists so they can coordinate their efforts. About half of the group uses Ego Attacks on the tough targets (usually picking one and concentrating all attacks on him until he falls), while the others use Mind Control on specified targets to disrupt enemy efforts.

Campaign Use: The Cult of the Pure Mind is a classic example of a "group of evil mutants" enemy in a Post-Apocalyptic Hero campaign. But in this case, instead of being physically aberrant (or just physically aberrant, anyway), the group has evolved around having mental powers and using them to advance an agenda of power and oppression. Fighting the Cult could be the focus of an entire campaign or subplot as Your Heroes inevitably work their way toward an encounter with the Great Mind.

To make an individual Cultist stronger, give him more mental powers or other helpful mutations. For example, some Cultists might have illusion powers (Mental Illusions and Images) that they could use to conceal Cult activities or confuse enemies in battle. To weaken them, make them even more physically incapable — reduce their inches of Running, decrease their CON, and otherwise render them more dependent on sheer mental power.

The Cult Hunts anyone the Great Mind orders it to, and he bases his orders on what he thinks will secure his power base, protect his people, or get him something he wants. He won't send the Cult after the heroes unless they become an obstacle he can't get rid of any other way (such as Mind Control).

Appearance: The typical Cultist is short and sort of hunchbacked and shrivelled. He hides his physical form underneath a hooded robe similar to that of a medieval monk. Some have even stranger mutations they take pains to conceal beneath their robes. Their heads are often noticeably (though not grotesquely) large.



DOCTOR GEMINI
PLOT SEEDS

Lola Carmichael finds Dr. Gemini sitting in a chair in his study, insensate. He looks just like he normally does when using astral projection... but if so, he's been "gone" a long time, nearly 20 hours! Concerned that his astral self is trapped and that he will die if his selves don't rejoin by the 24 hour deadline, she asks the PCs for help.

The heroes get a message from the Iron Claw. He claims to have Dr. Gemini held hostage, and will only release him unharmed if the heroes do a little "job" for him. The good Doctor is in fact missing, but is the Iron Claw the cause... or is he just trying to exploit the situation?

Doctor Gemini stumbles on one of Dr. Fang's most fiendish plots ever — he's building a massive Mind Control Projector powerful enough to dominate the minds of everyone in New York City! That's too much for Gemini to handle on his own, so he turns to the heroes for help.



Mental powers usually appear in the pulps in the form of "psychic powers" such as the ones described beginning on page 154. Compared to the powers found in Superheroes or Science Fiction, psychic powers tend to be fairly low-powered and restricted, but still pretty effective in the hands of Our Heroes. Many of them are sensory or "general purpose" powers (such as the Shadow's ability to "cloud men's minds") rather than offensive abilities.

DOCTOR GEMINI				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
12	BODY	4	11-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
5	PD	2		Total: 8 PD (3 rPD)
5	ED	2		Total: 8 ED (3 rED)
4	SPD	15		Phases: 3, 6, 9, 12
		6	REC 0	
30	END	0		
30	STUN	2		Total Characteristics Cost: 96

Movement: Running: 6"/12"

Cost	Powers	END
20	<i>Astral Projection:</i> Duplication (creates 275-point astral form), Altered Duplicate (100%; +1); Costs Endurance (to activate; -¼), Original Character Is Incapacitated And Helpless While Duplicate Exists (-1), Extra Time (must enter trance and meditate to allow astral self to leave its fleshy prison, 1 Hour; -1½), Feedback (-1), Both Characters Die If They Do Not Recombine Within 24 Hours (-½), Requires A Psychic Powers Roll (-1 per 20 Active Points; -¼)	0
50	<i>Psychic Powers:</i> Multipower, 50-point reserve	
1u	1) <i>Clairvoyance:</i> Clairsentience (Sight Group), 16x Range (1,600"); Concentration (½ DCV throughout; -½), Extra Time (a minimum of 1 Turn, and sometimes longer; -1¼), Requires A Psychic Powers Roll (-½)	4
1u	2) <i>Psychometry:</i> Clairsentience (Sight and Hearing Groups), Retrocognition; Concentration (½ DCV throughout; -½), Extra Time (a minimum of 1 Turn, and sometimes longer; -1¼), Psychometry (-½), Requires A Psychic	

	Powers Roll (-½), Retrocognition Only (-1), Time Modifiers (-½)	5
2u	3) <i>Thought Transference:</i> Telepathy 8d6; Concentration (½ DCV throughout use; -½), Extra Time (at least a Full Phase, and sometimes more; -½), Requires A Psychic Powers Roll (-½)	4
13	<i>Hypnotism:</i> Multipower, 50-point reserve; all Concentration (0 DCV throughout activation; -1), Extra Time (minimum of -1), No Range (-½), Requires A Psychic Powers Roll (-¼)	
1u	1) <i>Heightened Suggestibility:</i> Mind Control 8d6; Cannot Achieve Results Greater Than EGO +10 (-1), Concentration (0 DCV throughout activation; -1), Extra Time (minimum of 5 Minutes, and often more, to activate; -1), No Range (-½), Requires A Psychic Powers Roll (-¼)	4
1u	2) <i>Accessing Memories:</i> Telepathy 10d6; Concentration (0 DCV throughout activation; -1), Extra Time (minimum of 5 Minutes, and often more, to activate; -1), Incantations (must speak to subject throughout use; -½), Mandatory Effect (must, and can only, achieve EGO +20 level of effect; -½), No Range (-½), Requires A Psychic Powers Roll (-¼)	5
1u	3) <i>Planting False Memories:</i> Major Transform 1d6+1, BOECV (Mental Defense applies; +1), Works Against EGO, Not Body (+¼); Concentration (0 DCV throughout activation; -1), Extra Time (minimum of 5 Minutes, and often more; -2), Incantations (must speak to subject throughout use; -½), Limited Target (mental "objects" in the minds of sentient beings; -½), No Range (-½), Requires A Psychic Powers Roll (-¼)	4
15	<i>Psychic Tracking:</i> Mind Scan 10d6; Concentration (½ DCV throughout use; -½), Extra Time (a minimum of 1 Turn, and often longer; -1¼), Requires A Psychic Powers Roll (-½)	5
6	<i>Mental Shields:</i> Mental Defense (10 points total)	0

Perks

10 Money: Wealthy

Talents

6 Combat Luck (3 PD/3 ED)
3 Death Trance: Simulate Death

Skills

3 Acting 13-
3 Combat Driving 12-
3 Concealment 13-
3 Criminology 13-
3 Deduction 13-
3 Disguise 13-
2 AK: India 11-
2 AK: The Far East 11-
2 CK: Hudson City 11-
2 KS: Arcane And Occult Lore 11-
3 KS: The Psychic World 13-



Background/History: James Miniver was born into a wealth family and enjoyed a life of privilege as a young man. An ardent patriot, he joined the military during the Great War and served in Europe as an officer. But the sights he saw during the War left him disturbed and eager for something useful to do with his life. Unable to lose himself in the social whirl of Hudson City, he traveled the Mysterious East in search of enlightenment and purpose.

He found both in India as a student of the revered Master Mahdu Rabindra-sath, who saw something promising in the troubled Westerner and took him in despite the other students' grumblings. He learned the Master's teachings as one born to them, soon surpassing the other students in his mastery of the meditative and psychic disciplines. After several years there he returned home, a man changed in both body and soul. Gone was the purposeless society man, replaced by

- 2 Language: Hindustani (fluent conversation;
English is Native)
2 Language: Mandarin Chinese (fluent con-
versation)
17 Power: Psychic Powers 20-
3 Stealth 12-
3 Streetwise 13-
2 WF: Small Arms

Total Powers & Skills Cost: 188

Total Cost: 284

75+ Disadvantages

- | | |
|-----|--|
| 10 | DNPC: Lola Carmichael (girlfriend) 8- |
| | (Normal) |
| 20 | Hunted: Dr. Fang 8- (Mo Pow, NCI, Capture) |
| 20 | Hunted: The Iron Claw 8- (Mo Pow, NCI, |
| | Capture/Kill) |
| 20 | Psychological Limitation: Sworn Enemy Of |
| | Evil And Injustice (Common, Total) |
| 15 | Social Limitation: Secret Identity (James |
| | Miniver) (Frequently, Major) |
| 124 | Experience Points |

Total Disadvantage Points: 284

a crusader who possessed powers Science could not explain and was determined to use them to make Hudson City a better place.

Since then Miniver has developed a reputation as a psychic detective and crimebuster using the name *Dr. Gemini* (inspired by his fabled ability to separate his mind from his body as an astral projection). With the occasional help of his girlfriend Lola Carmichael (whom his parents do not approve of, since her family's not nearly as well-connected or wealthy as their's) he's fought gangsters, mad scientists, and criminal masterminds of every variety, including the feared Dr. Fang and the insidious Iron Claw.

Personality/Motivation: Doctor Gemini is the very stuff of which heroes are made. Tough, smart, and competent, he's given up the simple pleasures of an everyday man of wealth to dedicate himself to protecting others and society from evil and crime. He won't hesitate to put his life on the line to defeat some deadly menace or save the city from a mad scientist's fiendish creation.

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Colt M1911A	+1	+0	2d6-1	1d6	7	9	

Armor: None

Gear: Detective kit

Quote: “There are mysteries here... mysteries that only the powers of the mind can unravel!”

Powers/Tactics: Doctor Gemini possesses several different psychic or quasi-psychic powers. The flashiest one, from which he takes his name, is his ability to project his mind as a separate entity from his physical form — to create an astral projection, in psychic terms. He can also read the psychic traces of past events in objects, read or project thoughts, find a mind at a distance, and is a gifted hypnotist. And if it turns out his mental powers aren't enough to get the job done, he carries a .45.

Campaign Use: In campaigns that don't feature a PC who's an occult detective or a psychic himself, Dr. Gemini can fill that role neatly, stepping in to help the heroes whenever they encounter a menace that's beyond their abilities. Since he's not as physically capable as they are, he has to depend on their help too, so no one feels left out.

There are two ways you can make Dr. Gemini more powerful. The first is to emphasize his non-psychic aspects more. Boost his Characteristics a little and give him some Martial Arts and Combat Skill Levels so he can fight as well physically as mentally. The second is to make him more psychically powerful. Usually this means removing Limitations from his powers so he can use them more easily, but you could increase Active Points or add abilities like Mental Illusions or Ego Attack. To weaken Dr. Gemini, increase the Extra Time on his powers and get rid of most of his detective Skills.

As a Hunter, Dr. Gemini usually starts out with his standard detective training, relying on his psychic powers only when necessary (particularly his Mind Scan, which alerts the target that Dr. Gemini is looking for him). The main exception is his psychometry, which he employs at just about any mystery scene to gather information. (If this poses too many problems for the GM, just get rid of that power.) Slowly but surely he narrows down the list of suspects until he brings the evildoer to Justice.

Appearance: Doctor Gemini is 5'11" tall, athletically built, and wears a green robe with gold highlights. On his head he wears a dark blue turban with a large red stone of some sort set prominently in the front center. The stone sometimes glows when he uses his psychic powers, particularly his ability to project his psyche beyond his body as an “astral spy.”

STAR HERO

Of all the genres, mental powers are most likely to be a feature of Science Fiction — indeed, the very presence of psionics almost by definition makes a story Science Fiction (at least to some degree) in the minds of most readers. Look through enough Science Fiction and you can find virtually any type or power level of psionic abilities to suit you — everything from low-powered (and even low-reliability) psionics like those possessed by Larry Niven's character Gil Hamilton), to powerful and highly reliable abilities (such as those displayed by *Star Wars* characters manipulating “the Force”), to cosmically-powerful psionics able to affect people galaxies away (like those in E.E. “Doc” Smith's Lensman stories). See Chapter Five for more information on defining the reliability and power level of psionics in your campaign.

Other than power level, the key issue concerning mental powers in this genre is whether Humans can have them. In some Science Fiction stories, mental powers are strictly an alien thing; Humans are a non-psionic, or at best very primitively psionic, species. In others Humans are just one of many species with telepathic potential.

PSISOLDIER				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
13	BODY	6	12-	
13	INT	3	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
15	PRE	5	13-	PRE Attack: 3d6
7	COM	-1	10-	
8	PD	5		Total: 8 PD (0 rPD)
8	ED	5		Total: 8 ED (0 rED)
3	SPD	2		Phases: 4, 8, 12
6	REC	0		
30	END	0		
30	STUN	1		Total Characteristics Cost: 81

Movement: Running: 9"/18"

Cost	Powers	END		
40	<i>Psi-Powers:</i> Multipower, 40-point reserve			
4u	1) <i>Mind Attack:</i> Ego Attack 4d6	4		
4u	2) <i>Illusions:</i> Mental Illusions 8d6	4		
4u	3) <i>Compulsion:</i> Mind Control 8d6	4		
4u	4) <i>Mind Speech:</i> Telepathy 8d6	4		
15	<i>Psi-Powers:</i> Elemental Control, 30-point powers			
25	1) <i>Mind Recon:</i> Mind Scan 8d6	4		
15	2) <i>Psychokinesis:</i> Telekinesis (10 STR), BOECV (+1)	3		
15	3) <i>Psychokinetic Barrier:</i> Force Wall (4 PD/4 ED), Reduced Endurance (0 END; +½)	0		
	<i>Martial Arts: Commando Training</i>			
	Maneuver OCV DCV Notes			
3	Aikido Throw	+0	+1	3d6 + v/5, Target Falls
4	Boxing Cross		+0	+2 5d6 Strike
4	Choke	-2	+0	Grab One Limb, 2d6 NND (2)
4	Escape	+0	+0	30 STR vs. Grabs
4	Hold	-1	-1	Grab Three Limbs, 25 STR
4	Judo Disarm	-1	+1	Disarm, 25 STR
4	Karate “Chop”	-2	+0	HKA ½d6 (1d6+1 with STR)
4	Kung Fu Block	+2	+2	Block, Abort
6	<i>Mental Shields:</i> Mental Defense (10 points total)			0
6	<i>Swift Runner:</i> Running +3” (9” total)			1

- 27 *Perceive Mental Presences:* Detect Minds 12- (Mental Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Sense, Targeting 0
- 5 *Cybersight Implant:* Nightvision 0
- 5 *Cybersight Implant:* Infrared Perception (Sight Group) 0
- 5 *Cybersight Implant:* Ultraviolet Perception (Sight Group) 0
- 9 *Cybersight Implant:* +6 versus Range for Sight Group 0

Perks

- 4 Fringe Benefit: Military Rank

Skills

- 16 +2 with All Combat
- 3 Climbing 13-
- 3 KS: The Military/Mercenary/Terrorist World 12-
- 2 PS: PsiSoldier 11-
- 3 Stealth 13-
- 3 Tactics 12-
- 3 WF: Small Arms, Blades

Total Powers & Skills Cost: 253

Total Cost: 334

75+ Disadvantages

- 10 Distinctive Feature: facial bar code (Concealable With Effort; Noticed And Recognizable)
- 10 Hunted: military he works for 8- (Mo Pow, NCI, Watching)
- 25 Psychological Limitation: Utterly Loyal To The Cause (Very Common, Total)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 194 Experience Points

Total Disadvantage Points: 334

Background/History: In an alternate future, a far grimmer one than Humanity would prefer, the discovery of a method to genetically induce psionic powers in human beings in 2114 forever changed the world. At first people thought this would radically improve Human existence, with mental communication replacing the datawebs and all other sorts of wondrous advancements. But what it really did was start a series of psychic wars. Governments poured billions into first creating, and then genetically breeding, soldiers with both physical and mental combat prowess, and within a few years the world was engulfed in the flames of battle. Now, a decade later, most major cities lie in ruins, stalked by squads of PsiSoldiers fighting over turf and looting rights. Elsewhere, squads of PsiSoldiers — some in national armies,

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
X37 Mentallo	+2	+4	3d6	1d6-1	12	4 x 64	AP, AF5
Combat Knife	+0	+0	1d6	1d6-1	8	1	Can Be Thrown

Armor: Dynaplast Body Armor (DEF 8, Hardened)

Gear: Field medical kit, sensotrode entertainment unit, performance-enhancing drugs, ration packs, helmet (see text box)



other mercenaries working for whoever pays them — fight for territory in the countryside or enforce some warlord's will on the populace.

Personality/Motivation: A PsiSoldier is mentally (and in some cases genetically) programmed for absolute loyalty to the army that created him. In the case of mercenary PsiSoldiers, the loyalty is to the mercenary group itself, or can be “reprogrammed” by each employer. A PsiSoldier lives only to fight; his few recreation needs are taken care of by the sensotrode entertainment unit he carries, which he can plug directly into his brain.

Quote: “As you command, sir.”

Powers/Tactics: A PsiSoldier fights on two fronts: physical and mental. While he's got many of the same skills as an ordinary soldier — he can use many types of weapons, fight with his fists, analyze a tactical situation, and so forth — he can also bring his psionic powers to bear. With them he can trick an enemy, induce pain, take control of an enemy soldier, move a distant object psychokinetically, or even perceive a foe from his mental emanations alone.

A PsiSoldier's main weapon is the X37 Mentallo laser assault rifle, which fires a high-powered blue-white energy beam. In addition to its ordinary targeting modules and software, it comes equipped with an anti-mentalist targeting module that the PsiSoldier connects directly to his brain with a wireless electrode. This lets the weapon target using his Detect Minds sense on a subconscious level, making it even more accurate against other PsiSoldiers. (At the GM's option, the Detect Minds roll for this device may suffer a -1 to the roll for each full 5 points of Mental Defense a target has.) A PsiSoldier's X37 and its attachments are psionically keyed to him, making it impossible for anyone else to use them without hours of precise technical adjustments to re-align the weapon's psionic matrices.

PsiSoldiers usually operate in squads of three to six. They maintain communication by Telepathy (or even better, by Mind Link if one of them has it) unless they need to diminish their “mental profiles” to hide from enemy PsiSoldiers.

Campaign Use: This character sheet represents a “typical” PsiSoldier, but many variations are possible. Some PsiSoldiers have weaker psionics but more extensive physical combat training; others have a wider range of mental abilities. Some possible powers you could add that would fit the nature of the character/campaign include Danger Sense, Mind Link, various combat precognition abilities, different types of Ego Attacks, Mind Link, and psionic invisibility.

To make a PsiSoldier more powerful, you have two choices: you can give him more mental powers (see above for suggestions); or you can increase the Active Points in the ones he already has. For example, a PsiSoldier officer might have 50-75 Active Points in his Multipower and Elemental Control abilities instead of 40. To weaken a PsiSoldier, get rid of his Elemental Control, and/or put Limitations on all his mental powers like Concentration and Extra Time.

A PsiWarrior only Hunts someone if ordered to do so, in which case he follows orders.

Appearance: A PsiSoldier is obviously not an ordinary human. Built into the left side of his heads is a cybernetic unit that enhances their eyesight (many PsiSoldiers have other cybernetic implants as well). He's typically exactly six feet tall with a muscular build; cloned PsiSoldiers are totally bald, with no hair on their bodies at all (distinct blood veins may be visible on the tops of their heads). Tattooed on his right cheek or forehead is a bar code used to identify him. He wears a standard military uniform with Dynaplast body armor and helmet, and carries an X37 Mentallo laser assault rifle, a combat knife, and whatever other weapons his commander issues him for a mission.

PSISOLDIER EQUIPMENT

Cost	Power
43	X37 Mentallo Assault Rifle: RKA 3d6, Armor Piercing (+½), Autofire (5 shots; +½), 4 clips of 64 Charges each (+¾) (124 Active Points); OAF (-1), STR Minimum (12, Does Not Add To Damage; -1), Beam (-¼), Real Weapon (-¼) plus +2 OCV (10 Active Points); OAF (-1), STR Minimum (12; -½), Real Weapon (-¼) plus +4 versus Range Modifier (12 Active Points); OAF (-1), STR Minimum (12; -½), Real Weapon (-¼)
8	Anti-Mentalist Targeting Module: +4 OCV with X37 Rifle (20 Active Points); OAF (electrode attachment and rifle module; -1), Requires A Detect Minds Roll (-½)
8	PsiSoldier Helmet: HRRP (Radio Group); OIF (-½)
3	PsiSoldier Helmet: Sight Group Flash Defense (5 points); OIF (-½)
3	PsiSoldier Helmet: Hearing Group Flash Defense (5 points); OIF (-½)
11	Helmet-Mounted Flashlight: Sight Group Images 1" radius, +4 to PER Rolls, Reduced Endurance (0 END; +½) (33 Active Points); OIF (-½), Limited Range (10"; -¼), Only To Create Light (-1), Real Weapon (-¼)

MENTARAN

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 [1]
10	DEX	0	11-	OCV: 3/DCV: 3
8	CON	-4	11-	
8	BODY	-4	11-	
13	INT	3	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
10	PRE	0	11-	PRE Attack: 2d6
7	COM	-1	10-	
2	PD	0		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
3	SPD	10		Phases: 4, 8, 12
4	REC	0		
16	END	0		
16	STUN	0		Total Characteristics Cost: 12

Movement: Running: 5"/10"

Cost	Powers	END
24	<i>Mentaran Mental Reserves:</i> Endurance Reserve (90 END, 15 REC)	0
80	<i>Mentaran Mental Powers:</i> Multipower, 80-point reserve	
8m	1) <i>Mind Attack:</i> Ego Attack 4d6	4
8m	2) <i>Illusions:</i> Mental Illusions 8d6	4
8m	3) <i>Compulsion:</i> Mind Control 8d6	4
8m	4) <i>Mind Speech:</i> Telepathy 8d6	4
8m	5) <i>Mind Recon:</i> Mind Scan 8d6	4
16m	6) <i>Psychokinesis:</i> Telekinesis (20 STR), Fine Manipulation, BOECV (+1)	8
7	<i>Psychokinetic Levitation:</i> Flight 5"; Levitation (-½)	1
25	<i>Mental Communication:</i> Mind Link, any four minds at once	0
5	<i>Mental Shields:</i> Mental Defense (8 points total)	0
-2	<i>Slow:</i> Running -1" (5" total)	

Skills

2	KS: Psionics 11-
20	Various other Skills representing the Mentaran's job, hobbies, and the like

Total Powers & Skills Cost: 217

Total Cost: 229

75+ Disadvantages

154 Experience Points

Total Disadvantage Points: 229

OPTIONS

Cost	Power
+74	<i>Skilled Mentaran:</i> Increase the Multipower reserve to 120 points, the first five slots to 60 Active Points each, and the sixth slot to Telekinesis (30 STR); also increase the Mental Reserves to Endurance Reserve (120 END, 20 REC)
+153	<i>Mentaran Adept:</i> Increase the Multipower reserve to 160 points, the first five slots to 80 Active Points each, and the sixth slot to Telekinesis (40 STR); also increase the Mental Reserves to Endurance Reserve (200 END, 25 REC)



- +20 *Psionic Specialist*: +4d6 with any one of the first five slots in the *Mentaran Mental Powers* Multipower (chosen when this power is bought)
- +100 *Mentaran Spy*: Character also buys Cloak Of Illusion and Illusionary Disguise from the *Illusion Powers* section of Chapter Two, and 25 points' worth of espionage-related Skills

Ecology: The Mentarans are a species of psionic beings native to the planet Mentaros. Since they're hostile toward, or at least rude to, most other sentient species in the Galaxy, it's not known whether they've had mental powers for most of the species' lifetime, or developed them only in recent centuries or millennia. Most xenoanthropologists and military experts favor the idea that the Mentarans evolved psionic powers early in their history. The evidence tends to indicate that Mentaros is a harsh, unforgiving world where a number of animal and plant species are semi-intelligent and psionic. Therefore it seems likely the Mentarans developed mental powers themselves both as a form of defense and to help them hunt.

A typical modern Mentarans eats a mostly vegetarian diet supplemented with only a little meat and fish; most Mentarans regard the eating of too much animal flesh as hedonistic and aberrant. As mammals they give birth to live young, never more than one at a time, after a gestation period of seven Mentaran months (roughly equivalent to ten Earth months).

Mentaran society is arranged entirely for psionic individuals. Building entrances often can only be accessed via levitation, and most devices respond to telepathic commands rather than physical manipulation. Non-psionic visitors usually need a guide to help them or must equip themselves with devices that mimic mental powers.

Personality/Motivation:

Normal sentient motivations. However, most Mentarans do seem to be xenophobic and hostile to other sentient species, and often aggressive; several times they have waged wars of

conquest against neighboring systems.

