

Empathy

Powers:

- Upon tactile contact, the user is able to alter a creature's emotional state, as well as read emotions.
- If the target is already feeling the emotional state the user is trying to grant/ increase the user can either roll advantage or the target rolls disadvantage.
- This ability can even be used to awaken the targets upon an S-P roll of 15+.

Limitations:

- User must physically touch the creature(s) they wish to read or manipulate the emotions of.

Weaknesses:

- User cannot manipulate their own emotions using this power.
- User must be conscious to use this power.

Levels:

1) +1 S-P

2) +1 S-P

3) Calmness

- Upon placing the target into a calm emotional state, the target cannot break out of the emotional nor be effected by Cha checks that are lower than the roll the user achieved with this perk.
- Whilst under this effect, the target cannot roll advantage or disadvantage with willpower, charisma, or intelligence.
- Once placed into this emotional state, all bleeding or poison ailments stop temporarily until this emotional state ends.
- Without breaking or being broken out of this state, this effect will last for 1d4 turns/ in-game minutes.

4) [Ability] happiness, excitement, ecstasy

- Upon placing the target into an emotional state of either happiness, excitement, or ecstasy.
- Once the target is under this effect, the roll requirement to break out or be broken out is equal to the roll achieved by the user of this power.
- If the target is caused an injury or their vitality is broken they must roll willpower, nerve, or wisdom, not to be broken out of this emotional state.
- Whilst in these emotional states the target's dice (damage, healing, time limits, etc.) are multiplied by 1 multiplier higher (normal damage =1.5x, 1.5x = 2x, 2x = 3x, etc.).
- Whilst in these emotional states the damage the target takes is multiplied by 1 multiplier higher.
- This ability lasts for 1d4 turns/ in-game minutes.

[Buff] All emotional effect time limit dice increases by 1 dice up.

5) [Ability] Anger, hatred, rage

- Upon placing the target into an emotional state of either anger, rage or hatred.
- If the target failed by 1 increment, they feel the emotion towards one person of their choice.
- If the target failed by 2 increments they feel the emotion towards all but one person of their choice.
- If target fails by 3 or more increments they feel the emotion towards all indiscriminently.
- The target will attack those closest to them of which they feel these emotions towards, and all attacks are with advantage.
- Whilst in this emotional state, the target rolls disadvantage with Inelegance, Wisdom, and Charisma (except intimidation).
- This ability lasts for 1d4 turns/ in-game minutes.

[Buff] All emotional effect time limit dice increases by 1 dice up.

6) [Ability] Love, Fear, Disgust.

- Upon placing the target into an emotional state of either hope, courage, or denial, the target is effected in these particular ways.
- If the target failed by 1 increment, they feel the emotion towards one person of their choice.
- If the target failed by 2 increments they feel the emotion towards all but one person of their choice.
- If target fails by 3 or more increments they feel the emotion towards all indiscriminently.
- Whilst in these emotional states the target will roll disadvantage when attempting to attack the object of their emotion.
- Whilst in these emotional states the target can roll advantage when attempting to evade/ escape the attacks of the object of their emotion.
- This ability lasts for 1d4 turns/ in-game minutes.

[Buff] All emotional effect time limit dice increases by 1 dice up.

7) [Ability] Sadness, despair, melancholy

- Upon placing the target into an emotional state of either sadness, despair, or melancholy, the target is effected in these particular ways.
- Whilst in this emotional state the user cannot reactively evade/ dodge incoming attacks.
- Whilst in these emotional states, each time it is someone's turn the target and all those around the target must roll endurance, nerve, or willpower of 15+, otherwise they are fatigued until this emotional state is over.
- This ability lasts for 1d4 turns/ in-game minutes.

[Buff] All emotional effect time limit dice increases by 1 dice up.

8) [Ability] Hope, courage, denial

- Upon placing the target into an emotional state of either hope, courage, or denial, the target is effected in these particular ways.
- Whilst in these emotional states, the target gains 10 auxiliary health +10 for every buff taken.
- Whilst in these emotional states, the target will not go unconscious or suffer from fatal moments (unless decapitated) until the end of this emotional state.

- This ability lasts for 1d4 turns/ in-game minutes.

[Buff] All emotional effect time limit dice increases by 1 dice up.

9) [Ability] Desire, Greed, Jealousy

- Upon placing the target into an emotional state of either desired greed, or jealousy towards a person, object, or concept which is the source of their emotion.
- Whilst in these emotional states, the target rolls advantage with anything to do with their source of this emotion, and disadvantage on all rolls that have nothing to do with the source of this emotion.
- Whilst in these emotional states the targets effective range (move speed and ranges) are all doubled.
- This ability lasts for 1d4 turns/ in-game minutes.

[Buff] All emotional effect time limit dice increases by 2 dice up.

10) [Mutation] Self-actualisation

- User can now manipulate their own emotions and grant themselves the same benefits from the abilities.
- User can even roll for these powers on themselves to help against Cha rolls against them, for example taunt.

[Evolution] Emotional control

- User can now manipulate emotions without tactile contact, the user gains a range of 10m, +10m for each buff taken under this power.
- The user can even control what the user fears, hates, loves, etc by choosing the source of the emotion.