

Telepathy

Powers:

- Roll 10 or above to telepathically communicate to chosen characters.
- Roll 15 or above to read 1 specific person's mind.(If a player they cannot lie)
- User can hear the thoughts of those around them , succeeding an sp roll of 15+.
- This power can be activated via S-P, Int, or Willpower.

Weaknesses: N/a

Limitations:

- range is 40M.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

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levels:

1) S-P +1

2) S-P +1

3) Mental link :

- User can roll 15 + with S-P to read and communicate with up 3 peoples minds at a time.
- This ability can be used without the opponents / targets knowing however requires 20+ with S-P minimum.

4) [Ability] Psychic attack :

- User can deal damage through telepathy.
- Damage starts at 1D8, and can increase by 1 dice up for every buff.

[Buff] Increase range by +10m, and increase amount of people / creature the user can mental link with by 1.

5) [Ability] Mind Freeze :

- When rolling 15 + with S-P user can decide to freeze a person's/ creatures perception of time.
- During this time the target must fail a willpower roll 15+ also.
- This ability can be used on multiple targets if the user wishes, however the must roll 20+ with S-P as well as can choose who is frozen within the radius of their effective range.
- This ability cannot be used for the amount of minutes it what used.

[Buff] Increase range by +10m and increase amount of people / creature the user can mental link with by 1.

6) [Ability] Program Directive :

- User can implant a single order into a target, therefore giving them free will until this character decides from them to carry out their order / directive.
- This ability requires 20 + with S-P and 20 + on willpower to resist it, however requires the user to touch the target.
- This directive, once implanted can only be corrected by a user of willpower or telepathy and the target will continue until the directive is completed.
- User of this power can even create a trigger for this directive.
- Targets can only have one directive at a time.

[Buff] Increase range by +10m. and increase amount of people / creature the user can mental link with by 1.

7) [Ability] Illusion creation :

- User of this ability can create up to three different types of illusions:

Illusion type	Ability and limitations	Roll requirement
Minor	Small illusions that can affect one of the five senses, and can be no larger than 2m by 2m. These can include physical appearance, however, they cannot affect cybernetics and or electronic sensors. Users of sensor powers can see through the illusion if their roll succeeds. These illusions are so minor that it can be difficult to pick up on and there for there is no passive willpower roll or perception roll required to combat against.	10+ S-P
Major	Large illusions that can span up to the size of half the maximum range of this characters telepathy. These illusions can affect up to 3 of the five senses. They cannot affect cybernetics and or electronic sensors. Users of sensor powers can see through the illusion if their roll succeeds. These illusions require all who are affected by them to roll a perception and succeed by getting a result that is equivalent to this characters S-P roll when creating the illusion.	15 + S-P
Extreme	An illusion that can either be the total radius of the maximum range of this characters telepathy or an entire illusionary world that the targets are mentally placed in, These illusions are sometimes difficult to always see through however due to their size, if a character starts to see that something is amiss they can roll against the illusion using willpower, wisdom, or even intelligence.	25 + S-P

[Buff] Increase range by +10m, and increase amount of people / creature the user can mental link with by 1.

8) [Ability] Memory editor :

- Upon rolling 20 + with S-P the user of this ability can edit the memories of 1 target.
- This ability is tactile only therefore the user must be touching the target to activate this perk.
- Rolling a 20+ with S-P can : add memories, fabricate memories, suppress memories.
- Rolling a 25+ with S-P can : erase a memory, add a detail to all similar memories.

[Buff] Increase range by +10m, and increase amount of people / creature the user can mental link with by 1.

9) [Ability] : Brainwashing

- User must roll 20+ with S-P to take control of a target's mind.
- Target must roll willpower against this ability to resist being controlled.
- If controlled, the target can break free if they take total damage equivalent to that of the number this character rolled to brainwash them.
- Whilst under control the target will do as this character says, however, they can be broken out if others use telepathy or willpower, knock them unconscious, or can use the targets fears or obsessions against them to lower the requirement to roll willpower to break free from the mind control.
- Rolling willpower to get out of mind control is only possible before the brainwashing is complete or if the target is affected by the situations stated above.
- Player can still play as the brainwashed character, however they must obey the telepath who controls them.
- If the victim succeeds against the user, this ability cannot be used on them again for 24 hours.

[Buff] Increase range by +20m, and increase amount of people / creature the user can mental link with by 1.

10) [Mutation] Technopathy :

- Users powers now work through and affect technology.
- Any and all abilities this character has now work through technology and electronic items.
- User no longer can read minds, however, they can easily listen and see through any and all technology within range, as well as affect those with cybernetics.
- User cannot make technology move on its own unless it has parts that can move.
- Range of this power becomes 10x what it was originally.

[Evolution] Telepathic projection :

- User can roll 15+ to telepathically project themselves outside of their body.
- An ability that can allow a person to telepathically project themselves out of their body and either go into another's mind, dreams, mindscape, possess them or even just freely move around disembodied.
- Targets must either be willing or fail a willpower roll against this character to be affected by this perk's potential affects.
- Whilst possessing the target, this character is in contact which means they can use any abilities that require "tactile contact".
- Whilst possessing a target this character rolls advantage when using any telepathy based abilities on the current possessed.
- Whilst projected, the user is invisible to those who ; aren't telepathic, can't use instinctive will, or even aura sense. This means the user is also intangible to all things except animate damage, psychic damage, or willpower imbued attacks.