Powers/Tactics: Mentarans possess a wide range of standard mental powers, ranging from pain infliction and mental control to the ability to create vivid images in a subject's mind. They can use two or more abilities at once, though the more they use the weaker each ability tends to be.

Campaign Use: This character sheet represents a typical competent Mentaran the PCs might encounter in a situation where you need a character sheet (*i.e.*, combat or the like). You can customize it as you see fit (perhaps by using the Options listed above) to represent different types of Mentarans. Lesser Mentarans — the young, most females, the elderly — have weaker mental powers, slightly lower Characteristics, and so forth.

Appearance: A typical Mentaran is about 5'0" to 5'5" tall with a thin build and three long, thin fingers and a thumb on each hand. His head is unusually large, with large eyes but a relatively small nose and mouth. The top of his cranium is particularly enlarged, with a sort of "cleft" down the middle suggesting a brain. On top of the skull are dark, prominent blood veins that often pulse and throb when he uses his psionic abilities.

JESSICA SNOW

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 [1]
12	DEX	6	11-	OCV: 4/DCV: 4
12	CON	4	11-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
13	PRE	3	12-	PRE Attack: 2½d6
13	COM	2	12-	
4	PD	2		Total: 4 PD (0 rPD)
4	ED	2		Total: 4 ED (0 rED)
3	SPD	8		Phases: 4, 8, 12
4	REC	0		
24	END	0		
20	STUN	0		Total Characteristics Cost: 46

Movement: Running: 6"/12"

Cost	Powers	END
20	<i>Mental Energy:</i> Endurance Reserve (100 END, 10 REC)	0
30	<i>Psionic Powers:</i> Multipower, 30-point reserve	
2u	1) <i>Mindreading:</i> Telepathy 6d6; Concentration (½ DCV throughout use; -½)	3
2u	2) <i>Mind Mastery:</i> Mind Control 6d6; Concentration (½ DCV; -¼)	3
2u	3) <i>Mindscape:</i> Mental Illusions 6d6; Concentration (½ DCV throughout use; -½)	3
3u	4) <i>Mental Force Attack:</i> Ego Attack 3d6	3
25	<i>Psionic Surgery:</i> Major Transform 3d6 (erase, change, add to, or otherwise affect a person's mental objects; heals back normally [or through repeated applications of this power, character's choice at purchase]), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼); Activation Roll 14- (-½), Concentration (0 DCV throughout use; -1), Extra Time (Full Phase; -½), Increased Endurance Cost (x2 END; -½), Limited Target (mental "objects" in the minds of sentient beings; -½)	20
9	<i>Mindsearch:</i> Mind Scan 6d6; Concentration (0 DCV throughout use; -1), Extra Time (Full Phase; -½), Increased Endurance Cost (x3 END; -1)	9
22	<i>Psychokinesis:</i> Telekinesis (8 STR), Fine Manipulation, BOECV (+1); Concentration (½ DCV throughout use; -½), Extra Time (Full Phase; -½)	4
5	<i>Mental Shields:</i> Mental Defense (8 points total)	0
20	<i>Mental Communication:</i> Mind Link, any two minds at once	0
Perks		
12	Contact: Sen. Rupert Snow 14- (extremely useful Skills/resources, Contact has access to major institutions, Contact has significant Contacts of his own, good relationship)	
5	Money: Well Off	

Talents

5 Eidetic Memory

Skills

5 +1 with Mental Powers
 1 Criminology 8-
 3 Deduction 12-
 1 KS: The Psionic World 8-
 1 PS: Play Piano 8-
 3 Stealth 11-
 1 Streetwise 8-
 1 TF: Personal-Use Spacecraft

Total Powers & Skills Cost: 178

Total Cost: 224

75+ Disadvantages

15 DNPC: Amanda Snow (cousin and best friend) 8- (Incompetent)
 10 Hunted: Confederation Psionics Police 8- (Mo Pow, NCI, Watching/Trying To Recruit)
 15 Psychological Limitation: Curiosity; Wants To Know More About Nearly Everything (Common, Strong)
 5 Social Limitation: Mildly Famous (Occasionally, Minor)
 104 Experience Points

Total Disadvantage Points: 224

EQUIPMENT: Wrist communicator, personal teleportation unit, purse, digipad

Background/History: In the year 2782, Humanity has spread throughout much of its region of the Milky Way Galaxy, creating a powerful interstellar political entity known as the Human Confederation. Within the Confederation there are a few — a very few — Humans who possess telepathic powers. Most are "recruited" into service with the Confederation Psionics Police (CPP), a governmental agency that performs a wide variety of law enforcement and security functions. Only a lucky few escape that fate to lead their own lives.

Jessica Snow is one such person. Her psionic powers emerged early, when she was only eight years old. Her parents died in a spacecraft crash shortly thereafter; to this day Jessica's uncertain whether her powers somehow accidentally caused the crash... or worse, that the CPP killed her mother and father so it could get at her more easily. If the latter theory is true, the CPP miscalculated badly. With her parents dead, Jessica was supported by the trust fund they'd established for her and went to live under the guardianship of her father's brother Rupert Snow — *Senator* Rupert Snow, prominent member of the Confederation Senate. Determined to see his niece retain the freedom to live her life however she chose, Sen. Snow slipped a tiny rider onto a Senate bill that forbade the CPP from recruiting her or interfering with her life until such time as she initiated contact with it. The rider made it through the Senate easily underneath the bulk of the bill, tying the CPP's hands neatly and causing a lot of anger at CPP headquarters on Rigel V.

Now a high school student living on Regulus VII with her uncle and his family (including her boy-crazy cousin and best friend, Amanda), Jessica

JESSICA SNOW
PLOT SEEDS

The classical Jessica Snow plot seed: while snooping around Jessica learns about something dangerous and too big for her to handle. It's not something she wants to get her uncle mixed up in, so she turns to the PCs for help. Alternately, her snooping's made her an enemy she doesn't want her uncle to know about, so she asks the PCs for protection.

Jessica's cousin Amanda disappears! Jessica's convinced the Confederation Psionics Police is behind it, that it's all an attempt to force her to join the CPP. While her uncle uses his own authority to look into the matter, Jessica recruits the PCs to help her dig around in places her uncle wouldn't think to check.

Jessica's concerned that her powers are starting to fade. She asks the PCs to help her figure out why, and hopefully stop or reverse the process.



has achieved a small degree of celebrity as a “free” psionic. Her uncle has done a good job shielding her from the worst of this publicity, and to some extent she enjoys the notoriety she has. She’s developed a reputation as something of an amateur detective, using her powers to investigate mysteries, help her friends, and get out of (and sometimes into) trouble.

Personality/Motivation: Jessica’s main motivation is her intense curiosity. She loves to know about things, whether it’s things she learns in school or as part of life. She’s particularly interested in things other people want to keep secret (even for good reasons) and anything pertaining to psionics. More than once her uncle’s had to bail her out of trouble because she was snooping around where she didn’t belong.

Quote: “I wonder...”

Powers/Tactics: Jessica possesses a typical suite of psionic powers, such as mindreading, controlling other peoples’ minds, scanning for other minds, and causing mental pain. But she has a few unusual abilities as well, such as her power to alter memories. Most of her abilities require time, concentration, and effort to use; some (such as her psionic surgery) deplete her reserves of “mental energy” quickly.

Jessica usually uses her powers to gather information more than anything — she only lashes out with a mental attack if confronted by someone dangerous (such as when a security guard catches her snooping around where she shouldn’t be). She’s particularly squeamish about using her Mind Control; she regards that as a significant infringement of free will and avoids it unless there’s no alternative. On the other hand, she uses her Telepathy freely on people; the idea of “personal mental privacy” doesn’t mean anything to her. As far as she’s concerned, she’s just using a natural sense she has and has the right to use; she shouldn’t refrain from using it anymore than an ordinary person should refrain from using his eyes to look at someone.

Campaign Use: The “Human Confederation” setting that Jessica comes from is a partly Low Science Fiction, partly Space Opera setting with relatively easy and fast space travel, low-level teleportation, and very few alien species.

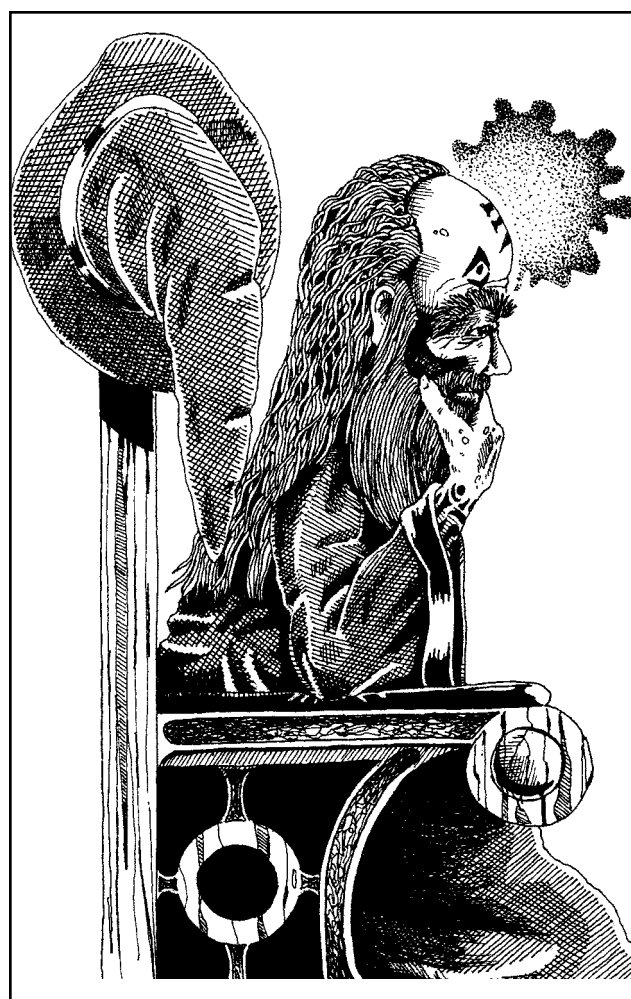
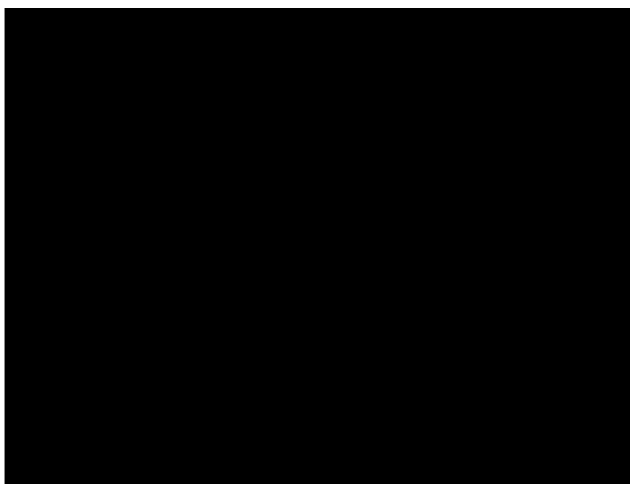
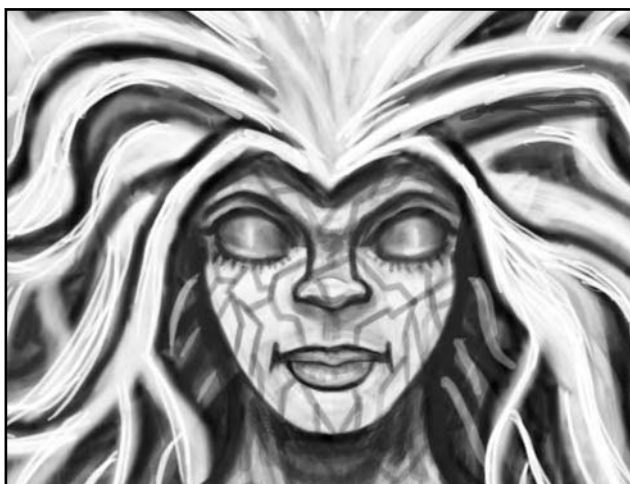
Psionics are rare, occurring in approximately 1 in one billion Humans. In absolute game terms they look low-powered, with few dice and lots of Limitations. However, they’re highly reliable (no Skill Roll required) and most people are so unused to them that they fall victim to them easily (*i.e.*, as a campaign default everyone has no Mental Defense and the Disadvantage Vulnerability: 2 x Effect from Mental Powers). Additionally, the campaign ground rules assume that mental powers are not normally perceivable by the persons they’re used on, so Jessica can read someone’s thoughts without having to worry about the victim knowing what she’s doing.

To make Jessica more powerful, remove some or all of the Limitations from her powers, particularly Concentration and Increased Endurance Cost. To weaken her, change the campaign ground rules so that she has to make a Psionics roll to use her abilities.

Jessica doesn’t Hunt people unless she’s convinced someone has a dangerous secret that needs to be exposed. Then her natural curiosity gets the better of her and she starts looking for more information.

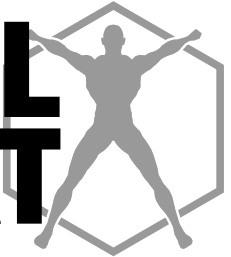
Appearance: Jessica Snow is a pretty high school-aged brunette with short hair, a mischievous smile, and the usual accouterments of a teenage girl in the twenty-eighth century (wrist communicator, personal teleportation link clipped to her belt, and so on).

chapter four:



MENTAL COMBAT

MENTAL COMBAT



This chapter of *The Ultimate Mentalist* covers the topic of mental combat: what it involves, how it occurs, and what maneuvers mentalists can use. As always, the rules on Mental Combat are optional; the GM should feel free to ignore or change them to suit his campaign.

Throughout this chapter, there's a distinction between *Mental Combat* and *Mind-To-Mind Combat* (MTM Combat). Mental Combat is a combat between a mentalist and any other character (whether or not a mentalist) involving the use of a mental/psionic power of some sort. MTM Combat is a special "subtype" of Mental Combat that in most cases can only be engaged in by two or more mentalists. It can involve normal mental powers or special Mental Combat Maneuvers that only mentalists can use. Typically non-mentalists cannot engage other characters (mentalists or otherwise) in MTM Combat, nor can they be attacked with MTM Combat or its special Mental Maneuvers. (In some campaigns, characters who aren't mentalists but who want to participate in MTM Combat can buy the Talent *Latent Mentalist*.)

Unless noted otherwise below, all rules in this chapter apply to both Mental Combat and MTM Combat.

ENTERING MENTAL COMBAT

In general, the rules for physical combat apply to Mental Combat, except where noted otherwise in the rulebook or this chapter. For example, SPD and Phases are determined the same way for either type of combat, and characters can Hold their Actions in Mental Combat just like they can in physical battles.

MULTIPLE-POWER ATTACKS

With the GM's permission, a character could make a multiple-power attack involving two or more mental powers. He cannot make a multiple-power attack that mixes a mental attack (one based on ECV) with a physical attack (one based on CV). The GM may grant exceptions as he sees fit (for example, if a character has a power with the optional *Alternate Combat Value* Power Modifier).

ABORTING AN ACTION

Characters can Abort to Actions that increase their DECV or which may protect them from Mental Powers (such as Diving For Cover to get behind an obstacle that blocks Line Of Sight).

MENTAL FIGHTING

Here are the basic rules on mental combat from Chapter Two of *The HERO System 5th Edition, Revised* rulebook, with page references to other sections of this book and a few other appropriate changes:

Most attacks use the ordinary Attack Rolls and CV already described. However, Mental Powers use *Ego Combat Value* (ECV) instead of the normal Combat Value. ECV can be divided into Offensive ECV (OECV) and Defensive ECV (DECV), just like CV. The Powers that use ECV are Ego Attack, Mental Illusions, Mind Control, Mind Link, Mind Scan, Telepathy, and powers bought with the Power Advantage *Based On ECV*. Ego Combat Value is determined using the following formula:

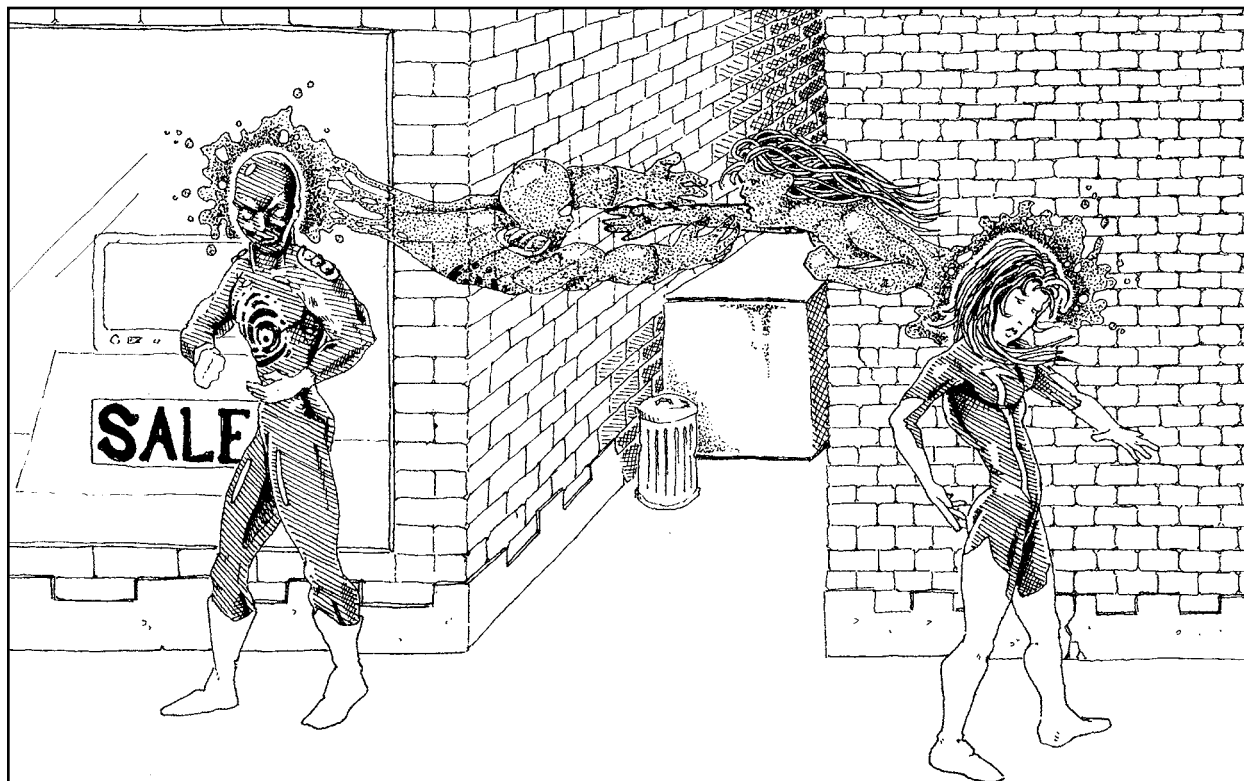
$$\text{Ego Combat Value} = \text{EGO}/3$$

Substituting ECV for CV, Mental Combat works just the same as normal combat. The Attack Roll is $(11 + \text{OECV} - \text{Target's DECV})$ or less on 3d6. Apply any modifiers for Combat Skill Levels, just as normal. However, Mental Combat works on a Line Of Sight basis (see page 18); if an attacker can see the target, he can attack him without suffering the Range Modifier. Typically, none of the Combat Modifiers apply, either (but see below).

A character using a Mental Power uses EGO instead of DEX to determine when he acts in the Phase. (However, his SPD still derives from his DEX.) If he wants to take any physical actions (such as making a Half Move) first, he must wait until his DEX comes up, move, and then use his Mental Power.

In movies, comic books, and novels, it's rare for a mentalist to actually "miss" his target. Instead, any failure to succeed with a mental attack is explained as a special effect. Perhaps the mentalist couldn't concentrate enough to bring his powers to bear properly. Maybe "psychic static" interferes with his ability to locate the target. Or, most common of all, the mentalist hit the target, but somehow failed to "get a grip" on him, and therefore could do no damage or have no effect. As discussed on page 251, the GM and players should remember this when describing mental combat. Visualization and conceptualization add a lot of flavor to psychic battles. For example, rather than just saying, "You miss" when a PC's ECV Attack Roll fails, he might say, "Your concentration seems to be faltering — you can't get a firm grip on your opponent's mind this Phase."

At the GM's option, the more an ECV Attack Roll succeeds by, the stronger the mental attack. For



every 1 point by which the roll succeeds, the victim suffers a -1 on his Breakout Rolls, a +5 on the Effect Roll, or some other penalty chosen by the GM.

OECV CHECKLIST

- 1) Determine base OECV (character's EGO/3).
- 2) Add any applicable Combat Skill Levels the character wishes to use to increase his OECV.
- 3) Apply any modifiers for the particular Combat Maneuver or Mental Maneuver the character uses.
- 4) Apply any Combat Modifiers.
- 5) Apply the Range Modifier (on those rare instances where it applies to a mental attack).
- 6) Apply any other modifiers.
- 7) Apply any modifiers that halve OECV (or otherwise reduce it by a fraction or percentage). A character's OECV can only be halved once, regardless of how many "halving" modifiers he's subject to.

DECV CHECKLIST

- 1) Determine base DECV (character's EGO/3).
- 2) Add any applicable Combat Skill Levels the character wishes to use to increase his DECV.
- 3) Apply any modifiers for the particular Combat Maneuver or Mental Maneuver the character uses.
- 4) Apply any Combat Modifiers.
- 5) Apply any other modifiers.
- 6) Apply any modifiers that halve DECV (or otherwise reduce it by a fraction or percentage). A character's DECV can only be halved once, regardless of how many "halving" modifiers he's subject to.

A character's DECV cannot be reduced below 0, regardless of how many modifiers are

applied. A character's OECV can be reduced below 0, however — just apply the negative value of the OECV to increase the target's DECV and make the Attack Roll as if the attacker has OECV 0. For example, a character with OECV -3 can still attack — but his target is at +3 DECV, and he uses OECV 0 to make his Attack Roll, so his odds of hitting are mighty slim.

A reduction of OECV or DECV to 0 should generally be considered as "reducing ECV by a percentage," and thus be applied as the very last step in the OECV or DECV calculation. However, the GM may change this if he wishes (for example, he might consider the 0 to be the character's base ECV).

Modifiers that alter a character's ECV remain in effect from when they take effect until the beginning of the character's next Phase.

DCV Modifiers

Most modifiers to DCV listed in the rulebook do not apply to DECV. For example, an Entangled character is DCV 0, but retains his full DECV; a character on a slippery surface, who's underwater, or who's blinded by a Sight Group Flash suffers no DECV reduction. However, the following are some exceptions to this general rule:

- intoxicated characters are at -2 DECV
- characters recovering from being Stunned are at ½ DECV
- characters who are taking a Recovery are at ½ DECV
- a sleeping or unconscious mind has DECV 0

See below for further information on specific Combat Modifiers and other circumstances.

COMBAT MODIFIERS

As noted on page 374 of *The HERO System 5th Edition, Revised*, “[t]ypically, none of the Combat Modifiers apply [to Mental Combat].” For example, neither Encumbrance nor Environmental Conditions penalties affect OECV or DECV, and characters can’t Bounce mental attacks. However, here are a few notes, options, and suggestions for ones that do (or could).

AREA OF EFFECT ATTACK; EXPLOSION

See page 29 for discussion of how area-affecting mental powers work.

AUTOFIRE

See page 29 for discussion of how Autofire mental powers work.

CONCEALMENT

Concealment has no effect on Mental Combat — if the mentalist has LOS on any part of the target, he can attack him without suffering any penalties for the amount of cover the target is hiding behind. But total Concealment breaks LOS, generally making it impossible to use a Mental Power on the target; see page 18.

COORDINATED ATTACKS

A character can use a mental power that directly causes STUN damage, like an Ego Attack, in a Coordinated attack with physical attacks launched by other characters — though of course he may have to Hold his Action to do so. If he has the *Teamwork* Skill he uses it normally; if not, and the rules call for a DEX Roll, substitute an EGO Roll instead.

Ego Attacks and other mental powers that directly cause damage to a target can be Coordinated with each other. The attackers must act on the same EGO; otherwise, the rules for Coordinating apply normally. Mental Powers that don’t directly cause damage (such as Mind Control) cannot be Coordinated; to “Coordinate” them, use the rule for complementary Mental Powers in Chapter One.

