

Super Hero Power – Mind

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Mind Powers are all the kinds of powers that a Psychic or Mentalist character could have, from reading minds and telepathic communication, to psychic battles and full mental possession.

Mind Powers Basic Ability Improvements

A Hero that has at least one level in this Power Set starts the game with these basic ability improvements:

Influence: +1

Self Control: +1

Strength: -1

Toughness: -1

Perception: +1

Mind Powers

Note: many of the powers below mention establishing a link or working through an established link. In order to establish a link with a target within LOS, any character with Mind powers can make a Targeted Influence action Vs. the target's Self-Control.

The link is lost if you or the target lose consciousness. Also, a target can attempt to use their Self-Control to reject the link with a Thought Action, forcing you to re-roll your Influence as a passive defense.

Additionally, without LOS, a link is impaired by range. Any powers used through an established link are at -1 dice for each space beyond 10 spaces (about 50 feet) if you cannot see the target.

Links are invisible to normal senses. You cannot use an established link by itself to locate the target of a link, although you do know when a link begins to degrade due to distance.

The number of established mental links you can have is equal to your Perception Score.

Finally, targets of all Mind-Control powers may get extra dice of Self-Control as a defense against performing actions contrary to their natures, loves or fears.

Level 1 (chose one of these)

- **Mental Blast**
Gain +1 Dice to a silent, ranged, invisible Influence attack (vs. target's Self-Control). You may only use this Targeted action to Stun.
- **Telepathy: Mental Chat**
As a Thought Action, you may open a line of silent telepathic communication with a number of allies within your LOS. Each line of communication is considered an established link.
- **Primary Ability Upgrade: Influence**
Improve your Influence Ability by +1. This can be taken up to 4 times.
- **Primary Ability Upgrade: Self Control**
Improve your Self-Control Ability by +1. This can be taken up to 4 times.
- **Telepathy: Mind Reading**
Add +1 to your Perception roll (vs. Self-Control or Stealth) to read the surface thoughts of a target with whom you have an established link, or to communicate with them. This is a Perception action. This power can be used concurrently with other Telepathy powers.
- **Psi-Weapon**
With a thought action, create a melee weapon from your thoughts. This weapon adds +2 dice to your Aim for any attack using it. The target of your Psi-weapon chooses either Dodge or Self-Control (instead of Toughness) as the defense choices. A Super-Block twitch action uses Self-Control and Influence.

Level 2 (chose one of these or from a lower level)

- **Primary Ability Upgrade: Perception**
Improve your Perception Ability by +1. This can be taken up to 4 times.
- **Mental Shield**
As a Thought action, you may replace an ally's Self-Control with your Self-Control against mind-affecting attacks. If you wish to use this on a non-ally, you must first establish a link.
- **Mind Control: Stall Action**
As a Thought action, you may force a target with whom you have an established link to stall an action. Gain +1 dice to this Influence Vs. Self-Control roll. If successful, the target's action takes 1 more Time Unit. Additional successes add an equal number of additional Time Units to the action.
- **Mind Power Upgrade 1**
Gain +1 die on any action in which you use your Mind powers. Also, you may have +1 more established mental link. You can select this power up to 5 times.
- **Sense Mental Energy**
Gain +3 dice to your Perception roll to sense another's use of Mind Powers, as if they had left a wake of mental energy behind them.
- **Thought Alert**
Gain +2 dice to a Perception action to scan a group of targets equal to your Perception score to see if any are thinking a pre-specified thought.

Level 3 (chose one of these or from a lower level)

- **Early Warning**
You know exactly when an enemy decides to target you or an ally within 1 space of you with an attack. Roll your Perception against the target's Stealth. If your roll is successful, any action you take to react to that threat is faster by 1 Time Unit.
- **Secondary Ability Upgrade**
Improve any of your eight basic Ability scores or your Initiative. This can be taken up to 5 times, but no one Ability can be improved more than 3 times.
- **Mind Control: Force a Twitch**
As a Thought Action, you may force a target with whom you have an established link to make an immediate Twitch action. Gain +1 dice to your Influence vs Self-Control roll. The target's Twitch action may abort any other action the target might be attempting.
- **Mental Battleground**
Make mental melee attacks in the arena of your opponent's mind. For all combatants, Influence replaces Strength, Perception replaces Dodge and Self-Control replaces Toughness. All combatants still have mental models of their usual powers that can be used in this mental battleground.
- **Telepathy: Sensory Reception**
As a Perception action you may send or receive mental communications created out of sensory information. You must have an established link with the person you wish to communicate with. This power can be used concurrently with any other Mind powers; for example, you might act on a second target you can see through the eyes of your first target.

