

Linguist

The character can learn new languages with minimal effort.

Unsettling

The character may make people nervous for no real reason.

Astral Travel

Move action, Self-only

Negated if Possession is broken

Detach their consciousness and travel to alternate realities and divergent time streams.

Illusion

Standard action, Ranged, Area, Environmental

It's All In Your Mind

Permits the character to create realistic three-dimensional phantasms.

Immortality

Constant, Self-only

Will re-form in six months if destroyed

Grants the character immunity to the ravages of time.

Mental Resistance

Constant, Self-only

Resistant to mental attacks and unnatural coercion.

Mind Control

Standard action, Ranged, Area ×1,000, Mental

Req. physical or emotional proximity

Allows a character to influence a living creature's behaviour, forcing the target to obey the character's command.

Possession

Standard action, Ranged, Mental

Inhabit

Allows a character to seize control of a target, overriding the target's control and effectively making the target a passenger in their own body.

Telepathy

Standard action, Ranged, Mental

Permits a character to communicate directly with the mind of another person.