MULTIPLE ATTACKERS BONUS

At the GM’s option, characters can use this Combat Modifier with any mental attacks that can be Coordinated (see above) to represent the difficulty of “dodging” multiple psionic assaults at the same time. The defender suffers a -1 DECV for every attacker, down to a minimum of ½ DECV. (If the GM allows this, he may also want to allow a mental version of the *Defense Maneuver* Skill.)

SLEEPING/UNCONSCIOUS MINDS

A sleeping or unconscious mind has ECV 0. Thus, when a character is Knocked Out, his ECV drops to 0 at the end of the Segment.

SPREADING

At the GM’s option, characters can Spread mental attacks. This means that for every -½d6 of Ego Attack or 1d6 of a continuing-effect Mental Power sacrificed, the character gets +1 OECV or

fills one hex with his attack. Alternately, instead of filling hexes the GM might allow a mentalist to spread for multiple minds regardless of location (provided they’re all within his current LOS) — +1 mind instead of each hex filled.

SURPRISED

Generally, being Surprised does not affect ECV. The GM might allow it anyway in situations where a mental attack is a *real* surprise. This would reduce the target to ½ DECV and make him take 2x STUN or +10 Effect from the Power, as appropriate. However, since in many cases mental attacks (which are invisible and can be targeted from a long way away) will come as a “surprise,” constantly applying Surprised bonuses may give mentalist characters an unfair advantage. The GM should only grant the bonus if the mentalist does something especially surprising or unusual with his powers.

TARGET SIZE

Target Size has no effect on a character’s DECV, but a very small character could be hard to perceive, and thus hard to obtain LOS to. On the other hand, perceiving and mentally targeting a large character could be really easy.

COMBAT MANEUVERS

Most Combat Maneuvers do not apply to Mental Combat, though a few exceptions are noted below. The rules for Mind-To-Mind Combat later in this chapter have psionic “equivalents” of some Combat Maneuvers, such as Block and Dodge.

BRACE

Since Mental Powers do not have Range Modifiers, Brace has no effect on them. If a character has a Mental Power to which the Range Modifier does apply, he may, at the GM’s option, Brace with it.

COVER

Characters can use a mental attack to Cover a target, though the fact that Mental Powers aren’t normally perceivable may diminish the value of the Maneuver (a character with Mental Awareness can perceive that a mentalist has him Covered). The -2 OCV penalty becomes a -2 OECV penalty.

HAYMAKER

Characters can Haymaker with Mental Powers; this adds +2d6 to an Ego Attack, or +4d6 to any continuing-effect Mental Power (such as Mind Control). If the character doing the Haymaking has a significant chance of being counterattacked with Mental Powers, substituting -5 DECV for -5 DCV might be appropriate. If not, the standard -5 DCV penalty still applies; otherwise Haymakered mental attacks could become abusive.

Standard rules for Haymakers apply to mental Haymakers unless the GM rules otherwise. For example, if the target moves even 1” between the time the mentalist starts the Haymaker and the time he launches it, the attack is spoiled.

RAPID FIRE

Characters can Rapid Fire with mental powers (or Sweep, if they're HTH attacks). If the character doing the Rapid Firing has a significant chance of being counterattacked with Mental Powers, substituting ½ DECV for ½ DCV might be appropriate. If not, the standard ½ DCV penalty still applies; otherwise Rapid Fire mental attacks could become abusive.

SET

Characters can use Set with Mental Powers; it provides +1 OECV instead of OCV.

SNAP SHOT

Characters can execute Snap Shots with mental attacks with the GM's permission; the -1 OCV penalty becomes a -1 OECV penalty instead.

MENTAL DAMAGE

Here are a few expanded or clarified rules regarding the damage or effect caused by mental attacks.

DETERMINING DAMAGE

Each Damage Class of Ego attack is ½d6; each Damage Class of a continuing-effect Mental Power is 1d6. Standard rules about adding damage apply, but aside from the MTM Combat Maneuvers discussed later in this chapter, there are few (if any) ways to do so. Velocity, STR, ordinary Combat Maneuvers, and the like do not add damage to mental attacks.

HIT LOCATIONS

Mental Powers do not use the Hit Location rules. However, in a psionics-oriented campaign, the GM might come up with a "Mental Hit Locations Table" representing different areas of the mind and how Mental Powers work against them. The accompanying text box provides one possible example.

IMPAIRING AND DISABLING

At the GM's option, in a psionics-oriented campaign an Impairing or Disabling injury to the head may result in a loss of mental power. For an Impairing wound, some or all of the character's mental powers lose 10-30% (½d6 x 10%) of their Active Points for the listed time period. For a Disabling wound, instead of the "Limb paralyzed" result, substitute "30-50% Active Point loss for some or all mental powers" ((½d6 + 2) x 10%).

MENTAL HIT LOCATION TABLE

3d6 Roll	Location	STUNx	Effect+	To Hit
3-5	Cerebellum	x1½	+15	-8 OECV
6-9	Temporal Lobe	x0.75	-5	+1 OECV
10-11	Parietal Lobe	x1	+0	-3 OECV
12-14	Frontal Lobe	x1¼	+10	-6 OECV
15-18	Occipital Lobe	x0.5	-10	+2 OECV

STUNx: Multiply the STUN damage rolled on an Ego Attack (or similar mental attack) by this amount. (If the Ego Attack does BODY, the GM may want to apply the multiplier to the BODY as well.)

Effect+: Add this amount to the Effect Roll of a continuing-effect Mental Power like Mind Control or Mental Illusions.

COMBAT WITH MENTALISTS

Here are a few suggestions for maximizing mentalist effectiveness... or fighting off a mentalist's attacks.

Combat Tactics For Mentalists

Mentalist characters sometimes complain that their powers aren't as effective in combat as some other types of powers. To a certain extent, this has to do with the "all or nothing" nature of Mental Powers, and using some of the options discussed on page 25 may ameliorate the problem in your game. This phenomenon also reflects a sort of balance between different character types. Mental Powers have many non-combat uses, whereas some characters' abilities do not. For example, a super-strong brick's high STR and defenses are mainly useful in combat. Therefore it stands to reason that a brick's powers are more effective in combat on a Phase-by-Phase basis than a mentalist's. However, a clever player can maximize a mentalist's combat effectiveness. Here are some suggestions:

LINE OF SIGHT

Since a mentalist's powers usually work on a Line Of Sight basis, a mentalist can back off a little from the main combat without suffering any penalty, thereby protecting himself (at least a little) from harm. However, it may be unfair and unbalancing for a mentalist to do this all the time, or to take it to an extreme ("You guys go get 'em, I'll wait here on the rooftop and use my Telescopic Vision to pick off a few"). The "mentalist sniper" syndrome (see page 279) is neither heroic nor conducive to balanced, long-term campaigning. Discuss with your GM how he would like to handle this so you can use the best tactics for your character without upsetting game balance.

CHOOSE YOUR EFFECT CAREFULLY

When using continuing-effect Mental Powers, keep in mind that it's much easier to achieve a low-level effect, such as EGO +10, than a more powerful effect — but used correctly, a low-level effect can accomplish a lot. EGO +10 allows for "major changes to setting" with Mental Illusions, for example, or the reading of "deep, hidden thoughts" with Telepathy. That's enough to read a target's mind to uncover his greatest

fear or a key Psychological Limitation — then you can create an Illusion to exploit it.

EGO ATTACK

Since relatively few characters have Mental Defense, Ego Attacks can inflict a lot of STUN, so they're often the perfect way to set up a target for a "one-two" punch. Either the mentalist

SIMPLIFIED MENTAL COMBAT

For gamers who'd like to use mental powers but prefer a more simplified system for using them in combat, try this:

1. Instead of buying Mental Powers as such, characters buy 2-point OECV Combat Skill Levels with one specific Mental Power (Ego Attack, Mental Illusions, Mind Control, Mind Scan, Telepathy) or 5-point Combat Skill Levels with DECV. These CSLs apply to the EGO Rolls described below, not to OECV; only the DECV Levels apply to DECV. Unless the GM permits, characters can't buy more expensive CSLs that apply to more than one Mental Power. Characters buy other Mental Powers (like Mind Link) in the standard way.

2. When a character wants to use a Mental Power against another character, he declares his desired effect and they engage in an EGO Roll Versus EGO Roll Contest. The attacker uses his CSLs with the power to improve his OECV; if the target has any DECV Levels, he adds them to his roll.

3. If the rolls tie or the target wins the Contest, he suffers no effect. If the attacker wins, for every point by which he wins the Contest he gets 10 points' worth of effect on a continuing-effect Mental Power's Effect Roll, or 1d6 of Ego Attack. (If this seems too much to the GM based on his campaign, he can reduce it to 5 points or ½d6.) The attacker then determines if he got a high enough Effect Roll to achieve his desired effect, or rolls his Ego Attack dice. The target gets Breakout Rolls as normal.



Stevens'02

Holds his Action until a teammate has gotten in a good blow and then follows it up with a hard-hitting Ego Attack, or he “softens up” the target first to give his teammate a better chance to Knock him Out. The mentalist can even attempt to Coordinate with his teammates to achieve a better result.

MENTAL ILLUSIONS

Keep a Mental Illusion as believable as possible. In combat, an illusion of someone being wounded is a lot more plausible than one of an army suddenly appearing out of nowhere. For example, suppose that Brainstorm and his teammates are fighting the Ultimates. Brainstorm knows he can't withstand the force of Thunderbolt's attack, so he decides to distract him with a Mental Illusion that Defender has just inflicted a grievous injury on Binder. Since creating a “fake wound” is a simple cosmetic change, he has no trouble convincing Thunderbolt that Binder has been hurt. Thunderbolt turns to attack Defender, who has more than enough defense to withstand the attack, leaving Brainstorm unhurt and free to continue the battle.

With Mental Illusions, cleverness often counts for more than sheer power or impressiveness. A lot can be accomplished with a relatively low-level illusion if the mentalist puts some thought into it and takes advantage of his surroundings, the situation, and his target's psychology. Few characters are going to believe an illusion of a dragon or a crashing airplane appearing out of nowhere, regardless of how good an Effect Roll the mentalist makes. But they might just believe one of a wagon or car suddenly swerving out of control....

MIND CONTROL

Using Telepathy or common sense to uncover a villain's Psychological Limitations or present goals lets a mentalist make the best use of Mind Control. A simple command that agrees with the target's motivations is almost sure to work. For example, commanding a greedy villain to “Quick, gather up all the money before it gets destroyed in the fight!” is a lot more likely to succeed than commanding him to stand still. While the crook's busy stuffing c-notes into a sack, one of the mentalist's teammates can Grab him or Knock him Out. A tactically-minded mentalist might even keep a list of enemies he's fought and what commands worked on each of them; perusing psychological profiles made of captured villains can also help.

TELEPATHY

Telepathy's most important combat use is to help a mentalist gather information about his opponent that lets him employ his other Mental Powers most effectively. A Telepathy attack is a good “opening shot” for a mentalist if he feels he can tolerate one or two counterattacks before bringing a more offensive power to bear, or if he has teammates to cover for him.

Opposing A Mentalist

While mentalists have tactics that help them fight more effectively, characters who oppose them have also come up with a few tricks to help counteract psionic powers or render the mentalist ineffective. These include:

DENY LINE OF SIGHT

Since mentalists typically target their powers with Line Of Sight, denying them LOS is an excellent defense against psionic attacks. Usually this means getting behind mundane cover (like a wall), but characters can also make effective use of a variety of Powers that can block LOS. The main ones are Darkness (which “shields” the area covered) and Flash (which blinds the mentalist’s Sight); other possibilities include Change Environment and Images to make it harder to establish LOS (see Chapter One), creating an Opaque Force Wall or Entangle-based wall that cuts off LOS, or being Invisible.

HEAVY COUNTERATTACK

Many mentalists are comparatively “fragile” in that they usually have lower defenses than archetypes such as bricks, energy projectors, armor-wearers, and the like. (Exception: psychokinetics may function more like energy projectors than true mentalists in this respect.) That means a determined counterattack, perhaps with two or more characters Coordinating to hurt the mentalist, may take him out of the fight quickly and easily.

REDUCE HIS EGO

EGO is the basis of most mental attacks, so reducing it with a Drain or Transfer weakens the mentalist. Since it’s only two-thirds as expensive as DEX, this tactic works better against mentalists than physical fighters.

TRAIN TO RESIST MENTAL ATTACKS

In comic books, movies, and novels, it’s often not difficult for characters to train themselves to have at least a *little* resistance against mental attacks. Common techniques including things like running multiplication tables in one’s mind, concentrating on the image of a loved one, repeating a simple poem, or the like — anything that distracts the mind from attack or firms up mental resolve. In game terms, this usually means buying a few points of Mental Defense (see *Mental Resistance Training* on page 104 for an example). At the GM’s option, he can let characters make EGO Rolls when attacked with mental powers; for every point by which the roll succeeds, the character gets 1 point of Mental Defense (without any added from his EGO/5) to resist that specific attack that Phase.

Visualizing And Describing Mental Combat

From the almost visible aura the man radiated, the electric sense of power, the Metz warrior-cleric knew he was in the presence of great adept, a mental master, who in his dark way was perhaps the equal of a Council member or Grand Abbot. Against such, any physical weapons were a matter of luck.

Lowering his arms, S’nerg stepped from his rock and strode toward Hiero. As he did, Hiero whipped the thrower up and tried to fire. His finger could not reach the trigger. He was locked in a muscle spasm, the weapon’s barrel halfway aimed, but unable to move further. Despite his best efforts, he could not move. He looked down in agony at S’nerg who stood calmly by his left leg, serenely looking up at him, the power of his incredible mind alone holding Hiero rigid. ... The sweat of his effort streaming in this eyes, Heiro fought to break the bonds, using every technique he had been taught to free his own will from the dreadful grip which the wizard had laid upon him. ... Despite all his efforts, Hiero felt a compulsion to dismount.

—from *Hiero’s Journey*, by Sterling Lanier

What Mental Combat “looks” like is up to the GM. To outside observers, two fighting mentalists may simply seem to be concentrating, or staring at one another; there may or may not be visible effects (such as an energy pattern or ghostly warriors) between them. Perhaps the “visual” effects can only be perceived by characters with Mental Awareness.

To the mentalists themselves, Mental Combat may have the same sort of appearance, or may be radically different. For example, when a mentalist enters Mental Combat (particularly in the Mind Zone), he may experience a vision of a vast “mental arena,” with the combatants depicted as Roman gladiators or something similar. The size, shape, and weapons of the combatants may indicate their relative mental strength (a weak mentalist appears scrawny, a strong one is big and muscular). The exact nature of these “visions” may be established by the GM, by a consensus of all mentalists engaging in the combat, or by the strongest mentalist (however “strongest” is defined).

The point, ultimately, is this: Mental Combat doesn’t have to be a simple matter of declaring effects and rolling dice. You can add a lot of fun to your game and depth to mental powers by envisioning their “appearance” and describing it in dramatic terms.

MIND-TO-MIND COMBAT



Mind-To-Mind (MTM) Combat is a special form of Mental Combat involving only Mental Maneuvers (whether Basic or Advanced) and any related mental powers. MTM Combat does not involve physical Actions or Maneuvers of any sort.

The MTM Combat Rules serve two functions:

- with the GM's permission, they give non-mentalists a way to resist mental attacks better
- they give mentalists methods of attacking each other that they don't have to spend Character Points for (in the case of Basic Mental Maneuvers) or which augment existing mental abilities for a relatively cheap cost (in the case of Advanced Mental Maneuvers)

Basic Mental Maneuvers are free; anyone the GM allows to can use them (see below). Advanced Mental Maneuvers cost Character Points; in a sense they're like "Mental Martial Arts" for mentalists.

WHO CAN ENGAGE IN MTM COMBAT

Typically MTM Combat only occurs between mentalists, but at the GM's option a mentalist could use offensive Mental Maneuvers on non-mentalists, and/or non-mentalists can use defensive Mental Maneuvers to protect themselves from mental attacks. Alternately, the GM may allow non-mentalists with the *Latent Mentalist* Talent (page 17) to use offensive Mental Maneuvers in MTM Combat, and only allow non-mentalists with Latent Mentalist or at least 1 point of Mental Defense (bought normally, not as part of a Force Field or Force Wall) to use defensive Mental Maneuvers.

TIME REQUIRED; ACTIONS

MTM Combat takes the same amount of time as physical combat and works within the same rules framework — it's not a separate thing, or something mentalists get to do "for free" without using up any Actions or Phases. In other words, using an offen-

MENTAL MANEUVERS CHART

BASIC MENTAL MANEUVERS

Maneuver	Phs	OECV	DECV	Effects
Combat Maneuver	var	var	var	Character uses regular Combat Maneuver in MTM Combat
Compel	1	+0	+0	Victim forced to engage in minor physical action
Defensive Concentration	1	—	var	+3 Mental Defense or +1 DECV, Abort
Defensive Effort	½	—	var	+3 Mental Defense or +1 DECV, lose sensory awareness, Abort
Defensive Focus	0	—	var	+1 Mental Defense per 1 END spent, requires EGO Roll, Abort
Defensive Shield	½	—	var	+2 Mental Defense or +1 DECV per -1 CV/Skill Rolls (up to +6 Mental Defense or +3 DECV), Abort
Defensive Stand	½	—	var	+3 Mental Defense or +1 DECV, character is DCV 0, Abort
Mental Strike	½	+0	+0	1d6 STUN damage per 10 EGO, requires EGO Roll
Mind Bar	½	+0	+0	"Block" a Mental Power the character has, Abort
Mind Lock	1	+0	+0	Locks out a Mental Power the character has

ADVANCED MENTAL MANEUVERS

Maneuver	Cost	Phs	OECV	DECV	Effects
Cerebral Blast	4	½	+2	+0	Ego Attack +1d6
Cerebral Crush	5	½	+0	-1	Normal Damage 2d6
Defensive Assault*	4	½	+0	+2	Mental Power +2d6
Defensive Cerebral Blast	4	½	+0	+2	Ego Attack +1d6
Defensive Mind Bar	5	½	+0	+1	EGO +10 with Mind Bar
Defensive Mind Lock	5	1	-2	+1	EGO +10 with Mind Lock
Ego Overwhelm	4	½	-2	-2	Ego Attack +4d6
Mental Overwhelm*	4	½	-1	-1	Mental Power +4d6
Mental Probe	5	½	+1	+3	Ego Attack
Offensive Assault*	4	½	+2	+0	Mental Power +2d6
Offensive Mind Bar	5	½	+2	-1	EGO +10 with Mind Bar
Offensive Mind Lock	5	1	+1	-2	EGO +10 with Mind Lock
Psychic Assault	4	½	-2	-2	Killing Damage ½d6

*: When a character purchases one of these Maneuvers, he must define which of the four continuing-effect Mental Powers (Mental Illusions, Mind Control, Mind Scan, Telepathy) it works with, and cannot change it thereafter. At the GM's option a character can buy them for other mental powers, such as Psionic Surgery or a BOECV Drain, by adjusting the way the Maneuver adds Damage Classes.

sive Mental Maneuver takes an Attack Action, and thus can only be performed on one of a character's Phases and ends that Phase.

Characters can use some regular Combat Maneuvers, like Haymaker and Rapid Fire, with mental attacks, as described earlier in this chapter. As indicated by the *Combat Maneuver* Basic Mental Maneuver below, this qualifies as MTM Combat when fighting another mentalist (or if the GM allows mentalists to engage in MTM Combat against non-mentalists).

Since MTM Combat does not allow characters to make physical Half Moves, a character who wants to move a few hexes before attacking must wait until his DEX comes up in the order of combat for that Phase, make his physical Half Move, and then use his Mental Maneuver.

A mentalist can switch between MTM Combat and physical combat at will, without penalty. A character may take mental or physical actions in any of his Phases, unless some Disadvantage, Limitation, or GM ruling dictates otherwise.

For GMs who prefer to run MTM Combat separately from physical combat (since it theoretically takes place "at the speed of thought" and outside the realm of physicality), see the *Mind Zone* rules on page 257. The GM could also let characters buy extra SPD, Mental Speed, or the like (see page 12).

ENDURANCE

Using any Mental Maneuver (Basic or Advanced) costs 1 END per Phase, unless indicated otherwise below. If a character uses multiple Mental Maneuvers at once (such as Defensive Concentration and Defensive Shield at once), he pays 1 END per Maneuver used per Phase. For Advanced Mental Maneuvers, this cost is in addition to the normal END cost for the mental attack used.

BASIC MENTAL MANEUVERS

Here's how the Basic Mental Maneuvers work. They do not cost Character Points; anyone permitted to do so by the GM can use them.

COMBAT MANEUVER

A character can use some of the regular Combat Maneuvers with Mental Powers in MTM Combat, as discussed above. Examples include Haymaking or Rapid Firing a mental attack, Covering someone with a mental power, using Set to gain a +1 OECV bonus, and of course a Strike performed with any psionic power.

COMPEL

A character uses this Maneuver to force the target to take some physical action. The action in question must be a relatively minor one; examples include taking a single step, grasping an object, drawing a weapon, not firing a weapon, moving an object up to half a foot, and so forth. However, assuming a character makes several successful Compel attacks in a row, he could force his opponent to take injurious or even lethal actions — for example, he could Compel the target to take several steps and walk off a cliff, or force him to grab a knife, draw it, and slash his own throat.

To make a Compel attack, the character must first succeed with an ECV Attack Roll against the target. Then he and the target both make EGO Rolls. If the attacker's roll equals or exceeds the target's roll, the target is Compelled to act; if the target's roll is higher than the attacker's, he resists the attack. At the GM's option, the target can Abort to use any defensive Basic Combat Maneuver that can add +1 DECV to instead add +1 to his EGO Roll to resist Compel.

After a target is Compelled to do something, he can use a Half Phase Action (if he has one available before the attacker's next Compel attack) to reverse or counteract what he was Compelled to do. Until he does so, or until the attacker stops trying to Compel the target, the forced action remains in effect. (In this sense, Compel is a Constant attack — the character has to maintain it, or it stops working.) For example, suppose Borgrim the Calm (SPD 3, EGO 20) uses his Phase in Segment 4 to Compel Azelard the Smiling Magician (SPD 3, EGO 18) to draw his knife. When Azelard's Action comes up in the EGO order later in Segment 4, he can use his Action to re-sheathe the knife if he wants to. If he does so, Borgrim has to try to Compel him again in his next Phase to re-draw the knife (thus, a successful use of Compel typically involves precise timing or a mental duel). If he doesn't do so, the knife remains drawn and positioned as Borgrim Compelled. On his next Action, Borgrim can continue Compelling Azelard (for example, he could make him continue to hold the knife out, or he could force him to move the knife toward his own throat...). If Borgrim stops Compelling Azelard — for example, if Azelard (or someone else) Knocks

him Out, or he stops paying END to maintain the Compel effect — then Azelard becomes free to do whatever he wants with his knife.

At the GM's option, if the character using Compel wins the EGO Versus EGO Roll Contest by 3 or more the target cannot "counteract" the compulsion with his next Action. The victim can only counteract that Compel when the conflict ends or he wins a later EGO Roll by 3 or more.

At the GM's option, only characters who have Mind Control (or possibly Psychokinesis) can use Compel.

DEFENSIVE CONCENTRATION, DEFENSIVE EFFORT, DEFENSIVE FOCUS, DEFENSIVE SHIELD, DEFENSIVE STAND

Characters use these five defensive Maneuvers to protect themselves from MTM Combat attacks. A character may Abort to any of them, and may use more than one of them at the same time if he pays the END cost for each one, suffers the penalties (if any) for each one, and takes a Full Phase (no matter how many he uses, or which ones, using two or more automatically requires a Full Phase). If a character uses more than one, he can choose from each one which defensive benefit he wants; they don't all have to provide the same type of benefit. At the GM's option, a character can only use these Maneuvers if he has Mental Defense.

Example: *When he's attacked by a PsiSoldier, Lt. Barrett (who is not himself a mentalist) decides to use some defensive Mental Maneuvers to protect himself. (In his campaign, the GM lets anyone use defensive Mental Maneuvers against any mental attack.) He decides to use Defensive Concentration, Defensive Focus, and Defensive Stand. He chooses to get Mental Defense from all of them (for a total of +7 Mental Defense), though he could have chosen some other mix (such as +6 Mental Defense and +1 DECV) if he'd preferred. Because he's using more than one this takes a Full Phase Action. He suffers all the penalties and restrictions as well — he has to succeed with an EGO Roll to get the Defensive Focus benefit, and he's DCV 0 and can't move due to using Defensive Stand. This costs him 3 END.*

Defensive Concentration lets a character use a Full Phase to concentrate his efforts on resisting a mental attack. He gains +3 Mental Defense or +1 DECV as long as he maintains the Maneuver by spending END. He chooses which benefit he gains, and can vary which one he chooses from use to use. But once he chooses which one for a given use he cannot change it until he spends at least one Phase not using Defensive Concentration. For example, if a SPD 4 character activates Defensive Concentration on his Phase in Segment 3 and chooses +3 Mental Defense, he has to keep the +3 Mental Defense until he stops using Defensive Concentration — he can't switch to +1 DECV on his Phase in Segment 6. To switch to +1 DECV, he has to spend at least one Phase not using Defensive Concentration, then activate the Maneuver again.