Level 4 (chose one of these or from a lower level)

- **Increased Mental Range: 100 spaces**
The range at which your established links begin to degrade is increased to 100 spaces, and the powers used through it drop off by -1 dice every 10 spaces.
- **Mental Wound**
You may use your *Mental Blast* to give your target a persistent wound. Wounds cannot be removed by taking a Recovery. A successful attack may reduce the target's Perception, Aim, Dodge, or Self-Control by 1 point. Do not count additional successes.
- **Mind Control: Control Senses**
As a Thought action, you can cause someone with whom you have an established link to sense their surroundings differently than they should. If you intent is to cause them to sense something incorrectly (or not at all), roll your Stealth. If your intent is to make the target act or react in some way, roll Influence.
- **Passive Mental Shield**
Allies with whom you have established links are automatically granted the benefit of your *Mental Shield*.

Level 5 (chose one of these or from a lower level)

- **Mind Control: Implant Goal**
As a Thought Action, you can give a target with whom you have an established link a new, extremely important goal. Gain +2 dice on your Influence Vs. Self-Control roll. If successful, the target will attempt to (in his or her own way) satisfy that goal for 10 Time Units.
- **Mass Suggestion**
As a Communication action, you can give a brief, verbal, authoritative command to anyone who can hear and understand you. You need not have an established link with any of your targets, and they are not under your control. You are simply adding the power of your Mind (+2 dice or more) to a normal Influence roll.
- **Mental Blast: Multiple Targets**
Use your *Mental Blast* on more than one target at once. You may take this up to 5 times, each level giving you +1 target for your Mental Blast.
- **Permanent Link**
You have a permanently established link with another being. Select the being when you choose this power. This link cannot be severed by distance and re-establishes itself whenever possible. You may take this power up to 4 times; each gives you link with another being.

Level 6 (chose one of these or from a lower level)

- **Increased Mental Range: Neighborhood**
The range at which your established links begin to degrade is increased to include the entire neighborhood (or small village), and the powers used through it drop off by -1 dice every 100 spaces.
- **Mind Control: Mental Trigger**
With a Thought action, you may define a secret triggering event that will cause the target with whom you have an established link to take a defined course of action. Gain +2 dice for an Influence Vs. Self-Control roll. If successful, the target will perform the course of action if the triggering event occurs within 24 hours, regardless of whether there is still an established link. The course of action must be one you could force the target to perform via other powers. Additional successes can be used to increase the length of time the Trigger is active. The Trigger is lodged deep in the target's subconscious.
- **Telepathy: Hidden Thoughts**
Use a Perception action to pull deep and true memories from your target's subconscious. You can also use this power to uncover hidden memories (like Mental Triggers). Gain +2 dice for this action.

Level 7 (chose one of these or from a lower level)

- **Mind Control: Possession**
Gain +2 dice for this action. You may take complete control of a single target with whom you have an established link. You can dictate their actions and use their powers. However, you must fully concentrate to maintain this level of control and may not take any actions of your own. Further, you can use your Mind powers through the possessed target.
- **Mass Short-term Connection**
As a Prep action, you can establish a short-term connection with any or all beings within Line of Sight at the same time. Roll your Influence Vs their Self-Control. For any with whom you establish a connection, you may take a single Mind power action within the next 10 Time Units. These connections do not count toward the maximum number of established links you may have.
- **Mind Power Upgrade 2**
Gain +2 dice on any action in which you use your Mind powers. Also, you may have +2 more established mental links. You can select this power up to 3 times.

Level 8 (chose one of these or from a lower level)

- **Increased Mental Range: City**
The range at which your established connections begin to degrade is increased to include the entire city or large geographic area, and the powers used through it drop off by -1 dice every 1000 spaces.
- **Indestructible Mind**
Your mind (and Mind powers) can live on past the destruction of your body. If your body is destroyed, you (and the GM) can find another home for your mind.
- **Mass Area Mental Shield**
You may use your *Mental Shield* power to protect everyone within range of your established links. However, this is only used to determine range: you may protect even those targets with who you have no link.

Level 9 (chose one of these or from a lower level)

- **Mental Blast: Area**
As a Twitch action, your *Mental Blast* power may be used against everyone within Line of Sight. As a Targeted action, you can choose which beings in the area are affected.
- **Mind Control: Parallel Possession**
You may take complete control of any target with whom you have an established link. You can dictate their actions AND also continue to act. All of your actions AND all of the actions taken by your mind-controlled target(s) take +1 Time Unit for each target you possess. For example, if you have 3 targets possessed, all actions taken by you and by all three of your targets are increased by 3 Time Units.

Level 10 (chose one of these or from a lower level)

- **Group Permanent Link**
Up to 10 beings of your choosing have permanently established links with you and with each other. You can spend a Doom point to edit the list of beings on this list.
- **Mind Power Upgrade 3**
Gain +3 dice on any action in which you use your Mind powers. Also, you may have +3 more established mental links.