Defensive Effort is just like Defensive Concentration, with two important differences. First, it only takes a Half Phase to use. Second, when using it a character concentrates so hard on protecting himself that he loses his sensory awareness — he can't see, hear, smell, feel, or mentally perceive anything, he's totally "blind."

Defensive Focus lets a character increase his Mental Defense by spending more END — for the standard 1 END per Phase cost of the Maneuver he gets +1 Mental Defense, and for each +1 END per Phase he gets another +1 Mental Defense. (The GM may choose to impose a limit on the amount of Mental Defense a character can obtain this way, such as +10 Mental Defense.) To do this, the character must succeed with an EGO Roll; if the roll fails, he gets no Mental Defense (but since using Defensive Focus is a Zero Phase Action, he doesn't lose any Actions). At the GM's option, the character gets +1 Mental Defense per point his EGO Roll succeeds by; these extra points of Mental Defense do not cost END.

Defensive Shield is similar to Defensive Focus in some ways, but it doesn't require an EGO Roll or extra END cost (beyond the standard 1 END per Phase). Instead, the character's emphasis on protecting himself mentally makes him lose concentration on other things. For every -1 to his CV (not ECV) and all Skill Rolls that he accepts, he gains +2 Mental Defense or +1 DECV, up to a possible total of +6 Mental Defense or +3 DECV (meaning -3 to CV and all Skill Rolls). The character can't mix benefits (for example, +4 Mental Defense and +1 DECV for -3 CV and Skill Rolls); he has to choose one or the other for any given use of Defensive Shield.

Defensive Stand is just like Defensive Concentration in most respects, but a character using it concentrates so much on defending himself mentally that he can't do anything else. He stops moving and is DCV 0 for as long as he maintains the maneuver.

At the GM's option, a character who's aware that he's been affected by a Mental Power and is trying to make a Breakout Roll (for example, a character being Mind Controlled by a villain who lets him remain conscious of what he's doing) can use one of these defensive Maneuvers to improve his Breakout Roll — substitute +1 to the Breakout Roll for +1 DECV. If the character's not yet aware of the mental attack (such as when he makes his very first Breakout Roll, in most cases) he can't use a defensive Maneuver this way. He also cannot use a defensive Maneuver if the GM rules that the penalty associated with the Maneuver wouldn't hurt or affect him due to the nature of the mental attack.

MENTAL STRIKE

Mental Strike is an offensive Mental Maneuver that lets a character make a direct Ego Attack-like assault on an opponent's mind. To use it, a character must succeed with an ECV Attack Roll. Then he and the target both make EGO Rolls. If the attacker's roll equals or exceeds the target's roll, the target takes 1d6 STUN Only damage for every 10 full

points of EGO the attacker has (at the GM's option, a character with 5 or more points of EGO toward the next full 10 does an extra ½d6 of damage). Mental Defense protects against this damage. If the target's roll is higher than the attacker's, he defends himself and takes no damage from the attack.

MIND BAR

Mind Bar is a defensive Mental Maneuver that's roughly the equivalent of the standard *Block Combat Maneuver* — it just uses OECV versus OECV, instead of OCV versus OCV, characters can Abort to it, and so on. However, there are a few important differences.

First, a character can only Mind Bar a mental power or attack if he himself has the same power (roughly speaking). In other words, a character has to have Mind Control to Mind Bar another character's Mind Control, Telepathy to Mind Bar another character's Telepathy, and so on. The GM determines whether two powers are sufficiently alike to allow a Mind Bar. If the special effects of the two powers are very different (such as a mental power defined as a pure psionic ability, and one that's a "truth serum" built with Based On CON), the GM generally should not allow a Mind Bar.

At the GM's option, a character can use Mind Bar to "block" any Mental Maneuver, regardless of whether he knows that Maneuver or not. Also at the GM's option, a character who lacks an appropriate mental power to perform a Mind Bar can do so with his EGO, obtaining 1 point of OECV for every 10 full points of EGO used; this costs END at the rate of 1 END per 5 points of EGO.

Second, the characters' OECVs are modified by the amount of power they use to Mind Bar. Add +1 to each character's OECV for every 10 full Active Points of the power each of them uses (a character doesn't have to use his full power to Mind Bar if he doesn't want to). Thus, it's possible for someone with Mental Illusions 4d6 to Mind Bar someone using Mental Illusions 12d6... just difficult.

Third, a character using Mind Bar must pay the normal END cost for the power he uses. For example, if he uses Mind Control 12d6, he pays 6 END; if he chooses to use only 6d6 of his 12d6, he pays 3 END. (This takes the place of the standard 1 END cost for using a Mental Maneuver.)

Otherwise, standard rules for Block apply to Mind Bar, with appropriate changes pertaining to Mental Combat (such as substituting ECV for CV). For example, successfully Mind Barring an opponent means a character acts before him if they both have their next Phase in the same Segment (though the GM may limit this effect to mental actions only).

MIND LOCK

A Mind Lock allows a mentalist to temporarily "lock out" another character's mental power, preventing him from using it.

A character can only Mind Lock a mental power or attack if he himself has the same power (roughly speaking). In other words, a character has to have Mind Control to Mind Lock another

character's Mind Control, Telepathy to Mind Lock another character's Telepathy, and so on. The GM determines whether two powers are sufficiently alike to allow a Mind Lock. If the special effects of the two powers are very different (such as a mental power defined as a pure psionic ability, and one that's a "truth serum" built with Based On CON), the GM generally should not allow a Mind Lock.

To use Mind Lock, a character makes an ECV Attack Roll. If the roll fails, the Lock fails. If the roll succeeds, the attacker and his target both roll 1d6 for each full 5 Active Points in their respective powers and count the "Normal Damage BODY." If the attacker's roll equals or exceeds the target's, the power is Locked; if the target has the higher BODY total, the Lock fails. Both the attacker and his target must pay the normal END cost for the powers they use (which can be used at less than full strength if desired). (This takes the place of the standard 1 END cost for using a Mental Maneuver.) The character establishing the Lock must continue to pay END every Phase to maintain it (just as if it were a Constant Power). If he runs out of END or can't pay END for some reason (such as being Stunned or Knocked Out), the Lock stops working.

A Locked power cannot be used at all. As a Zero Phase Action the Locked character may attempt to break the Lock with another "count the Normal Damage BODY" roll contest. He may only try this once per Phase per Locked power, however.

At the GM's option, a character can attempt to Mind Lock multiple powers at once as a multiple-power attack. The character should roll for each power separately after succeeding with his ECV Attack Roll. Also at the GM's option, a character can try to Lock out another character's ability to use a Mental Maneuver; in this case both characters use their EGO Rolls, instead of rolls based on the Active Points in the powers, to determine if the Lock succeeds.

ADVANCED MENTAL MANEUVERS

Advanced Mental Maneuvers cost Character Points, and can only be purchased by characters who already have mental powers or who have the GM's permission. In a sense they are "Mental Martial Arts," since most of them add to or affect abilities a mentalist already has.

Most Advanced Mental Maneuvers are self-explanatory; they just change the OECV, DECV, or damage/effect done with one of a character's mental abilities. (As noted in the table, some have to be purchased by type of power; for example, a Mental Overwhelm bought to work with Mind Control only works with Mind Control, not with Telepathy or Mental Illusions.)

The *Cerebral Crush* Maneuver lets a character do Normal Damage 2d6 as a mental attack. The target resists this with Mental Defense, and the attack does BODY just like any other Normal Damage attack.

The *Psychic Assault* Maneuver lets a character do Killing Damage ½d6 as a mental attack (he cannot add to this damage, unlike a character using an HKA). The target resists this with Mental Defense, and the attack does BODY just like any other Killing Damage attack. Thus, if the target's Mental Defense isn't Resistant, he takes all the BODY and all the STUN with no defense.

Mental Combat Styles

If you use Advanced Mental Maneuvers in your game, you can let characters purchase them in predefined groupings — just like Martial Arts styles. Here are a few examples for campaigns where the existence of psionics has been established and various organizations use mentalists for their own purposes.

CEREBRAL FENCING

Cerebral Fencing is probably the most “basic” mental fighting style, and the one most commonly known. It's taught by some military organizations, by megacorporations that employ combat psionics, and similar groups. A few mentalists teach it to other mentalists as a form of “self-defense.”

CEREBRAL FENCING

Maneuver	Cost	Phs	OECV	DECV	Effects
Mental Lash	4	½	+2	+0	Ego Attack +1d6
Mental Lock	5	1	+1	-2	EGO +10 with Mind Lock
Mental Probe	5	½	+1	+3	Ego Attack
Mindblock	5	½	+0	+1	EGO +10 with Mind Bar

COMMANDO PSIONICS

This fast, brutal style of mental combat is favored by many military organizations, such as those in “psychic wars” campaigns (see Chapter Five). It's designed to help a mentalist defeat his opponent as quickly and efficiently as possible.

COMMANDO PSIONICS

Maneuver	Cost	Phs	OECV	DECV	Effects
Cerebral Attack	4	½	+2	+0	Ego Attack +1d6
Ego Crush Intense	4	½	-2	-2	Ego Attack +4d6
Control	4	½	+2	+0	Mind Control +2d6
Improved Mind Bar	5	½	+2	-1	EGO +10 with Mind Bar
Improved Mind Lock	5	1	+1	-2	EGO +10 with Mind Lock
Cerebrohemorrhage	4	½	-2	-2	Killing Damage ½d6

SEISHINJUTSU

Said to have been developed by a group of psychic Zen monks in Japan, Seishinjutsu (“psyche combat”) is an “elegant” form of mental combat that stresses discipline and a sophisticated assault over sheer mental force. It's a difficult style to learn, but trained Seishinjutsuka are extremely powerful. It's also known as Kokorojutsu (“mind combat”).

SEISHINJUTSU

Maneuver	Cost	Phs	OECV	DECV	Effects
Irresistible Impulse	4	½	+0	+2	Mind Control +2d6
Lock	5	1	-2	+1	EGO +10 with Mind Lock
Mind Hammer	4	½	+0	+2	Ego Attack +1d6
Mind Probe	5	½	+1	+3	Ego Attack
Seishin no YÇsai	5	½	+0	+1	EGO +10 with Mind Bar

OTHER OPTIONS



Here are some additional variants and options for Mental Combat.

PSYCHE

Mental Combat differs from physical combat in that one Characteristic — EGO — functions as both a form of attack and a form of defense. In physical combat, CV (how accurately a character attacks, and avoids attacks) comes from DEX, but the attacks themselves are compared to PD, ED, or other defenses to determine how well they affect the target when they hit. In Mental Combat, EGO not only determines ECV (how accurately a character makes or avoids mental attacks) but in the case of continuing-effect Mental powers determines how easy it is to affect the character. It's also a component of Mental Defense, if a character has any. Thus, there's no reason not for mentalists to buy as much EGO as the GM will allow, since it's one Characteristic that serves multiple functions.

If the GM wants Mental Combat to function a little more like physical combat he can create a new Primary Characteristic for targeting and avoiding mental attacks: *Psyche*, or PSY. PSY costs 2 Character Points per point, and ECV becomes PSY/3 rather than EGO/3. EGO retains its cost of 2 Character Points per point. It's the Characteristic used to determine the effects of continuous-effect Mental Powers on a character, and it also factors into Mental Defense like in the standard rules.

PSY works particularly well in campaigns that use Mental SPD (MSPD), which is discussed on page 12. In that case MSPD derives from PSY the way SPD derives from DEX.

ALTERING EXISTING CHARACTERISTICS

Instead of creating a new Characteristic like Psyche, you may be able to accomplish the same thing by redefining what some of the existing Characteristics mean in Mental Combat terms. For example, in a MTM Combat, maybe EGO equates to STR, INT to DEX, and PRE to CON, and the mentalists' psychic selves battle it out as if it were a physical combat.

THE MIND ZONE

In some settings and genres, mental combat occurs “at the speed of thought” — in the blink of an eye, or faster. Mentalists can conduct long, drawn-out psychic duels while the physical world remains “frozen,” and perhaps even unperceived, around them. This is known as entering and fighting in the *Mind Zone*.

Buying Mind Zone Extra-Dimensional Movement

Since the Mind Zone effectively represents another state of reality — a “mental world,” if you will, into which characters with the right psionic powers can “project” themselves (their mental selves, anyway) — the power used to simulate the ability to enter it is Extra-Dimensional Movement. Since this effect is particularly powerful, additions to and expansions of the cost structure of Extra-Dimensional Movement are required.

Mind Zone Extra-Dimensional Movement involves entering another state of reality at a point corresponding to the character's location in the physical world, so the base cost of the Power is 22 Character Points (see pages 171-72 of *The HERO System 5th Edition, Revised*). However, that base cost is only enough to take a character into what mentalists call the “Alpha” level of the zone. This represents a relatively poor-quality projection into the Zone, one that only has SPD 2 for Actions within it. Higher-quality projections — ones with higher SPD, in game terms — cost more (+2 Character Points per +2 SPD).

The basic “enter the Mind Zone” power only allows a character to remain in the Zone for a very short period of time. If he wants to stay in the Mind Zone longer — in other words, if he wants to be able to take more Actions while everyone around him is unable to act — he has to pay more Character Points. Each step down the Time Chart that a character can “remain in the Mind Zone” (subjectively speaking) costs +20 Character Points. See the accompanying table for a summary of costs, and *How The Mind Zone Works*, below, for more information.

Extra-Dimensional Movement is an Instant Power, and thus only costs END when used. However, due to the subjective distortion of time a character entering the Mind Zone experiences, to him it seems as if the power must be maintained for a long period of time. Therefore, while

LINE
DEVELOPER'S
NOTE

Astute readers will notice a lot of similarity between the Mind Zone rules and the rules for the “Speed Zone” in *The Ultimate Speedster*. This is done for the sake of consistency and ease of play — better to learn one basic set of rules that you can adapt to similar situations rather than two totally different sets of rules. The Mind Zone and the Speed Zone both essentially allow a character to accomplish the same thing: fighting other people (in the case of the Mind Zone, other mentalists) in a context that makes the physical world around the characters meaningless. The biggest difference between the Speed Zone and the Mind Zone is that characters in the Speed Zone can affect the normal-speed world, whereas the Mind Zone is entirely “psionic” — it takes place “in the minds” of the characters interacting in it, and only lets a character fight other mentalists who are in it.

But just because the rules are largely the same doesn’t mean the two “realms” are. A character in the Mind Zone is no more able to affect a character in the Speed Zone than any other character, or vice-versa.

See the *Mindscape*s section of Chapter Five for more information about mental “worlds” and how they might function in the campaign. The Mind Zone presented here is just one possibility; you can easily adapt these rules to suit other conceptions of how mindscapes work, personal preference, and the like.

in the Mind Zone, a character must pay END for his Extra-Dimensional Movement *every Phase*, as if it were a Constant Power. If he stops paying END, he “drops out” of the Mind Zone and back into the normal-speed world, losing any Mind Zone Actions he may not yet have taken. (On the other hand, with the GM’s permission he might be able to Push the power to enter “deeper” levels of the Mind Zone.) The character may, of course, buy Reduced Endurance for his Mind Zone Extra-Dimensional Movement.

How The Mind Zone Works

Since Extra-Dimensional Movement takes a Full Phase to use, it takes a character a Full Phase to enter the Mind Zone (he can decrease the time required using the *Quick Entrance* Advantage indicated in the Mind Zone Extra-Dimensional Movement Cost Table).

PHYSICAL CORRESPONDENCE

The Mind Zone and the normal world are not coterminous — their physical spaces do not correspond. When a character first enters the Mind Zone, he does so at a point corresponding to his location in the physical world. But after that, a character can move enormous distances in the Mind Zone while his physical body remains in place. In fact, his physical body *must* remain in place; while he’s in the Mind Zone a character only moves, acts, reacts, and fights against other mentalists who are also in the Mind Zone. He can’t affect (or even perceive) the physical world at all — but it can’t affect or perceive him either, since his time in the Mind Zone occurs “at the speed of thought” at which physical actions or events of any kind are impossible.

SUBJECTIVE VERSUS OBJECTIVE TIME

The defining feature of the Mind Zone, the aspect that makes it so powerful and potentially unbalancing in the game, is that while a character’s in the Mind Zone, objective time — the normal flow of time in the game — ceases for him. To him time *seems*, subjectively, to continue for a short period (the period he purchased), when in reality it doesn’t continue at all.

In game terms, this gives the character a period of time when he can act but no one else who’s not also in the Mind Zone can, and thus a number of Actions he can take while only he and others in the Mind Zone can act. If someone in the physical world were able to perceive all this happening, it would seem as if all the Actions the character takes in the Mind Zone occur in the space of the character’s Phase in a single second (1 Segment), but to the character in the Mind Zone, they seem to have taken much longer. Thus, in effect, Mind Zone Extra-Dimensional Movement “compresses” a large period of time into a single “Phase” of the character’s, allowing him to act psionically during that period as if it were as long as he subjectively thinks it is even though only a fraction of a second actually passes objectively.

MIND ZONE
EXTRA-DIMENSIONAL
MOVEMENT COST TABLE

Cost	Effect
22	Enter The Mind Zone, Basic Power: The character can enter the Mind Zone. Subjectively, he “remains” there for an Extra Phase, giving him one Phase’s worth of Actions he can take
42	Enter The Mind Zone (1 Turn): As above, but subjectively the character can “remain” in the Mind Zone for 1 Turn, giving him nearly an entire Turn’s worth of Actions he can take
62	Enter The Mind Zone (1 Minute): As above, but subjectively the character can “remain” in the Mind Zone for 1 Minute, giving him several Turns’ worth of Actions he can take
82	Enter The Mind Zone (5 Minutes): As above, but subjectively the character can “remain” in the Mind Zone for several minutes
102	Enter The Mind Zone (20 Minutes): As above, but subjectively the character can “remain” in the Mind Zone for almost half an hour
122	Enter The Mind Zone (1 Hour): As above, but subjectively the character can “remain” in the Mind Zone for an hour ...and so on (+20 Character Points per step down the Time Chart)
Cost	Level Modifiers
+0	Alpha Level: The character can enter the “Alpha” level of the Zone. He has SPD 2 while in the Mind Zone.
+2	Beta Level: The character can enter the “Beta” level of the Zone, making him faster than characters at the Millispeed Level. He has SPD 4 while in the Mind Zone.
+4	Gamma Level: The character can enter the “Gamma” level of the Zone, making him faster than characters at the Microspeed Level and “above.” He has SPD 6 while in the Mind Zone.
+6	Delta Level: The character can enter the “Delta” level of the Zone, making him faster than characters at the Nanospeed Level and “above.” He has SPD 8 while in the Mind Zone.
+8	Epsilon Level: The character can enter the “Epsilon” level of the Zone, making him faster than characters at the Picospeed Level and “above.” He has SPD 10 while in the Mind Zone.
+10	Zeta Level: The character can enter the “Zeta” level of the Zone, making him faster than characters at the Femtospeed Level and “above.” He has SPD 12 while in the Mind Zone.
Cost	Advantages
+¼	Quick Entrance: using Mind Zone Extra-Dimensional Movement only takes a Half Phase Action
+½	Quick Entrance: using Mind Zone Extra-Dimensional Movement only takes a Zero Phase Action

Since using Mind Zone Extra-Dimensional Movement takes a Full Phase, and this Phase applies both objectively and subjectively, the “first Phase” a character has when entering the Zone is used up by using the power itself. In later Phases he can perform any Action he normally could.

Example: *Cerebron (EGO 30, normal SPD 6) buys Enter The Mind Zone (1 Turn) for 42 Character Points. This allows him to enter the Alpha level of the Zone, giving him a subjective SPD 2 in the Zone. When he activates the power, he gets 1 Turn's worth of Actions that he can take in the space of a single Phase. This is his "subjective Turn," during which the world appears frozen and only he can move around and take Actions. However, the first Full Phase of his subjective Turn is always taken up by the act of entering the Mind Zone.*

For example, on his Phase in Segment 2, Cerebron decides to enter the Mind Zone and activates his Extra-Dimensional Movement. He now gets one subjective Turn's worth of Actions he can take while no one and nothing else can act. His first "Phase," in "subjective Segment 6," is lost to using Extra-Dimensional Movement, leaving him one more subjective Phase's worth of Actions. When he's done with his subjective Turn, he automatically drops back out of the Mind Zone... right at EGO 30 in objective Segment 2, where he was when he entered the Zone. Other characters who have a Phase in Segment 2 at DEX or EGO 29 or lower now get to act — assuming (in the case of other mentalists who also enter the Zone) Cerebron's actions during his subjective Turn haven't already taken them all out of the fight before they even had a chance to move!

Later Cerebron earns some Experience Points and improves his Enter The Mind Zone so he can access the Gamma level of the Zone. That gives him a subjective SPD 10 when he's in the Zone — a much better situation for him, especially since it matches his real-world SPD.

MIND ZONE ACTIONS AND COMBAT

While a character is in the Mind Zone, his SPD depends not his *Speed* Characteristic but on the level of the Zone he can access. To put it another way, the more power the character's ability to enter the Mind Zone is, the higher his "Zone SPD" and thus the more Actions he gets while in the Zone because the faster he seems to be moving compared to the normal-speed world or characters with weaker "connections" into the Zone. A character in the Alpha level of the Zone has a subjective SPD 2 during his subjective time in the Zone; one in the Zeta Zone has subjective SPD 12; characters at the levels in between have other amounts of SPD. (Entering the Mind Zone does not constitute "changing SPD" or require the use of those rules — but remember that the character's first Phase in the Zone, regardless of what Segment it occurs in, is taken up by the act of having entered the Zone.)

The subjective Phases of a character in the Mind Zone are just like ordinary Phases. In a subjective Phase, a character can perform two Half Phase Actions, or one Full Phase Action, and as many Zero Phase Actions as he likes; if he performs an Attack Action, his Phase ends. Other standard *HERO System* rules about Actions and the like apply unless the GM rules otherwise.

A character in the Mind Zone can only move and take "mental actions" (typically meaning mental attacks) during his subjective Phases, and only against other persons also in the Zone. He cannot affect the normal world, or even perceive it, in any way. He cannot, for example, attack a character not in the Zone (even another mentalist), read a book, move objects, or eat. If "mental objects" exist in the Zone (which depends on how the GM defines it; see Chapter Five), then he can affect and interact with them normally.

A character who's Stunned while in the Mind Zone remains in the Zone. One who's Knocked Out automatically leaves the Zone at the end of the Segment in which he's Knocked Out (unless he awakens in the meantime) — his mind or mental force instantly returns to his physical body. One who's killed dies, both in the Mind Zone and the normal world. If a continuing-effect Mental Power is used against a person in the Mind Zone, and that person leaves the Mind Zone (voluntarily or involuntarily), then the continuing-effect Mental Power continues to affect him. If he took any STUN or BODY damage in the Mind Zone, that damage remains when he returns to the normal world; it has to heal through ordinary means.

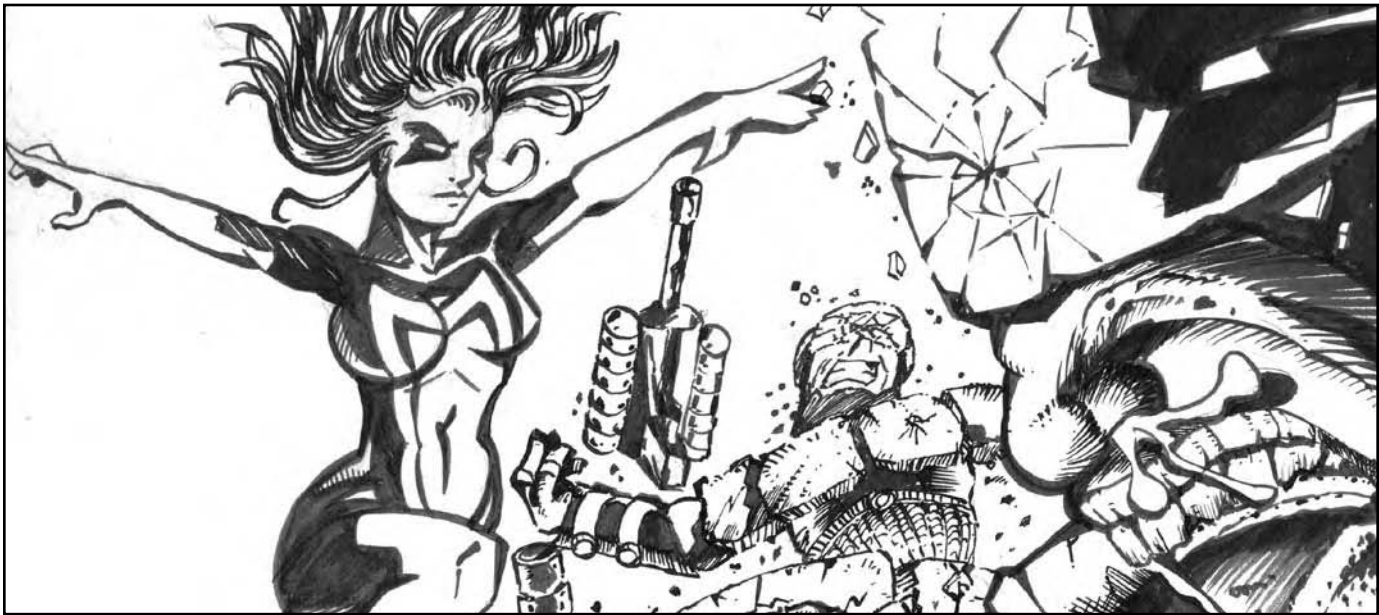
Usually what happens is that two mentalists enter the Mind Zone and fight a mental combat. After the loser is Knocked Out, killed, or surrenders, the two return to the physical world — their "mental selves" rejoin their physical bodies, in other words. To everyone in the physical world, it's as if the two suddenly manifest evidence of having been in a fight (bruises, wounds, even being dead) in the blink of an eye. An hours-long combat might have been fought in the Mind Zone, but it was all "at the speed of thought" so no one in the physical world realizes what's happened until the battle ends!

Characters cannot Abort to enter the Mind Zone.

Attacks Against The Physical World

As mentioned above, a character in the Mind Zone cannot attack or affect characters and other targets in the physical world. The GM could permit a character in the Zone to make mental attacks against characters in the physical world (particularly other mentalists), but this could make mentalists with Mind Zone powers unbalancingly effective. After all, it lets them attack their enemies repeatedly while the enemies can do nothing in return!

If the GM allows Mind Zone attacks against targets in the physical world, he may also want to require characters to buy the *Transdimensional* Advantage for mental attacks (so he can use them from one "dimension" to another) and Senses (so he can perceive the physical world). He may also allow characters to Abort to enter the Zone if doing so allows them to defend themselves against mental attacks from the Zone. Furthermore, the *effects* of the attacks a character makes and the Actions he takes don't actually occur, and are not felt, until he "drops out" of the Mind Zone and re-enters the normal-speed world (usually after he's taken all his subjective Phases). At that point, to the physical world's point of view suddenly any attacks and



Actions they can perceive seem to take place at once in a split-second. What usually occurs is the same thing described above — targets who were attacked from the Zone seem to spontaneously manifest evidence of injury. One second they're fine; a split-second later they've got bruises or injuries, have fallen unconscious, or have died.

If the GM permits attacks from the Mind Zone to affect targets not in the Zone, those targets are at DCV 0 and DECV 0 — they're effectively "frozen in place" and helpless against the mentalist. They have no capacity to make attacks against him or do anything else that might effect him. Only other characters who can enter the Mind Zone themselves can oppose him.

Combat In The Mind Zone

If there's another character in the combat who has an objective Phase that Segment and can enter the Mind Zone, things might go a little differently. When a character enters the Mind Zone, the GM must ask any such characters if they, too wish to enter the Mind Zone. If they do, they can enter the Mind Zone at the same moment as the character even if their Phases have not yet occurred in the Segment.

At that point two or more characters are in the Mind Zone and the GM begins tracking the Zone's subjective time as usual. (Of course, as usual when a character's first subjective Phase in the Zone occurs, he "loses" it to having used Enter The Mind Zone.) The characters in the Zone get their usual subjective Phases with which to act mentally against targets in the Mind Zone. The standard rules about who acts first in a Phase and the like apply. Characters in the Mind Zone have their normal ECVs against each other, use their normal EGOs to determine who acts first in a Phase, may use any mental abilities they have against each other. Characters who are better at projecting themselves into the Zone have higher subjective Mind Zone SPDs, giving them more subjective Phases to act in.

Leaving The Mind Zone

When a character chooses to leave the Mind Zone he returns to the same objective Phase he was in at the same objective point in the DEX order at which he entered the Mind Zone. He cannot choose a later point in the Phase, or wait until a later Segment.

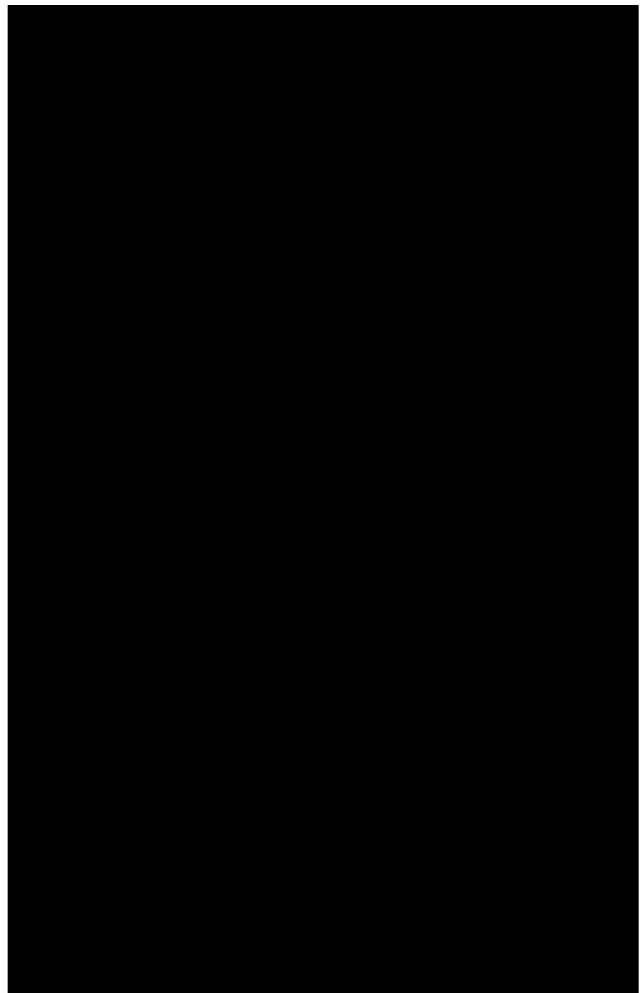
Example: *Cerebron entered the Mind Zone in his Phase in Segment 2 — in other words, on EGO 30 in Segment 2. He takes his full subjective Turn's worth of Mind Zone actions and then must drop out of the Zone, since his Mind Zone Extra-Dimensional Movement won't let him remain in his hyperaccelerated state for more than 1 Turn. When he drops out, it's still DEX/EGO 30, Segment 2. Any other normal-speed world characters with DEX/EGO 30 who go after him get to act, then the GM continues counting down the DEX/EGO order to 29, 28, and so forth until the Segment ends. Of course, this assumes Cerebron's activities in the Mind Zone haven't already ended the combat....*

Unless he's Knocked Out (in which case his "Mind Zone self" automatically returns to his physical body), a character cannot leave the Mind Zone unless he's in the exact spot where he entered it. In other words, if he's moved away from his physical body, he has to return to that point under his own power before he can "merge" back with his physical body, thus exiting the zone.

Other Mind Zone Effects

When a character enters the Mind Zone, in effect time stops. All activity throughout the physical world (*i.e.*, "Reality") ceases as far as the character is concerned. Only activity in the Mind Zone itself continues. Only when the character returns to the physical world can he once again perceive that world and its flow of time.

chapter five:



CAMPAIGNING WITH MENTALISTS

THE NATURE OF PSIONICS



Before you include psionics in your campaign, you may want to consider their nature — where they come from, how they work, who has them, and what people in the setting think about them.

THE ORIGIN OF MENTAL POWERS

Perhaps the most basic question to ask about mental powers in the campaign is this: where do they come from? This seemingly simple question encompasses several issues worth considering.

WHO CAN HAVE PSIONICS?

First, who in the campaign setting can have mental powers? Another way of asking about this is, “How common are psionics?”, since the two issues are closely connected. Most campaign settings tend to regard mental powers as something belonging only to a select group of people, though they define that group differently. In some cases it’s a specific species or subspecies within the setting. For example, in Katherine Kurtz’s “Deryni” novels only the Deryni, a specific breed of humans, have mental powers; in *Star Trek*, the Vulcans and Betazoids are two species whose members are psionic (in other species, such as Humans or Bajorans, psionics are rare or nonexistent). In this case the commonality of mental powers depends on how often members of that species/subspecies appear in the campaign. If all Trelnavians are psionic, but Trelnavians live on the other side of the Galaxy and don’t show up in the campaign more than once every dozen episodes, psionics are pretty rare in the campaign even though they’re technically commonplace on the planet Trelnavia.

In other settings, the “select” nature of the group that can have psionic powers is defined primarily by the fact that those people *are* psionic. They’re members of a larger species set apart simply because they have mental powers most members of their species lack. For example, on the TV show *Babylon 5*, the vast majority of humans have no mental powers at all. But a very few select humans *do* develop mental powers. In short — in such a setting, it’s *possible* for a member of a given species to have psionics, just highly unlikely. And in such a setting there may be some species who cannot have psionic powers at all (for example, in *Babylon 5*, the Narn).

On the other hand, you could create a setting where psionics are commonplace, or even universal. If everyone possesses mental powers (either devel-

oped or latent), they become much less mysterious and frightening, and society as a whole adapts to them. For example, doors and machines may have telepathic “locks” or “keys” (thus putting a non-telepath at a real disadvantage) and if psychokinesis is common it may take the place of a whole variety of tools and devices. In game terms, this sort of campaign probably features Mental Defense as a Figured Characteristic and may even grant characters some “Everyman Mental Powers” like Mind Link.

Rare Powers

Usually psychic powers are rare in a given setting. This allows psionics to remain poorly understood and hard to counteract. Even low-grade powers can be useful, since nobody expects to encounter them. But their very rarity means psionic characters often face fear and suspicion from “mundanes.” Self-protective measures by psionics only inspire further distrust from others, leading to paranoia and conspiracy theories. In some settings, the normals may decide the risks of psionic powers are too great, leading to anti-psionic pogroms. When powers are rare, being psionic may qualify as a Social Limitation, and the Reputation “Psionic” could be dangerous.

Even in a setting where psionics as a whole are relatively common, it’s possible that some types of mental powers are rare or otherwise unusual in some way. For example, maybe on the planet Trelnavia basic telepathic powers exist in almost 100% of the population — but less than 1% of Trelnavians also have psychokinetic powers, and only about 10% of the populace has the Psionic Surgery ability. This may create “classes” or “categories” of mentalists, leading to elitism, prejudice, and other difficulties.

Common Powers

In some settings, psionic powers are very common. Alfred Bester (the author, not the *Babylon 5* villain named after him) wrote several stories about worlds with widespread psionic powers. In *The Stars My Destination*, he described a world where everyone knows how to teleport. In *The Demolished Man* he explored how crime and police work would function in a world with many telepaths. Larry Niven examined the effects of probability alteration by the entire Human species in some of his “Known Space” stories.

The chief point to remember about common powers is that nobody’s surprised by them. If teleporters are common, people find ways to keep from being robbed by teleporting burglars. Bester suggested labyrinths inside houses to confuse thieves trying to teleport in; teleport-proof force-fields are another possibility. Laws will address the use and

misuse of common psionic powers — if mind control exists, then people won't go to jail for crimes committed while under someone else's control... assuming the police can verify their claims.

Characters in a setting with common psionic powers may be able to take a low-value Disadvantage for being psionic (a Psychological or Social Limitation equivalent to a doctor's professional ethics, for instance).

Species Differences

Gamemasters should also consider whether psionics are a universal phenomenon among all sentient species, or only some species can have psionic powers. Interesting results emerge when certain powers are only found in certain species. Perhaps Sirians are the only telepaths in the Galaxy, but Earth produces powerful clairvoyants and Vegans are known for their mighty telekinetic abilities. The Denebians, who don't have any psionics, are desperately trying to acquire the technology to create or breed some. If interstellar travel or communication depends on a certain psionic power, then the species with a monopoly on that power becomes a key player in galactic politics (like the Spacing Guild in *Dune*).

Some psionic powers may only work on members of the user's own species, because they require compatible "brain frequencies" or some such. This is especially appropriate for telepathic powers. Gamemasters who want to have interspecies telepathy may consider making some powers less effective on other species — so a Human telepath's powers work at full strength on other Humans, but only half power on Sirians. See *Classes Of Minds*, page 20, for more information.

Technical Fixes

Sometimes the commonality of psionic powers depends on artificial aids. Psionic characters may need to use "amplifier crowns" to boost their powers, or have to stimulate their brains with psi-drugs (like the spice melange of *Dune*, which allows some people to "fold space"). In those situations, the technology is what gets controlled — maybe characters need a license to own a psionic amplifier, or a prescription for psi-drugs. Perhaps the devices are a closely-guarded monopoly of the psionic elite. Naturally, wherever something is forbidden, an illegal market develops. Player characters who run afoul of the legitimate psionic authorities may have to make do with unreliable black-market amplifier helmets and home-brewed psi drugs.

HOW PSIONICS DEVELOP

A related issue is how characters develop and learn psionics. Typically psionics are regarded as an innate ability, something that depends on genetics, bloodline, or species — either you're born with them, or you don't have them. Only in comic book settings do characters tend to develop or evolve psionics by accident later in life, though in some Science Fiction campaigns it may be possible for a character to undergo "psionic therapy" to bring latent mental powers to the fore. In some cases, exposure to or overuse of certain drugs triggers the development of psychic powers.

If society as a whole acknowledges the existence (and perhaps danger) of mental powers, characters who display psionics (or the potential for them) may undergo special training to develop their powers and/or teach them to keep their powers under control. Possible sources for this training include: monasteries where "psionic monks" teach mental discipline; internment camps where society isolates psychics to protect itself from them; a government agency or law enforcement organization devoted specifically to monitoring psionic individuals; or a special military unit or espionage agency that trains psionics to use their powers on their nation's behalf. Typically the approach to training depends largely on how society views psionics (see below).

Latent Psionic Powers

Often characters in fiction have latent psionic powers which have not yet developed, or which they're only just learning how to use and control. There are several good ways to represent this in the *HERO System*. One possibility is to start out with a high power level, but load the power down with Limitations to reflect the novice psionic's inability to control it properly (see page 272 for some suggested Limitations). As the character gains experience, he can buy off these Limitations to reflect increasing mastery.

Another method is for the GM to "hold back" a pool of Character Points subtracted from the character's starting Character Points. As the psionic character gains experience, the GM releases some of the Points to him so he can gain power faster than he would with Experience Points. The GM can establish conditions the character has to meet in play to gain access to his banked points — an amnesiac psi must regain his memories before he can use his hidden powers, or a novice must receive training from a wizened old master. The *Latent Mentalist* Talent on page 17 essentially works this way.

HOW MENTAL POWERS WORK

A GM running a campaign that features mental powers (whether it's a psionics campaign, a campaign with a single mentalist PC, or something in between) should decide how mental powers work, and what he wants to do with them, in his campaign. Those decisions shape how characters use mental powers — and generate storylines.

A consistent view of how mental powers work and what characters can do with them lets you to create a “feel” for mental powers in the campaign, setting them apart from other powers, and from mental powers in other games. Making these determinations also gives you a rationale for establishing whatever “house rules” for mental powers the campaign needs.

Chapter One of this book provides a “default” discussion and exploration of mental powers — how they work both in *HERO System* terms and, where necessary, descriptively. It contains as few “judgment calls” or predefinitions as possible, since the *HERO System* frees you to define things how you want them to work. That makes it easier to tailor them to fit your view of how psionics works in your campaign, and if necessary to devise “house rules” to suit.

Basic Mechanisms

In the absence of reliable data, theories of how psionic powers might work have multiplied. They range from the mechanistic to the surreal. At the hard science end, some theorists and writers try to explain psionics in terms of existing laws of physics and biology. Telepathy transmits an organic radio signal from brain to brain, and Mind Control or Mental Illusions involve hacking into some other brain's operating system remotely. Extrasensory Perception uses unidentified senses — electric or magnetic field sense, possibly attuned to the fields given off by living things. Powers that violate the laws of thermodynamics or conservation of energy don't exist. If telekinesis is possible, the user has to expend just as much effort as if he were lifting the object with his muscles. Powers are reduced by range.

Related to the hard science approach is the idea of mental powers (and related abilities) as a function of advanced training of the Human (or alien) mind, direct control of autonomic body processes, and so forth. Frank Herbert's *Dune*, with its highly-trained Bene Gesserit sisters manipulating Human breeding patterns to cause the birth of a person with true powers of prophecy, is an excellent example. Psionic powers in this sort of setting can become pretty powerful, but they're usually “self only” sorts of abilities — a character can't read minds or strike down his enemies with mental blasts, but he can heighten his powers of observation, override his body's response to pain, or improve his own reaction time.

Similarly, the oft-repeated myth that human beings only use ten percent (or some other fraction) of the brain's power has provided a pseudo-scientific justification for many an author to give a character mental powers. With this rationale, the remaining 90% of the brain's power allows people to use all sorts of psionic abilities... all they have to do is figure out how to access them, or get them “turned on” somehow.

A less rigorous (but more cinematic) version of psionics assumes the human mind can tap into some sort of external source of energy to create effects. George Lucas called it “The Force,” while modern pseudoscientists talk vaguely of “bioenergetic fields” or “cosmic power.” Whatever term you use, this external power source allows psionics to do far more than they could accomplish with their own bodies. The field extends through the entire universe (or possibly exists in hyperspace), so psionics can violate the inverse square law and the speed of light.

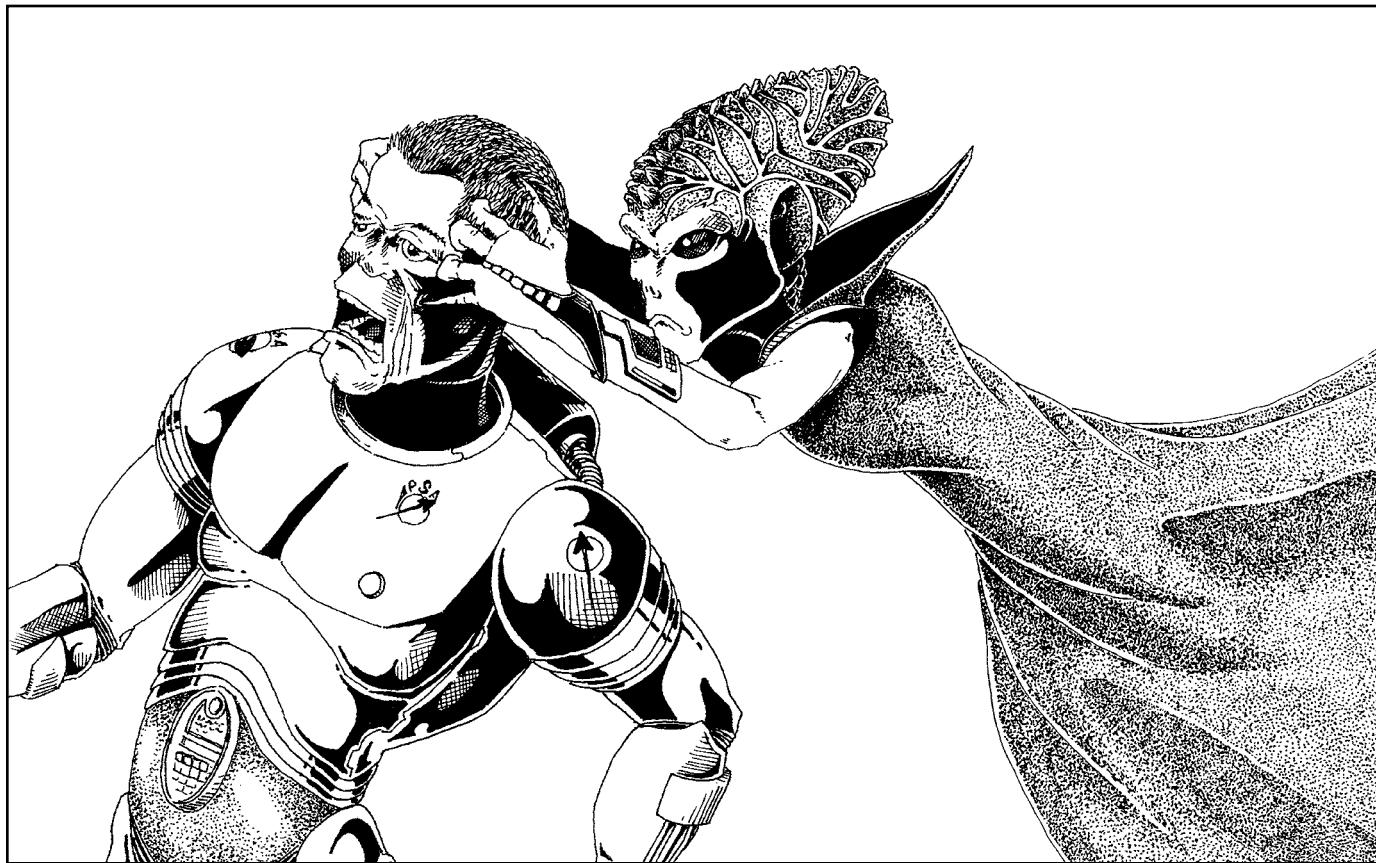
Then there's the idea of psionics as reality manipulation. In this view, the psionic is simply changing the universe by force of will. Adherents of this model make reference to the role of the observer in quantum mechanics to “prove” that consciousness is important in maintaining reality as we know it. Those who learn the trick can alter reality with a thought. The weakest form of reality alteration is probability alteration — the Luck power, in *HERO System* terms. More powerful reality-altering psionics can teleport themselves, conjure up things they want or need, and influence the minds of others. Reality alteration can bend or ignore any physical laws. At this point the dividing line between “mental powers” and “superpowers” can blur to the point of indistinguishability.

Finally, there's the cinematic approach of not really explaining psionics at all, which works perfectly for some Superhero and Space Opera Science Fiction campaigns. In these settings, psionics just *are*, and no one worries too much about the whys and wherefores. This may not be as dramatically or logically satisfying as more rigorous explanations, but what it may lack in consistency it makes up for in ease of use/play.

Gamemasters can adopt or make up whatever explanation they wish for how psionic powers operate. The above are just examples; you can combine or modify them to suit the campaign. It's even possible to have two or more different “modes” of psionic powers at work in the same game world: perhaps some psionic abilities are mechanistic while others involve reality transformations. One species may have body-manipulation powers, while another possesses true telepathic abilities.

MENTAL SIGNATURES AND MENTAL TRACES

Besides considering how mental powers work, the GM may also want to give some thought to how they affect the people they're used on (beyond the basic game effects described for Mental Powers in Chapter One). At his option, whenever a character uses a mental power, it leaves two types of evidence of its use in the target's mind.



First, each mentalist has a unique *mental signature* that imprints on a target's mind whenever the mentalist uses any mental power. Each mentalist's mental signature is distinctive, like a "psychic fingerprint." A mentalist can recognize mental signatures for what they are, but he can't match a given signature with a given mentalist unless he has knowledge of that signature acquired by having at least one Turn's mental contact with that mentalist (typically via Telepathy or Mind Link), direct experience that tells him whose signature it is (like reading a datafile of proven mental signatures), or having a Skill like KS: Mental Signatures.

Second, each Mental Power (or possibly each mental power described in Chapter Two) leaves its own distinctive *mental trace* on the target's mind. Mental traces do not vary from mentalist to mentalist; one mentalist's Mind Control trace looks just like every other mentalist's Mind Control trace. Every mentalist with a particular Mental Power knows what that Power's trace looks like. A character without a particular Mental Power could identify its trace through experience or a Skill like KS: Mental Traces.

A character only leaves behind a mental signature when he uses a mental power. His signature does not "trail behind" him everywhere he goes to be followed by other mentalists the way a bloodhound follows a scent. (A character who wants to be able to follow a person's "mental presence" in that fashion should buy a power like *Mindhunter*, page 163). EGO-Based Skills such as Facade, Veil, and Cloak do not leave mental traces; using them does not imprint a mental signature.

Perceiving Signatures And Traces

A mentalist may use Telepathy to detect and recognize mental traces and signatures. Once the mentalist has successfully made telepathic contact with the subject, he may make a PER Roll to detect traces or signatures, one roll per trace or signature. (Each trace or signature counts as a "fact" or "question" the mentalist can search for, so it takes one Phase to locate.) Since mental traces and signatures fade over time, the PER Roll is at -1 per step down on the Time Chart below one Turn since the trace or signature was created. (Thus, any mental traces or signatures created in the past Turn may be detected with a normal PER Roll, then at -1 until 1 Minute since creation, -2 from 1.1 to 5 Minutes since creation, and so forth.) If the PER Roll fails, it usually means the character cannot find the trace or signature at all. If it fails badly (by 4 or more), it may mean he's misread the nature of the trace or signature.

In some cases, particularly powerful or traumatic mental attacks, effects, or "events" may leave "mental scars" that do not fade over time. A mentalist may learn something about what caused the mental scar if he locates it and makes a PER Roll.

Hiding Or Changing Signatures And Traces

A character can hide, change, or erase a mental signature or trace, but not easily.

There are several methods for hiding a mental trace or signature. The *Invisible Power Effects* Advantage in +¼ form, "no mental signature/trace," does the job in a foolproof fashion. The new Skills *Facade* and *Veil*, described on page 14, let a character hide mental signatures and traces, though they can be found via a Skill Versus Skill Contest.

An Image to the Mental Sense Group could hide mental signatures/traces, but an observant telepath might see through the Image. Changing or erasing a mental signature/trace requires at least a Minor Transform version of the Psionic Surgery power (page 70).

Characters cannot hide the signature or trace associated with a continuing-effect Mental Power by making a higher Effect Roll.

Power

The issue of how powerful psionic abilities are (or can be) shapes the nature of the campaign more than just about any other. Mental powers depicted in fiction, movies, and comic books range from characters whose psychokinesis is barely strong enough to lift a piece of paper to characters who can Mind Scan distant galaxies, Mind Control entire planetary populations, and rearrange matter and energy with their minds.

If psionic powers are weak, psionic characters are less likely to unbalance the game (or be unbeatable foes for the PCs), social controls are probably less strict, psionic characters live mostly normal lives, and the existence of mental powers doesn't radically transform the world. If powers are strong, then society must find a way to control them — even if only by letting the psionics rule. From a gaming perspective, the more powerful psionic abilities are, the more likely it is characters will want them, that characters without them will be (or feel) “handicapped” in comparison, and that psionic PCs can overwhelm or unbalance the game.

The commonality of psionic powers also factors into this equation. If psionics are very powerful but incredibly rare, you end up with an elite of mentalists who probably function as rulers, master villains, and the like. If they're weak but common, they become more a part of society and not necessarily something to fear. If they're common and powerful, they may shape society more than any other single factor.

Of course, power level doesn't always equate to usefulness. A character with a low-powered Mind Control ability, just enough to make everyone like him, is in many ways much more useful as a PC than someone with the ability to destroy whole planets. Larry Niven's stories about Gil Hamilton, the future policeman with an incredibly weak telekinetic/clairvoyant “imaginary arm,” provide excellent examples of how useful a very limited psionic power can be.

See page 271 for a discussion of power levels in game terms.

RELIABILITY AND EASE OF USE

Related to the issue of how powerful psionics can be is how reliable they are. In the end, a powerful psionic attack that only works 10% of the time really isn't all that powerful.

“Reliability” actually covers several issues beyond the basic question of whether the power works. First is ease of use, which typically goes hand-in-hand with reliability — a highly-reliable

power tends to be easy to use, whereas difficulty using a power makes it unreliable. Second is how safe the power is to use. Even if a power works most or all of the time, if it has a Side Effect that hurts or hinders the character, it's not a power he can truly rely on all the time.

Highly reliable and/or easily-used mental powers are more common in fiction and movies than in games, since in fiction the author controls what the main characters do with the powers and can prevent abusive practices that would ruin the story. Gaming campaigns, even ones closely based on a known fictional setting, often have to make psionics less reliable to keep them from overwhelming the game and making things too easy for the PCs.

Despite this, high reliability tends to be more common than a high level of power in gaming campaigns. Most players don't enjoy having characters whose abilities fizzle out all the time. But in some genres, primarily lower-powered Heroic ones like Low Science Fiction and “weird conspiracy” Dark Champions games, lower reliability may actually add flavor to the campaign. In a low-reliability campaign, the PCs have to develop Skills and other abilities in addition to their mental powers, since they can't count on their mental powers in every situation. In a campaign with highly reliable psionics, players can build characters almost exclusively around them, ignoring other abilities and Skills.

See page 272 for a discussion of reliability and ease of use in game terms.

Types Of Mental Powers

Exactly which psionic powers are available in the campaign determines a lot about the flavor of the campaign and how society reacts to psionics. Mental abilities like Telepathy and Mind Control make psionics good at manipulating other Humans, but not able to withstand gunfire or smash planets. Telepaths make good spies or policemen and inspire society to make rules about mental privacy. Telekinetics who can throw cars around are useful as soldiers (or in construction) and inspire a different set of social controls.

While almost any ability can be explained with enough handwaving as “psionic,” nearly a century of science fiction, comic books, movies, and pseudoscience have created a more or less standard list of psionic powers in six main families.

BODY CONTROL

Mystics have long claimed to be able to perform amazing feats of self-control, and psionics have co-opted many of the same claims. In *HERO System* terms this includes Talents such as Double-Jointed, Lightning Reflexes, and Simulate Death. It also covers abilities built with Powers such as Aid, Damage Resistance, Healing, Lack Of Weakness, Life Support, Running, and possibly even Shape Shift. Often making conscious changes to one's body requires Concentration and Extra Time; realism suggests Increased Endurance Cost, Gradual Effect, and/or a Required Skill Roll. Characters who

can manipulate their bodies may be recruited as super-agents (or take up a life of crime); anyone who can heal or aid others will be in demand as a psychic doctor.

Body Control powers are most impressive and important in relatively low-tech or low-powered settings/campaigns. In Superhero or Space Opera Science Fiction games, cybernetics, bio-engineering, nanotechnology, and advanced surgical techniques may mean that just about anyone could have Body Control-type abilities.

ESP

Extra-Sensory Perception, more commonly known as ESP, is the scientific name for what used to be called clairvoyance, second sight, or prophecy. It includes all abilities to perceive things beyond normal senses — what are sometimes loosely called “psychic” abilities. In *HERO System* terms, ESP covers Talents like Combat Sense or Danger Sense and Powers like Clairsentience (including Precognition), Enhanced Senses, and Find Weakness. It can be as narrowly-focused as dowsing (Detect Water) or as broad as the ability to cast one’s mind across the Galaxy (Mind Scan and/or Clairsentience with the *MegaScale* Advantage). Concentration is often required. A good way to limit the power of ESP abilities is to make them chancy or unreliable, with an Activation Roll or No Conscious Control.

Settings with ESP may have restrictions on psionic snooping, or may simply become extremely open societies (since secrets are impossible). Especially interesting consequences arise when individuals with Precognition exist in a society: can precogs prevent crimes and disasters? What if the “oracles” decide to misuse their power?

TELEKINESIS

Telekinesis, also called psychokinesis in this context, is any ability to manipulate energy or physical objects with mental power. It has a number of related abilities: pyrokinesis (the ability to start fires), cryokinesis (the power to reduce temperature), and electrokinesis (control of electric currents). Besides Telekinesis itself, you can model telekinesis and related powers with many *HERO System* powers, including Change Environment, Energy Blast, Entangle, Flight, Force Field, Force Wall, Killing Attacks, Knockback Resistance, Missile Deflection, and Tunnelling. See the “Telekinetic Powers” section of Chapter Two for numerous examples.

Telekinetic powers are often Indirect, and if no defenses are available, telekinetic attacks can be No Normal Defense (imagine the damage a pyrokinetic can do by starting a fire inside someone’s brain). In a hard science game, telekinesis powers should cost a lot of Endurance and be limited by range. Concentration, No Conscious Control, and Requires A Skill Roll are other common Limitations.

TELEPATHY

Telepathy is the ability to read minds, transmit thoughts, or otherwise initiate direct mental contact or mess with people’s heads. Depending on how powerful and skilled the telepath is, that “otherwise” can include editing people’s memories, implanting compulsions and commands, attacking others psychically, and even transferring the telepath’s consciousness into other bodies. Telepathy is normally instantaneous, not bound by the inverse square law or the speed of light. Telepaths with interstellar range can serve as a super-fast communication system.

Most of the Mental Powers are subsets of telepathy — Ego Attack, Mental Defense, Mental Illusions, Mind Control, Mind Scan, and Telepathy itself — but telepathic characters can have plenty of other abilities. For example, Universal Translator could be a form of telepathy, and characters must use “psionic surgery” Transforms to make permanent changes to a target’s mind, like compulsions or memory edits.

In lower-powered campaigns, telepathic abilities often take Concentration and a Required Skill Roll to use, and may require Extra Time (especially for major effects like Transform, or large-scale powers like Mind Scan). More “realistic” telepathy is likely limited by range and only works on the same species as the user (see *Classes Of Minds*, page 20). No Conscious Control or Always On make for twitchy, overloaded telepaths who seek out solitude to escape the chatter of unshielded minds. In film it’s common for telepathy to have a visible effect on the user (like all-black or glowing eyes, nosebleeds, or pulsing foreheads); these are either the *Visible* or *Side Effects* Limitations, depending on how serious the effect is.

Societies with telepathy have to face some major changes in how they view the world: thoughts are not private; memories and sensory impressions may be false; and people may not always have free will. Enlightened telepathic cultures may create a society where nobody has emotional problems and deception is unknown. More sinister ones could be a tyranny of “thought police.” Tightly restricting (or even exterminating) telepaths lets mundanes keep their minds free, but perhaps at the price of having blood on their hands. A world entirely populated by telepaths could be an interesting game setting: presumably most people have enough Mental Defense to prevent casual eavesdropping on their thoughts, but anyone planning anything shady needs to find a way to hide from the telepathic cops.

TELEPORTATION

In some genres and settings, being in two places at once or spontaneously disappearing is considered a psychic effect. The teleportation family of powers includes the ability to teleport one’s self, teleporting other people, and “apporting” — bringing desired items to the user.

In *HERO System* terms a great many powers can result from teleportation (besides, of course, Teleportation itself). A teleporter who can bring

RATING SYSTEMS

If psionic powers are common and can be scientifically studied, researchers or governments will probably have classification and rating systems to identify power levels. High-powered psionics may have special privileges — or increased restrictions. If nothing else, a “psi rating” system provides nice in-game color, allowing characters to discuss their powers without referring to game mechanics.

Point costs are an obvious basis for power ratings. One simple system is to divide the Active Points in a character’s most powerful psionic ability by 5 to get his or her “Psi Rating.” Ratings are classified by the power “families,” so an individual with the combination of Mind Scan (30 Active Points), Mental Illusions (20 Active Points), and Invisibility (25 Active Points) would have a Telepath rating of 6 (30 divided by 5), and a Wild Talent rating of 5.

Alternately, GMs can assign larger point ranges and group them under Roman numerals, letters, even colors — perhaps powers up to 25 Active Points are Blue-level psionic abilities, 25–50 Active Points are Green powers, and 50 or higher are Gold psionics. Blues usually have other jobs and use their powers only as a supplement, Greens are professional psionics, and Golds are rare and powerful. The exact cutoff may vary with different powers, so that someone with tremendous Mental Damage Reduction still isn’t a Gold psionic, while even fairly weak pyrokinetics get the Gold-level perks and restrictions.

water to a dry place is using Change Environment. Those who really can be in two places at once have Duplication (possibly Linked to Teleportation). Some teleporters visit other times or dimensions — Extra-Dimensional Movement. A teleporter who can zap things into a foe or remove vital body parts has an Killing Attack NND Does BODY. Someone who can “blip away” missiles has Missile Deflection. The ability to call others to you is Summon or Teleportation Usable On Others; the power to “conjure” useful items is a form of Variable Power Pool. See the *Teleportation Powers* section of Chapter Two of *The Ultimate Speedster* for dozens of examples.

Limitations common to teleportation in lower-powered campaigns are Concentration or Extra Time to reflect “attuning” oneself to the target; Increased Endurance or Charges for teleportation that drains the user; No Conscious Control for a power that only manifests in a crisis; and Requires A Skill Roll or Activation Roll if the teleporter can’t always make his power work.

A world with teleportation changes many ideas about privacy, security, and distance. Teleporting terrorists, spies, or thieves inspire ever more paranoid security measures — labyrinths, constant surveillance, or simply hiding anything of value. If everyone can teleport, the whole world is essentially “next door” — with all that implies.

WILD TALENTS

Finally there are Wild Talents — psionic powers that aren’t easily classified. These are numerous and varied. A partial list (along with *HERO System* equivalents) would include: probability alteration (Luck, Missile Deflection, and possibly a Variable Power Pool), weather control (Change Environment), time control (extra SPD and various other abilities), materializations (Summon), astral form (Desolidification), channeling (a mental-only Multiform), temporal fugue (Duplication), and psychic invisibility (Invisibility with Limitations). In a low-powered campaign, none of these abilities may exist, but they’re ideal for expanding the concept of “psionics” in high-powered or cinematic games.

Social Issues

Gamemasters should decide in advance what social rules control psionic powers. This involves several issues.

KNOWLEDGE OF PSIONICS

First and foremost, does society know about and acknowledge the existence of psionic powers? In many Superhero and Science Fiction settings they’re a known, open, studied, and categorized phenomenon that factors into everyday life; in others types of campaigns society as a whole may equate them with fairy tales and stories of alien abduction. In the latter type of setting characters probably have to take some pains to hide the fact that they have mental powers, lest they become guinea pigs or unwilling agents for governments, corporations, wealthy eccentrics, and master villains — or just get committed to an asylum. In societies that recognize psionics as real, the possibility exists of characters joining psionics-based organizations and putting their powers to use for power and profit.

Anti-Mentalism Prejudice

The GM should also consider how the ordinary citizens in his campaign feel about mental powers. In many settings mentalists are feared and despised, or at least make people uncomfortable — after all, how would *you* feel if you knew that there were people out there who could read (and even manipulate) your innermost thoughts? Known (or suspected) mentalists may suffer from anti-mentalist prejudice, leading to ostracization, legal restrictions, or the like. Anti-mentalist prejudice may also have implications for the popularity of mentalist heroes or police units, such as the fact that ordinary citizens will be less willing to assist them in emergencies.

CONTROLLING AND REGULATING PSIONICS

Assuming society knows psionics exist, which powers (if any) are subject to what rules (if any)? Are all psionics licensed? Do all telepaths have to wear inhibitor collars? Are there any organizations (legal or clandestine) of psionics... and if so, what happens to psionics who don’t join them?

Much depends on the powers available. Telekinetics are useful in warfare, criminal activity, and a whole range of legitimate jobs. They can do damage, but so can a drunk behind the wheel of a car. They probably have to register or get a license (to ensure they receive proper training in the use of their powers), but probably will be permitted and encouraged to use their abilities. Extremely powerful telekinetics may be isolated, drafted, forced (somehow) to wear inhibitor collars, or simply assassinated at the earliest opportunity.

Telepathy, by contrast, has much greater possibilities for abuse, and even the legitimate uses are a little creepy. In an even semi-“realistic” setting the government is almost certain to require telepaths to register, and they probably have to follow strict rules about the use of their powers (unless everyone in the society has telepathic powers and

can shield his thoughts from others). For example, in the *Babylon 5* television show, human telepaths were all supposed to be members of the Psi Corps, and in daily life wore clothing and gloves that completely covered their bodies to prevent accidental skin-to-skin contact that would trigger telepathy. Telepathy is sufficiently useful in espionage (both foreign and domestic) that governments may wish to recruit telepathic spies even if their powers are supposedly illegal... and despite the fact that the telepaths might not want to work for them.

A lot of society's reaction to psionics depends on history. A world where psi-crooks are running wild has a much less favorable opinion of psionics than a world where telekinetic rescue teams avert disasters predicted by precognitives. In a gaming campaign this means the GM can juggle the society's history to produce the desired result. Want a setting with oppressed psis? Give the world a background including a couple of juicy scandals centering on the abuse of psionic powers, and maybe a disaster blamed on a wild talent gone out of control. Want a tolerant setting where psionics live openly? Then create a strong ethical tradition among psionics coupled with some examples of heroic telepaths foiling terrorist plots or clairvoyants finding trapped survivors after an earthquake.

LAW AND ORDER

Society needs some way to prevent psionics from abusing their powers. For abilities like clairvoyance, a lot of the same rules that apply to spying on your neighbors with a telescope and tapping their phones would apply — assuming the police have their own clairvoyants, or devices to detect the unauthorized use of such powers. But how can a mundane law enforcement agent stop a powerful telekinetic in a drunken rage? How can he arrest a telepath who mentally commands him to leave? How can he keep a teleporter locked in jail? There are three ways to deal with potential lawbreakers who have powers beyond those of the law enforcers: find enforcers who do have the power (the stick); find ways to encourage responsible behavior (the carrot); or eliminate the problem entirely (the *big* stick).

The obvious people to control psionics are other psionics, but mundanes may not wish to hand over that much power to them. In any society at least as organized as twenty-first century America, the police and the government probably have specially trained and equipped teams to deal with psionic threats. They can control telepaths with robots or cops in psi-shield helmets and use long-range snipers or knockout gas to take down dangerous telekinetics. A teleporter who can't see outside of his cell (perhaps because of holograms) can't escape. Solutions like these will exist if society has to deal with renegade psionics.

Encouraging ethical behavior means early identification of those with talents and careful training. This is one of the primary purposes of virtually all psionic organizations, whatever their other goals may be. Schools (or possibly hospital

maternity wards) may have mandatory psi-testing. Training consists of courses about the brain and how psionic powers work, plus plenty of indoctrination that “with great power comes great responsibility” (or at least “we must not antagonize the mundanes”).

Finally, a given society simply may not want any psionics at all. In brutal cultures, a positive result on the childhood psi test means lethal injection. More humane societies could exile psionics to another world, or require them to neutralize their powers. With inhibitor collars, psi-damper drugs, or possibly even brain surgery, a civilization could create a psionic-free world. Of course, when the psionic invaders come, society may wish for a few telepathic defenders, but by then it's too late.

ORGANIZATIONS

One solution to the problem of untrained and uncontrolled psionics — and to the problem of public distrust of mind-readers — is the formation of psionic organizations. These may be government agencies, such as the Psi Corps in *Babylon 5*, or private foundations created by the psionics themselves to protect their interests and train new talent. They might even be for-profit corporations hiring out skilled psionics for any task.

Any group with access to unique sources of power or information becomes influential. Even in worlds that officially proscribe psionics, the underground Psi Guild may trade favors to one government agency for help against another bureau.

In societies that do not regulate psionic powers and/or otherwise accept them in mainstream culture, psionic organizations remain important, if only because they represent a valued group. Think of them as something like the American Medical Association. Doctors don't have psionic powers, but they do have specialized knowledge and training that makes them influential. On the planet Sigma Alpharis VII, the Alpharisian Society of Psionics has a similar place in society.

Gamemasters should think of the most important psionic organizations and how they interact. Who studies psionic powers scientifically? Who trains psionics? Who enforces the registration and licensing rules? Who tests people for psi abilities? Which agencies have psi-agents? Any group with a monopoly on one of these functions becomes a power center — and inspires endless attempts to chip away at the monopoly by rivals.

Form Of Organization

Exactly what form a psionic organization takes depends on how powers work and how society treats psionic individuals.

Families are a natural social group for psionics, especially in quasi-feudal settings or worlds where psionic powers are hereditary. Powerful psionic families might become something like Renaissance nobility. Persecuted psionic families might be more like Jews in medieval Europe — living apart from the mundanes and trying to go unnoticed, but occasionally called upon for help by those who despise them.



In settings that at least tolerate psi-powers, psionics could form guilds — independent organizations aimed at maintaining a monopoly on a given trade or type of power. This allows them to bargain for better pay and working conditions and provides them with political leverage. A psionic guild might aggressively crack down on non-member “pscabs.” The Guild may double as a licensing and regulating agency, similar to a Bar Association.

Since psionic powers often require a lifetime of dedicated training and arcane disciplines of study and meditation to master, psi organizations may model themselves on monastic orders or groups like the Knights Templar. The Jedi of *Star Wars* are the obvious example. Different orders may specialize in different mental powers. Having rival orders in the campaign lets the GM tap into the “Musketeers versus the Cardinal’s Guards” theme, as apprentice psionics duel and brawl with the winking approval of their superiors. As with the historical Templars, the mundane authorities may come to view orders of psionic monks or knights as too powerful, thus driving the groups underground. Legends of a suppressed psionic order can linger for centuries, inspiring hope among persecuted psis and fear among their persecutors.

Money and psionics may interact in some settings. A psi-corporation is a for-profit organization, paying dividends to its owners or shareholders. Small ones would resemble legal or medical partnerships, while big ones would have large research divisions, a marketing department, and scores of mundane employees. Psionic employees might own part of the company, or they could jump from company to company whenever they get a better offer. Psi-corporations would compete to recruit the most talented psionics or the rarest wild talents.

In a Cyberpunk setting, they might use their psi-agents in direct attacks against each other.

Crime might also attract psionics. “Psi-gangs” would be the equivalent of organized crime groups, using psionic muscle to run protection rackets, control mundane illegal activities like drug smuggling and prostitution, and engaging in uniquely psionic crimes (such as telepathic blackmail, clairvoyant spying for hire, mind control theft or fraud, and telekinetic mayhem).

Government agencies would employ psionic individuals in the public interest — or, more specifically, in the interest of the agencies themselves. Psi agencies would control rogue psionics, thwart efforts at psionic espionage, crime, and terrorism, and conduct psionic espionage themselves. In tyrannical states, psi agencies might use mind control and telepathy to suppress dissent and brainwash dissidents.

In settings that at least tolerate psi-powers, psionic institutes or societies may become very important. Psionic training centers would be the equivalent of elite universities or prestigious boarding schools. Even if society persecutes psionics, a mundane scientific organization might include a covert psionic research program. Similarly, a seemingly ordinary private school might in fact be a training center for psionic teens.

Finally, even in the most open cultures, psionic dissident groups will exist, because there are extremists and malcontents in every society. Psionic dissidents in an open society would campaign for equal rights and an end to discrimination. In societies that oppress psionics, dissident groups might run an “underground railroad” to get psionics to safety, or be psi-rebels using their powers to overthrow the regime.

RULES CONSIDERATIONS

The information above covers what mental powers are like from a dramatic, descriptive, or setting viewpoint. Players and GMs also need to consider how mental powers function in the campaign in rules terms.

Power Levels

The first and most important consideration for most campaigns is how powerful mental powers can be. There are several ways to approach the issue and many factors to consider.

SUPERHEROIC VERSUS HEROIC CAMPAIGNS

First, the GM should consider whether he wants to run a Heroic or Superheroic campaign. Most campaigns with lots of psionic powers, including psionics-oriented campaigns like the ones described later in this chapter, are Heroic games. In most (but not all) cases that means the characters' powers are relatively weak and restricted compared to Superheroic games... but the opposition tends to be weaker as well, and characters get equipment (possibly including psionics-enhancing devices) without having to spend Character Points on them.

In a Superheroic campaign, on the other hand, characters have lots of Character Points to spend on psionic powers, and far fewer (if any) restrictions on what sorts of powers they can buy. They also have to pay points for equipment, but that's usually not much of a factor in a psionics-oriented game. If the GM wants PCs to have lots of mental powers at a high level of reliability and effectiveness, making the campaign Superheroic is usually the best choice.

POINT AND EFFECTIVENESS CEILINGS

One of the most common ways for GMs to control the power of psionic abilities in the campaign is to establish point or effectiveness ceilings.

Point ceilings (also called "point caps") are restrictions the GM puts on the number of points a character can have in an individual power. Most point ceilings restrict the number of Active Points in any given power, but the GM can also (or alternately) place a cap on the Base Points (*i.e.*, points without Advantages or Limitations), or even the Real Points (the total cost of the power after all Advantages and Limitations are applied). For example, a *Champions* GM might establish a limit of 60 Active Points in any power, or 60 Base Points, or 50 Base Points and 75 Active Points, or 40 Real Points. (These are, obviously, artificial restrictions — they're not a part of the *HERO System's* official rules, and *The HERO System 5th Edition, Revised* rulebook doesn't talk about them except in general terms on page 545).

Effectiveness ceilings are restrictions on the strength of powers (typically attacks, based on the Damage Classes in the attack). A "psychic wars" campaign might, for example, restrict all attacks to no more than 12 DCs, regardless of the Active

Points, Base Points, or other point calculations involved. Effectiveness ceilings can also govern SPD, a character's CV with any given attack, Skill Rolls, the strength of Defense Powers, or many other game elements. A GM can use an effectiveness ceiling in addition to, or instead of, a point ceiling, mixing and matching them until he finds the right combination for his campaign. Effectiveness ceilings often work better for psionics campaigns than point ceilings — sometimes building a power that can reliably achieve even a minor mental effect can cost lots of points (since, after all, a power like that is really effective in the game).

To keep point and effectiveness ceilings from becoming too restrictive, or making every mentalist's powers seem too similar, the GM should consider ways to vary them a bit. For example, perhaps each character can have one or two distinctive mental powers (his "schtick") that violate the ceilings, or a highly-restricted (Limited) power that does so because he can't use it very often or very well. And villains, of course, are rarely subject to such restrictions; they're to help keep the PCs from overwhelming their opposition, not necessarily the other way around....

MENTALISTS VERSUS THE REST OF THE WORLD

When evaluating mentalists' power in rules terms, you should think about how an average mentalist (or mental power) compares to and affects "normal" people in the campaign setting. The *HERO System* rules are designed so that powers (mental or otherwise) are balanced for use in combats between relatively equal characters. But even in a Heroic campaign, mentalists tend to be much more powerful than the average "man in the street" — and unlike Energy Blasts and Suppress Magic attacks, Mental Powers tend to have a *lot* of non-combat uses.

Therefore the GM should consider how he wants mentalists to function with regard to typical NPCs (not villains or important NPCs) in the campaign. In many games it's appropriate, even desirable, for mentalists to have no trouble using their powers outside of combat to affect normal people — for example, to interrogate them via Telepathy or change their memories with Psionic Surgery — even if doing those things in combat is much harder. Assuming the GM's not simply willing to roleplay this or bypass the rules in the interest of dramatic sense, he can create campaign ground rules that make mentalists effective when he wants them to be without allowing them to become overwhelmingly effective in combat.

One of the simplest ways to do this is to establish that in the campaign that all ordinary people (*i.e.*, anyone who's not particularly important to the plot or intended to meet the PCs in combat) automatically have Vulnerability: 2 x Effect from Mental/Psionic Powers automatically (for no Character Points). That way an Ego Blast 3d6 or Mind Control 6d6 in combat become 6d6 and 12d6, respectively, when used on ordinary NPCs outside of combat — without the charac-

ters needing to spend hundreds and hundreds of Character Points. This makes the mentalist as powerful and effective as the GM wants him to be in the right circumstances, but doesn't turn him into a combat-wrecking monstrosity.

CURBING POWER WITH LIMITATIONS

Due to the way Mental Powers and related abilities work in game terms, characters often need a lot of dice in a given power to ensure they can achieve a noticeable effect. For example, to be reasonably certain of achieving an EGO +30 result with a continuing-effect Mental Power against an ordinary person with EGO 8, a character needs about 10-12 dice (which yields an average roll of 35-42 points). That can get very costly very quickly, and at the same time make mentalists unduly effective in combat.

In many campaigns, particularly Heroic campaigns where psionics are just one feature of the campaign rather than its centerpiece, you can allow mental powers to have as many dice (or Active Points) as you feel you need, but prevent them from overwhelming the campaign, by requiring mandatory Limitations — either specific Limitations, or some predefined value of Limitations (such as “all psionic powers must have at least -1 of approved Limitations”). In setting terms, Limitations usually reflect the fact that mental powers are not entirely reliable or, if reliable, are difficult to use for some reason. Typical Limitations that impact a power's reliability include:

Activation Roll

Focus (activation drugs and the like)

Requires A Skill Roll

The last of these, Requires A Skill Roll, is particularly common. It usually represents a type of psionics in which a character's skill with his powers, represented by a *Psionics* Skill, is as important as which powers he has.

Limitations that don't necessarily affect a mental power's reliability, but make it more difficult to use in some way, include:

Concentration

Costs Endurance (either ordinarily, or To Maintain)

Extra Time

Eye Contact Required/Skin Contact Required

Gestures and/or Incantations (most appropriate for mental powers defined as spells)

Increased Endurance Cost

Limited Range (or No Range)

No Conscious Control

Reduced By Range

In short, rather than restricting the number of dice a character can have in a psionic power, it may work better if you make those dice harder to use. A power that requires Extra Time and Concentration can still come in very handy during the game... but the odds of a character using it to triumph easily in a combat situation are significantly reduced.

Buying Mental Powers

Aside from the question of what Limitations, if any, the GM encourages or requires characters to take for their mental powers (see above), there are other issues to consider regarding how characters pay for psionics. This section refers to “psionics campaigns,” since these issues are most important for games that feature mental powers as a primary focus, but the GM can apply them to other types of campaigns as he sees fit.

STANDARD MENTAL POWER PURCHASE METHODS

Most psionics campaigns games use one (or more) of three mental power purchase systems: individual mental power purchase at standard cost; individual mental power purchase at reduced cost; and Power Frameworks for mental powers.

Individual Mental Power Purchase At Standard Cost

The default rule for purchasing mental powers in psionics campaigns is the simplest, but often the most expensive: characters must pay points for each mental power they want individually. They can't put them in Power Frameworks or get any other sort of “cost break” for them — they have to pay Character Points for every mental power (though the GM may allow them to design individual mental powers that have multiple effects as Frameworks; see below).

This method has several benefits. First, it's easy to explain and to understand; it involves no complex *HERO System* concepts. Second, it helps the GM evaluate a mentalist's level of power. Instead of having to judge the effectiveness of a Framework or a bunch of mental powers purchased at a discount, the GM can look directly at a list of mental powers, know exactly what each one costs in straightforward *HERO System* terms, and determine whether it could unbalance the campaign. Third, it helps the GM control the mentalist's power. The character can't suddenly, or for the cost of just a few Experience Points, add a powerful new psionic ability to his arsenal; purchasing a new mental power is a major undertaking. Furthermore, increasing the power of individual mental powers also takes lots of points (and thus time to earn them), so mentalists don't become too powerful too quickly.

But some of those pluses also have their negative side. For one thing, when a character has to pay the full Real Point cost for each mental power individually, it's difficult for him to be a well-rounded, multi-talented mentalist — the type seen in the fiction and movies that inspire players to create mentalist PCs in the first place. Even becoming highly proficient in a single type of mental power may be cost-prohibitive, leading to “telepaths” who can't perform some seemingly basic telepathic tasks. For another, even if the mentalist can afford to buy a decent selection of mental powers, he tends to have trouble advancing in power. Unless the GM hands out Experience Points with a generous hand, the mentalist has to choose whether to make one of his mental powers a little more powerful, save up

for a new mental power, or to improve or add some non-magical ability. Before long, the mentalist may find himself lagging behind other character types in terms of raw power.

Disallowing Power Frameworks for mental powers tends to make psionics rarer in the game, since buying each psionic ability separately can get expensive. This encourages one of two approaches. The first is the all-psi character, who devotes most of his points to psionic powers, giving him few points to spend on anything else. Typically the character tries to make up for his lack of Characteristics, Skills, and the like with either powers he can use in many different ways (e.g., Telekinesis), or technology. Gamemasters need to examine all-psi characters carefully. Not only do they suggest poor character conception (since few people, particularly heroes, are so one-dimensional), but the level of technology available in many campaigns (particularly *Champions* and *Star Hero* games) gives the character a significant chance to overcome his deficiencies with gadgets, and that can lead to game balance problems. The second approach is the low-powers character, who has a few psionic abilities of low power. Sometimes the powers simply don't have many Active Points; in other cases the character uses lots of Limitations to get the Real Point costs down. Assuming the Limitations applied (if any) are legitimate, low-power characters usually cause few game balance problems, and can lead to interesting characters with intriguing roleplaying potential. For that reason, many GMs prefer this approach — powers bought without Frameworks, with low Active Point or high Limitation value requirements.

Individual Mental Power Purchase At Reduced Cost

In some psionics campaigns the GM varies the cost of mental powers, making them cheaper or more costly to buy as a way of encouraging certain types of player (or player character) behavior, enhancing or restricting mentalist power, improving game balance, or emphasizing particular aspects of the system. Usually this means increasing or decreasing the final Real Point cost of a mental power, but it can mean applying special Advantages or Limitations to the mental power only to change the cost. Some of the possible approaches include:

- varying the cost by mental power type so that, for example, sensory and defensive psionic powers cost less than offensive powers.
- varying the cost by “school” or training (for example, mentalists who trained at the Abbey of the Holy Mind can buy psychokinetic powers for half cost, but pay full cost for most other types and double cost for certain sensory powers)
- reduce the cost for all mental powers equally

Some of the methods used to reduce the cost include: divide the standard Real Cost of the power by some number (such as 2, 3, 5, or even 10); subtract some flat amount from the standard Real Cost, with a minimum cost for any power of, say, 3 Character Points; apply a special mandatory Limitation to the standard Real Cost (after all other Limitations are applied, in other words).

Mental Power Frameworks

In most psionics campaigns, characters can purchase mental powers in Power Frameworks. This tends to reverse the problems and benefits described for individual mental power purchase: mental power Frameworks allow mentalists to develop a broad repertoire of mental powers (either within a particular sphere, or generally), and to add to their arsenals and increase the power of their mental powers with relative ease over the course of the campaign. But they may let a mentalist become too powerful too fast, or whip up “just the right mental power” for every situation. They also impose a burden on the GM to keep a close eye on the character all the time and try to evaluate the effectiveness of mental powers in “groups” rather than individually.

Frameworks are usually inappropriate for games where GMs want to keep psionics low-powered or difficult to use. However, they work quite well in games designed to simulate the high-powered nature of the psionics depicted in some novels, comics, and movies. Those games are often psionic-oriented, with every character having psionic powers. Putting the powers in Frameworks not only ensures each character has a respectable suite of “standard” psionic abilities, but also has the capacity to branch out and create some unusual psi-powers he otherwise could not afford.

Of course, the types of Frameworks allowed affect the degree of benefits and problems involved:

Variable Power Pools: A Variable Power Pool gives mentalists the greatest flexibility, and with the right oversight or restrictions on what mental powers a character can use, VPPs suit some psionics campaigns settings very well. But they tend to pose the worst problems in terms of expanding a character's power and making it difficult to gauge.

Mental Power Pools do not get a Limitation *Mental Powers Only* or the like. Since that's all they're allowed for in a typical psionics campaign, VPPs have that Limitation by default as a campaign ground rule for a -0 value. (If the campaign does feature other VPPs on a fairly regular basis, the GM might allow *Mental Powers Only* as a -¼.)

Multipowers: Multipowers represent a “middle ground” between VPPs and ECs. They offer a significant degree of flexibility, and the opportunity to buy a large number of mental powers, for not too great a cost, but still restrict the character's repertoire.

Mental power Multipowers often use Flexible slots, particularly if they include a lot of defensive mental powers, Constant or continuing-effect powers, or the like. Among other things this allows a mentalist to use a Mind Scan slot at partial power and then another slot at

partial power to attack through the lock-on. For Multipowers devoted to a single type of mental power, Fixed slots are more common.

Elemental Controls: Elemental Controls tend to have the highest cost of any mental power Framework, particularly if the character wants to buy lots of mental powers, but some GMs may see that as a means to better control the character. An EC is often a good choice to complement a Multipower of Fixed slots; the character just puts the powers he needs to use more flexibly or with the Multipower, such as Mind Scan or a psychokinetic Force Field, in the EC instead of the Multipower. But using an EC also exposes a character to losing all of his psionic power to a single Drain or Transfer.

Even a small Power Framework can become expensive quickly, particularly in Heroic campaigns where characters typically only have 150 Character Points at the start of the game. This may make it impossible for a player to buy a sufficiently large Framework to satisfy his mentalist's character conception. The GM may need to consider ways to reduce the Framework's cost, such as those listed above.

Another problem that sometimes arises with mental power Multipowers and VPPs is the Active Point cap imposed by the Framework. A lot of mental powers require high Active Point totals to achieve the necessary effect, which means buying a larger Framework than a character generally needs... which in turn tempts him to increase some of his other mental powers to meet the inflated Active Point ceiling. If the GM considers this a problem in his campaign, he can grant exceptions to the Active Point restriction on a case-by-case basis — as long as the *Real Point* cost of the mental power fits within the reserve or Pool, a character can still buy the mental power through his Framework.

Even if the GM doesn't let characters buy all of their mental powers in a single Power Framework, he may allow them to define a single mental power with multiple applications as a Power Framework (typically a Multipower). The classic example is a Multipower of psychokinetic "tricks," since a clever character can think of many combat-effective things to do with Telekinesis other than just Grabbing and hitting opponents.

AVAILABLE MENTAL POWERS

Another issue for the GM to consider is what mental powers characters can have. In some campaigns restrictions exist; in others the entire field of psionic abilities is open.

No/Limited Independent Mental Power Creation

In some games, the GM requires characters to choose their mental powers from a predefined collection or list he assembles. This works well for campaigns with precise definitions of mental powers and/or a long history of psionics being studied, since that means known powers can be catalogued. It's also appropriate for campaigns where psionics have a limited scope.

Preparing a pregenerated collection of mental powers obviously requires a lot of work (unless you use an existing list, such as the one in Chapter Two of this book). But all that work has its rewards. You know what all the mental powers are, how they work, and what they can do. You've designed and built them so they fit into your campaign properly, will cause few (if any) game balance problems, and contribute to the "feel" of your setting. All of this helps you control mentalists' power so they don't run roughshod over your carefully-designed adventures.

Open Mental Power Creation

On the opposite end of the spectrum, some GMs don't create a list of pregenerated mental powers at all — they let the players build all their own mental powers, then review and approve them. This has the not insignificant benefit of saving the GM enormous amounts of time and work, with the added attraction of allowing the players to exercise their own creativity and design their mentalist characters just the way they want. However, the downside is extreme, too: the GM must review all those mental powers players create. Even if none of your players tries to create a mental power that's inappropriate for the setting (or his character), or even worse that could grossly unbalance the game, the mental powers just might not have the right "feel" for your world. You could even end up with two characters buying the "same" mental power in different ways, which just leads to confusion for everyone. Thus, this method works best in the hands of an experienced GM with players he knows and trusts.

Restricted Power Creation

The middle ground is to allow players to create some powers for their characters, but not others. This is appropriate for a campaign where the GM doesn't want certain types of psionic abilities (such as, say, teleportation or "wild talents" like probability manipulation) but is willing to allow the players scope to devise new abilities in acceptable fields like telepathy, clairvoyance, and mental control. In campaigns using this sort of system, the GM may forbid characters to use some *HERO System Powers* (particularly "Stop Sign" abilities), or may require all psionic powers to have specific Limitations or a predefined value amount of Limitations (see above, under *Curbing Power With Limitations*).

CLASSES OF MINDS

As discussed on page 20, Mental Powers work against specific classes of minds. See that page for suggestions on how to alter the classes of minds rules to suit the nature of the campaign. Some psionics campaigns enforce those rules rigidly; others loosen or ignore them to create a more cinematic feel.

EXAMPLE: PSIONICS IN THE TERRAN EMPIRE

As a demonstration of how to set up a system of psionic powers, here are the steps Jim, the GM, took to create the psionic background for the Imperial Era of the Hero Universe. (See *Terran Empire* for more information on this setting.)

HOW IT WORKS

Since the Terran Empire is a Space Opera setting, Jim doesn't want to limit psionics based on scientific plausibility, so his explanation of psionic powers is deliberately "rubber science." The idea of reality-warping doesn't quite fit the tone he has in mind, so he adopts the notion of psionics tapping into a "quantum substratum" existing in a parallel dimension. This allows psionic characters to use more power than their bodies can produce, and have powers with interstellar range. This explanation also suggests that rubber science psi-tech machinery can sometimes augment or block psionic powers.

POWER LEVEL

Powerful psionics are a common feature in Space Opera games, so Jim wants a fairly broad range of power levels. Most psionic powers are limited to 40 Active Points, about right for Heroic-scale characters. A rare few psionics have more impressive powers, up to 90 Active Points in a single ability. Usually these powerful people are off-stage as master villains or NPCs, since that minimizes the impact of their powers on the campaign as a whole.

Jim establishes a rating system based on point value, classifying psionics with Greek letter designations because they have a nice scientific sound. Psi-Alphas are normals, with no known psionic abilities. Psi-Betas have detectable but low-level powers: *HERO System* Talents or Powers worth no more than 10 Active Points. Psi-Gammas have notable powers up to 20 Active Points. Psi-Deltas are the most common "professional" psionics, with powers up to 30 Active Points. Deltas and higher are actively recruited by organizations which train and employ psionics. Psi-Epsilons have up to 40 Active Points in a single psionic power, and are the intrepid psi-agents or dreaded Mind Police during some periods of Imperial history.

Beyond Epsilons the scale gets patchy because there are so few high-powered psionics. Psi-Zetas have powers in the 50 to 60 point range, and Etas are 60 to 80 Active Points. Individuals with more than 80 Active Points are all lumped together as "Psi-Thetas," and are considered very dangerous even by other psionics. The term "Omegas" is used by psionics to refer to amazingly powerful individuals, with powers in the 100-point range — beings so rare that some psionics scoff at their existence. Rumors say the Empire has a secret team of "Omega Agents" to deal with threats even the Imperial battlefleet can't handle.

Jim's rating system provides some enjoyable campaign color. Psionic characters can make disdainful remarks about "brain-dead Alphas," and be properly impressed when they learn their patron is an Eta. And a message from headquarters saying "Rogue Omega" ought to raise their hackles....

AVAILABLE POWERS

For the proper Space Opera feel, Jim limits the available powers to the "standard" psionic list: Telepathy, ESP, and Telekinesis. Telekinesis can only manipulate physical objects, so a telekinetic Force Field or Force Wall would provide PD protection only. Teleportation, pyrokinesis, and other abilities are "wild talents" and as such are both rare and viewed with suspicion and scientific interest. Body Control powers are not available, mostly because Imperial medicine and biotechnology are good enough to make them obsolete. Precognition and any long-range Clairsentience powers must have the *Vague And Unclear* (-½) Limitation. All psionic powers require Concentration and Requires A Power: Psionics Roll to perform, but they don't use END (if they cost END normally, the character must buy them to 0 END). What this means in play is that psionic characters can do cool tricks like picking locks telekinetically or influencing weak minds, but still can't defy a whole squad of police armed with blasters.

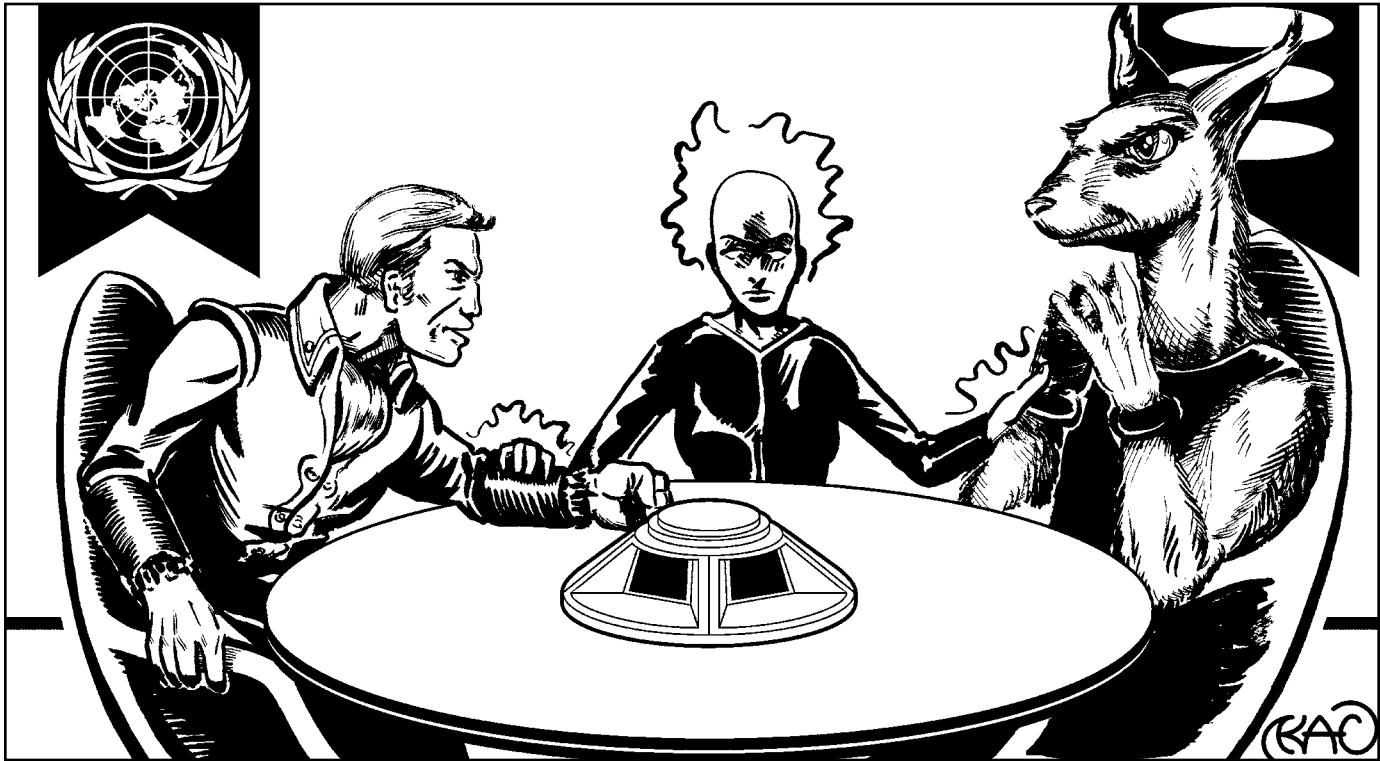
RARITY

Psionics are usually just a bit of extra "chrome" in Space Operas — they shouldn't overshadow the fun of things like mile-long space dreadnoughts, lost alien civilizations, and a good blaster pistol at your side. So Jim makes them rare, at least among Humans. He decides there's one Beta (10 Active Point powers) per million people in the Empire, and half as many at each increment of 10 Active Points above that. So a planet like modern Earth, with 6 billion people, would have no more than 12,000 psionics, half of them low-powered Betas. This way characters with no powers remain able to cope with psionic adversaries, and even moderately powerful psi PCs are important individuals.

Some powers are much more common than others: half of all Human psionics are telepaths, with Telepathy, Mind Scan, Mind Control, or similar powers. The remainder are divided evenly between those with ESP and those with telekinesis, plus a tiny percentage of wild talents.

Psionic talent manifests itself randomly, although scientists believe there's an hereditary component. As a result, any character can have psi-powers, but there's still plenty of fun opportunities for someone to turn out to be the lost child of a rogue Omega, or the product of a secret breeding program. Since there's no simple genetic test for the psi-gene, psionic organizations have to find and test potential psionics — which means mysterious strangers from different groups may visit a young psi to try to win him over as a new apprentice.

Humans are not the only species with psionic powers, of course. Several species in the Milky Way Galaxy, including the Varanyi and the mysteri-



ous Mandaarians, are uniformly psionic. Aliens have different power levels and available powers. The Varanyi, for example, are (in)famous not only for their psionic might, but for the broad array of powers they manifest. Much of Imperial psionic research studies the powers of rival species and tries to discover ways to counteract them.

For the proper Space Opera feel, Jim assumes all psionic powers work equally well across species, so a Varanyi telepath can read Human minds and vice versa. Thus, PCs don't have to worry about the classes of minds rules, and can take Limitations on powers that only affect one or two species.

Psionic technology remains tricky and unreliable. Experimental psi-amplifiers may exist (probably in the hands of secretive government agencies), but they're not commonly available. Psi-drugs are known, and some psionics depend on them for effective use of their powers. Drugs cannot give anyone new powers, although rumors of some miracle substance that can make anyone an Omega often crop up. Psi-shielding is a bit more widespread, since fears of telepathic spying inspired military crash research programs to devise countermeasures, and some of their devices have trickled out to the general public.

SOCIAL ISSUES

Social issues are actually pretty simple in the Empire. Since the Empire itself is not at all democratic during much of its history, individual rights are low on the priority list. Psionics pose a potential danger to Imperial control, but are also tremendously useful, so they are controlled but not exterminated. Psionics in the Empire must register with the Imperial Psionic Foundation. The Foundation is in charge of identifying and training new talent. To keep the Foundation in line, the Imperial government quietly encourages anti-psionic attitudes among the general population (a task made easier by the existence of hostile psionic

species like the Varanyi). The Foundation also conducts research on psionics and psi technology.

The Empire itself employs most psionics above Beta grade, in various agencies. The Imperial Security Police and the Imperial Secret Service both have a Psi Section; agents counter psionic threats and use their powers for espionage and covert operations. The military intelligence services have their own psi agents. The Foundation employs some high-rated psis, often veterans of Imperial service.

The sheer scale of the Empire means even the Psionic Foundation can't spot everyone with psionic powers. Some grow up ignorant of their abilities, others hide deliberately. Rogue psionics who don't want to serve the Empire tend to wind up as rebels working with various dissident groups, or as criminals in the Empire's extensive underworld. Psionic crooks often gravitate toward the Olympian Syndicate, a psionic-dominated criminal organization with shadowy ties to psi-supremacist dissidents and the Psionic Foundation itself.

Legends also tell of a hidden organization of powerful psionics, an ancient sect tracing its roots to pre-starflight Earth. Whispered tales tell that the "Champions" are defenders of truth and justice, using their powers to protect Humans and oppose the Empire. Imperial propaganda alternately denies their existence or paints them as dangerous psionic rebels. Professional law-enforcement experts suspect the name has been used by several different groups over the years.

Player characters with psionic powers in the Imperial era can fit into various campaign structures. Low-powered Betas exist in normal society, coping with mild prejudice as they use their powers as an aid in mundane jobs. High-powered psionics are either Imperial agents, hunted rebels, scholarly Foundation researchers, or criminals.

PSIONICS CAMPAIGNS



Some GMs run *psionics campaigns* — campaigns that focus on psionic abilities, with every character having at least one or two mental powers, and most adventures featuring extensive use of those powers. When running a campaign centering on the exploits of psionic characters, GMs can choose several different structures. Some possibilities are described below.

Many psionics campaigns are Standard Heroic games, with characters built on 75 Base Points plus up to 75 points' worth of Disadvantages. However, some GMs may find 150 points a little limiting when PCs have to buy both psionic powers and ordinary Skills and abilities. In that case, upgrading to Powerful or Very Powerful Heroic-level characters may be appropriate — and for really cinematic games, make the characters Superheroic. Alternately, the GM can have players build characters on up to 150 points without any psionic powers, then allot a fixed amount of additional points (say, 50, 75, or 100 points) solely for purchasing psionics.

Here are a few suggestions for psionics campaigns:

ESPIONAGE

Espionage and covert operations are all about gathering information, denying it to the enemy, and striking by stealth. Those jobs are much easier when you can read minds, teleport, see through walls, track ships and satellites with clairvoyance, and toss boulders by looking at them. Psi-agents can do all the things James Bond is famous for, plus match wits with psionic counterspies, evade clairvoyant monitors, and cope with teleporting telekinetic assassins. Psi-spies working for an oppressive government may wind up conducting covert operations against internal dissidents instead of foreign governments. Corporate-sponsored psi-agents can go looking for trade secrets.

Any sort of ESPionage campaign gives the GM a good framework for assigning missions and equipment to the heroes, and covert operatives usually can't call for help when things get dangerous. Having PCs from different agencies or branches allows for intra-party intrigue and paranoia. The combination of the shadowy world of espionage and the literally mind-bending possibilities of psionics allows adventures in which nothing is what it seems, nobody can be trusted, and even your own thoughts can betray you.

PSI COPS

When psi-agents and psi-rebels break the law, it's up to psionic detectives to find and capture them. Telepathic police must follow the rules about when they can legally read a suspect's mind, or risk seeing the guilty go free. Police precogs must work with fuzzy impressions of the future to determine what crimes perpetrators will commit (as in the short story/movie *Minority Report*).

Psionic police campaigns focus on cop work in a psionic society, including the problems of how to arrest mind-controlling telepaths and how to hold teleporters in custody. Psionic detective games center on solving mysteries — who done it, and how. Psionic powers make it easier to solve mundane crimes, but they also make possible a whole bunch of new offenses, like locked-room murders in which the killer used telekinesis to fire a gun at the victim — how can the cops determine whose mind pulled the trigger? Psi-cops who belong to the Psi Guild or a secret institute may pursue their own agendas (such as trying to recruit talented suspects for their particular “faction” in the Psionic World).

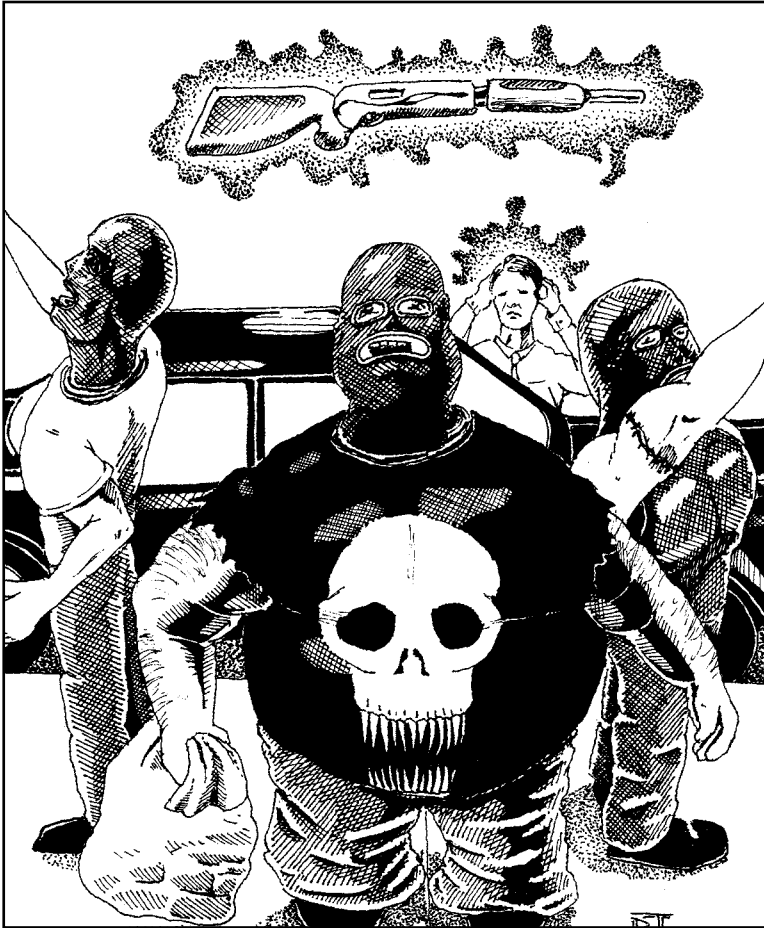
Like a psi-agents campaign, psi-cops games let the GM send the PCs out on adventures by simply having an NPC superior officer give them orders. Beat cops or investigators can also get into trouble on their own while following up leads or trusting a hunch. Cops are also likely to be first on the scene when something weird happens, and may have to cope with major threats until heavy backup arrives. For the proper stationhouse feel, the GM should create some official department codes or abbreviations (like a “section 799” for unlawful mind-reading, or “MCNC” for using mind control without the subject's consent), and encourage players to come up with their own hard-bitten police slang.

As an alternative to the ordinary psi-cops campaign, perhaps the PCs are not the cops, but the “criminals.” See *Rebel Psis*, below, for more information.

PSYCHIC SHADOW WAR

Plenty of dangers lurk on the city streets — thieves, killers, rapists, and more. Some are dangers of the mind... but not the sort you just imagine.

In a psychic shadow wars campaign, the setting is an otherwise ordinary society. Most people don't believe in mental powers at all, though a few government officials and other persons know or suspect the truth — that psionics exist, and can be used for good or for ill. The Psionic World is deeply riven by factionalism and infighting. Some psis want to use their powers to help society, others to harm it; some believe they must keep their abilities secret, others want to go public. All these differences have led to underground



struggles pitting psi against psi in a conflict ordinary people know nothing about.

Typically in a psychic shadow wars campaign, the PCs take the role of noble-hearted psis who belong to a faction (often a weak or crippled one, at the start of the campaign) that wants to use psi powers to help society, but also recognizes the need to keep them secret to avoid anti-mentalism prejudice and other problems. The heroes pit themselves against psis who want to oppress or exploit normal people, government and corporate officials who want to use psionic powers for their own purposes, and similar adversaries. Perhaps their most difficult enemies are lofty-minded psis who want to “go public” and have to be *peacefully* convinced to change their minds.

PSYCHIC WARS

On the battlefield of the future, bullets, lasers, and artillery may not be the only weapons available. “Psoldiers” use awesome psionic powers against the enemy, whether to assault his mind from a distance, shield troops from his sensors, or teleport a squad of commandos into the heart of his headquarters.

While psi agents games mix psionics and espionage, and psi cops mix police drama with psionics, a psychic wars campaign introduces psionic powers into a war story. The war may take place in the near future, with weapons any twenty-first century Human would recognize, or in a time and setting so distant scientists have changed the face of the battlefield by inventing combat drones, teleporting cannons, and disintegrenades. Player characters in a

psychic wars game are typically “special forces” soldiers. Their “special” nature derives not only from the fact that they’ve got advanced military training, but because either they have psionic powers in a setting where few others do, or they have much more mental power than other psi-soldiers.

Adventures in psychic wars campaigns use plots familiar to any war movie buff: Infiltrate behind enemy lines and destroy an important resource. Recover a kidnapped person of importance. Help develop a new weapon (possibly a psi-enhancer of some sort) and protect it from the enemy. Test out a new weapon. Spearhead a major offensive. Perform a commando raid against an important enemy stronghold or resource. The GM doesn’t even have to worry about motivating the PCs; all he has to do is have a superior officer give the order.

REBEL PSIS

The heroes are psionics in an oppressive society, fighting for freedom. The regime may oppress mentalists only, or it may be just as brutal to mundanes. Either way there’s plenty of scope for adventure: infiltration missions to rescue captive psis, tense cat-and-mouse games with the psi-hunters, and maybe an attempt to organize a general uprising. But beware: the Mind Police have psi-detectors and use captured telepaths as “psi-hounds” to track the rebels. If the heroes fail, the hound’s collar could be their fate as well.

A rebel campaign means the heroes must rely on their own powers and resources, and is good for roleplayers who enjoy coming up with their own plans and schemes for daring rebel exploits. It also allows the GM to examine interesting ethical questions: are the mundanes right to oppress psis? What actions are justified by the fight for freedom? Will the revolution solve anything?

SCHOOL FOR PSIONICS

Psionic abilities can be very powerful, but unless an individual learns to use and control them properly, they pose a danger to everyone — including the person possessing them. Since non-psionic parents can’t teach their children to use their powers, society needs specialized schools.

In a light-hearted campaign, the psi school can use all the tropes of classic boarding-school stories — dorm rivalries, standing up to bullies, meddling in the teachers’ private lives, getting a date for the prom, and winning the big game. Of course, at psi school, the bullies may be psychic vampires, the teachers have powerful mind shields, and the big game is a demanding contest of telekinetic rugby. Darker psi schools campaigns may emphasize the need for secrecy in a hostile world, the creepy master-race ideas of the teachers, and the very real dangers of immature minds wielding immense power.

Students at psi school are fairly low-powered characters, which saves the GM from having to come up with credible opponents for powerful psionics. Their powers and simple youthful curiosity can get psi-kids into real danger, but the GM can always use a wise old headmaster to sort things out if the players are overwhelmed.

MENTALIST PROBLEMS

While having a mentalist, or a whole PC team of them, can be a lot of fun and add new dimensions to a campaign, it can also raise certain difficulties the GM should be aware of and take steps to correct if necessary.

THEIR SHEER EXISTENCE

For many GMs, just having a mentalist PC in the campaign can lead to real problems. Either the mentalist tends to run roughshod over the opposition (since his attacks require a special defense) or all the villains suddenly develop Mental Defense to compensate for his powers (even when there's no justification for it in their character concepts). At the same time, while the GM wants to guarantee that the campaign remains balanced and everyone has fun, if this means the mentalist character can only be effective half the time, the mentalist character's player ends up feeling as if he's being singled out for unfavorable treatment.

If you're having these problems in your game, but still want to allow mentalist PCs, here are some potential solutions:

- Make Mental Defense a Characteristic, as suggested in Chapter One. This way all characters automatically have at least a *little* defense against Mental Powers, just like they do against energy attacks and physical blows. Of course, the average character's Mental Defense is likely to be lower than his PD or ED, because mental attacks aren't nearly as common as physical or energy attacks. Thus, even after they apply their defenses many adversaries will still suffer at least some affect from the mentalist's powers.

- Allow fewer Active Points in Mental Powers. For example, if attacks in your campaign are limited to 60 Active Points, limit Mental Powers to, say, 40 Active Points. This may not seem entirely fair to someone who wants to play a mentalist character. But if, in the GM's estimation, Mental Powers are unbalancingly effective, then a mentalist should be, on the average, just as effective as a non-mentalist PC even though he has a "weaker" power. "Fewer points allowed" does not necessarily equate to "less effective." A similar option, with different potential effects on the game, is to increase the cost of Mental Powers (to, say, double what they are now).

Alternately, the GM might impose these restrictions on just *some* Mental Powers. If the problems in the campaign seem to result mostly from Mind Control, maybe the GM limits the Active Points in that one power, leaving the other Mental Powers alone.

- Impose some sort of limiting factor on Mental Powers other than Active Points. For example, you could establish a "house rule" that all Mental Powers automatically cost 2x END and cannot be bought with the *Reduced Endurance* Advantage. Other possible limits include: require an Activation Roll (and possibly Side Effects) for all Mental Powers; limit the range of Mental Powers; forbid Mental Powers to be placed in some (or all) Power Frameworks; require all Mental Powers to be perceivable by three Sense Groups.

THE MENTALIST SNIPER SYNDROME

Sometimes a mentalist character tends to rely too much on the fact that his powers work on a Line Of Sight basis. He takes a position 50' away from the main combat, hides behind cover, peeks out so that only the top of his head and eyes are exposed, and proceeds to attack his foes with virtual impunity. This is called the *mentalist sniper syndrome*.

It's only fair that you allow mentalists to derive some tactical advantage from the LOS targeting rule some of the time (after all, it has a lot of drawbacks, too). But doing so constantly is abusive and unbalances the campaign. If you see the syndrome creeping into your game, you should put a stop to it right away. There are several ways to do this.

First, you should provide the mentalist player with a firm definition of Line Of Sight; refer to Chapter One for suggestions. "Shortening" LOS or requiring PER Rolls to establish LOS reduces the mentalist's tactical advantage and hopefully makes his "sniping" less detrimental to the game.

Second, you can simply inform the player from the very beginning that this sort of "rules abuse" won't be tolerated. If the player doesn't comply, reduce his Experience Point awards or take other steps to assure compliance.

Third, since the GM controls the setting, he can arrange "coincidences" that interfere with the mentalist character's "sniper" tendencies. Enemies "just happen" to see where he's hiding and come to attack him. One of the bad guys "just happens" to have a No Range Modifier attack so he can shoot back at the mentalist. Fog, smoke, and other obstacles and phenomena can interfere with LOS, so most battles "just happen" to take place in areas with little or no "long-range visual clearance" or involve an enemy with Darkness powers.

Fourth, interfere with the mentalist character's vision (or other long-range Targeting Senses). What he can't perceive, he can't obtain LOS on. Besides smoke and fog; other possibilities include: rain and other weather phenomena; invisible foes; using Darkness and Flash attacks against the mentalist; holding battles in locations with lots of objects that interfere with Targeting Senses (for example, in a forest); clever use of cover by enemies; and so forth.

Fifth, remember that most enemies the heroes fight are fairly intelligent. When their comrades start to suffer the effects of Mental Powers, it's not difficult to figure out what's going on, find the source of the attacks, and counterattack. Even if Mental Defense is not common in your world, Mental Awareness may be, and Mental Awareness makes it a lot harder for a mentalist to hide where his attacks are coming from.

Sixth, sauce for the goose is sauce for the gander. For every time the mentalist PC subjects your game to the mentalist sniper syndrome, do the same to the PC team. Pretty soon the other players will figure out what's happening, then use peer pressure to change the behavior of the offending mentalist player.

MENTALISTS AND MYSTERIES

Mental powers, particularly Psychometry, Precognition, and Telepathy, can make it virtually impossible to run a mystery scenario. One quick “scan” of the area or the murder weapon, or a little bit of Telepathy directed at the chief suspects, and the mystery ends almost before it’s begun.

Dealing with this phenomenon isn’t easy. In many cases, the best solution is simply to forbid the purchase and/or use of “scenario-ruining powers” outright. This may strike players of mentalist characters as unfair and illogical — and they’re right, it’s both — but in this case the benefits to everyone concerned outweigh the unfairness to one player. What works in a novel or movie (where the author controls the main character) doesn’t always translate well into a roleplaying game, where the GM has no direct control over how a mentalist uses his powers.

Alternately, the GM can simply make it difficult or impossible for the mentalist to use his powers to spoil the mystery. “Psychic static” or other occurrences make the character’s Psychometry “fuzzy” and unreliable. The mentalist takes a nasty knock on the head in the first scene of the scenario and is unable to use his powers at full effectiveness. The chief suspects all have high EGOS and lots of Mental Defense. Any solution that helps to preserve the mystery without straining the logic of the campaign too much is worth trying.

MINDSCAPES

One common feature of many psionics campaigns, and even some adventures in campaigns that don’t specifically focus on mental powers, is *mindscape* — “realms” or “lands” that exist entirely within someone’s mind that a mentalist can “enter” using his mental abilities. Mindscapes are fascinating places with many possibilities for adventure... but also many deadly dangers awaiting the unwary mentalist!

WHERE MINDSCAPES EXIST

A mindscape exists entirely within someone’s head, but not necessarily everyone has one in his brain. In fiction and movies, mentalists are most likely to find mindscapes in certain minds, such as:

- a sleeping mind that’s dreaming (this is usually known as a *dreamscape*) or comatose
- the minds of deeply disturbed or insane people, particularly dangerous ones such as serial killers
- the minds of mentalists who have lost control of their powers for some reason

ENTERING A MINDSCAPE

In setting terms, entering a mindscape usually involves making telepathic contact with the person whose mind contains the mindscape — not a difficult thing to do in most cases, because the subjects tend to be asleep or restrained. In some cases entering the mindscape is effortless; in others the character has to fight his way in. Sometimes a mentalist accidentally or unknowingly makes contact with a mindscape and gets sucked into it involuntarily, then has to find his way back out before the denizens of the mindscape (or the impending death of the person whose mind he’s occupying) kill him.

In game terms, there are several ways for the GM to get characters into a mindscape. The simplest is to assume that any sufficiently strong telepathic contact (such as Telepathy with an EGO +10 Effect Roll) works. This is appropriate for games in which mindscapes aren’t a regular feature, just something the GM came up with for an adventure that he needs to get the PCs into. In psionics games where trips into mindscapes occur regularly, the GM may define them as “dimensions” and have characters buy some form of Extra-Dimensional Movement to access them.

If entering a mindscape should be difficult or “test” the mentalist in some way, the GM may want to require an EGO Versus EGO Roll Contest pitting the mentalist against the subject, with the subject possibly getting a bonus to his roll to reflect the unusual nature of his mental realm. If the mindscape is a dangerous place that lures mentalists in or traps them — a sort of psionic quicksand, if you will — then *any* mental contact, even EGO +0 Telepathy or Telepathic Mind Control, may drag a character in. If appropriate, the character may get an EGO Roll to resist this effect.

In fiction and movies, usually there’s just one psionic protagonist who has to enter a mindscape, but roleplaying games are group activities.

Therefore the GM needs to consider how to get all the other PCs into the mindscape along with the mentalist (assuming it's not an all-mentalist campaign). If the characters want to enter the mindscape (for example, to help awaken a comatose friend), then you can simply let the mentalist "extend" his powers to make telepathic contact with the other PCs before contacting the mind with the mindscape. Then when he enters, all the other PCs' minds come along too. For involuntary mindscapes, the GM can assume that the mindscape is powerful enough to "reach out" and "drag in" any nearby mind it wants, not just the mind of the mentalist making contact with it.

Regardless of the method or mechanics used, when characters enter a mindscape they only do so mentally. Their physical bodies remain in the real world, functioning on an autonomic level only, until they emerge from the mindscape and "rejoin" their minds with their corporeal forms. If their bodies are injured when they're in the mindscape, they feel it; if their bodies are killed, they die.

Getting Out

Once characters are in a mindscape, they may have trouble getting out. Usually the mentalist can leave a mindscape the same way he entered it, but depending on the nature of the mindscape the "door" he entered through may "vanish," forcing him to find another one before he can exit. Usually finding the way out relates to achieving the goal of the adventure. For example, if the heroes have to cure a serial killer's sociopathy, once they locate and destroy the dark obelisk (and guardian monsters!) that represents that side of his personality, they find that the obelisk hid a cave entrance... and by going into the cave they exit the mindscape.

THE NATURE OF THE MINDSCAPE

A mindscape can look and function like just about anything the GM wants. Some are placid and calm, so that the adventure involves solving riddles or mysteries and finding one's way to the desired goal. Others are bizarre, "broken," or dangerous in some way, so that the challenge is to survive long enough to accomplish the mission (typically by fighting through all sorts of monsters and obstacles that represent the subject's problems).

Many of the objects, beings, and terrain types encountered in a mindscape symbolize the subject's personality or mental problems, and figuring out what they mean is often a crucial part of the adventure. For example, the mind of a rigid, habit-driven person might have a neatly-organized mindscape, like a farming community where all the land is measured and plotted out. Entering the mindscape of a person suffering from depression might plunge the characters into a gloomy forest; to cure the problem they have to find the being in the forest who represents the subject and lead him out of it into the bright, sunny lands beyond. If the subject has seen something so horrible that he's shut it away in his mind and can't talk about it, soothing him enough to get him to open up may involve entering his mindscape, finding a hidden chest, and then figuring out how to open that chest.

What's worse is that the nature of reality in a mindscape is often completely malleable. As the subject's mood or perceptions change, the mindscape warps around the heroes to conform to the subject's new "vision." One second they may be in a cozy cottage having tea by the fireplace, the next they find themselves standing on a barren hillside next to a cave where a dragon lives! This is particularly common in adventures where characters enter the mind of a killer to find out where he left his victims' bodies — or one last potential victim who's still alive but will die if the heroes can't dig out of the subject's mind where she is. After the characters enter the killer's mind, they discover he has a lot of control over the mindscape... and sadistically changes it to put them in danger and make their job harder! The key to victory in this cat-and-mouse game is exploiting the subject's psychology by leading him on and tricking him so the heroes get close enough to their objective to surprise him and turn the tables before he can change the mindscape to frustrate them again.

The Mission

Whatever reason they have for being in a mindscape, the characters' end goal is likely to be as symbolic as the landscape around them. The subject may look like an idealized version of himself, or himself as a child or animal. Different regions of the brain may resemble different landscapes based on their functions or the problems they're suffering. Mental abnormalities and unbalances manifest as monsters, traps, and other dangerous (or at least inconvenient) things. Memories may come to life to beseech, befuddle, bemuse, or bedevil the heroes.

Mindscape Combat

Typically the GM runs combat in a mindscape is just like an ordinary combat in the setting — characters don't lose Characteristics, Skills, abilities, or powers just because they're in a mindscape. However, their abilities may have symbolic manifestations in some mindscapes. For example, a character's Energy Blast power might manifest as a bizarre ray-gun instead of a normal ability; an extremely strong character may look like a knight rather than his regular self; a character who can fly may have wings.

Thanks to the power of the mind, injuries and other effects suffered in mindscape combat are real, and have real-world consequences. If a character takes 6 BODY damage in a mindscape battle, the same wound and loss of BODY manifest on his physical form; if someone heals that wound, it spontaneously heals on his physical form as well.

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