

POWER PROFILE: MENTAL POWERS



The unleashed powers of the mind have fascinated humanity since storytelling began. Heroes and villains read the thoughts and memories of others, alter their perceptions, and bring their battles to a whole other level, fighting mind-to-mind, pitting will against will.

MENTAL DESCRIPTORS

“Mental”—the primary descriptor for mental powers—has a number of implications in the context of the MUTANTS & MASTERMINDS system.

- **Minds:** Mental powers generally involve mental sensory effects or Will-resisted effects which target minds: beings with Intellect and Awareness ranks of –5 or more. Other effects often have the Limited to Minds modifier (following). A being lacking a mind is immune to mental powers at no cost. Some other beings have minds but are sufficiently different or alien to qualify for having Immunity to Mental Powers (at half or full effect) or greater degrees of Impervious Will.
- **Subtlety:** Note that instant, concentration, and sustained effects of mental powers are noticeable by default, like all other such effects (*Hero's Handbook*, page 92). The sole exception is mental sensory effects which are noticeable only to mental senses: thus Mental Communication can be “heard” by a subject with a mind, and “overheard” using mental senses, but is not otherwise noticeable. Likewise, the subject of a Mind Reading effect is normally only detectable by the subject and others with a mental sense like Mental Awareness. Things like offensive mental powers are generally noticeable by default unless the Subtle modifier is applied (*Hero's Handbook*, page

144) There may also be “cyberpathic” or “technopathic” powers, mental powers that work on digital machine “minds” rather than biological ones. This means the powers affect beings with Immunity to Mental Powers or Immunity to Will effects based on having a digital or computer mind, but have no effect on ordinary biological minds, see the **Machine Powers** profile for additional information on these types of powers.

MENTAL FEATURES

Feature effects (*Hero's Handbook*, page 108) associated with having Mental Powers may include the following:

- The ability to use or operate special equipment “keyed” to those with mental powers.
- Radiating a subtle emotion or mental “broadcast” (such as the impression of a scent or music) good for, at best, an interaction check circumstance modifier.
- A “psychic rapport” with another person, able to share thoughts and emotions over any distance (the equivalent of a Mental Communication Link).

MODIFIERS

The following new or expanded modifiers apply to some of the power effects in this profile.

Limited Degree: The Limited Degree modifier of Affliction (*Hero's Handbook*, page 99) may also limit the effect to the third degree only; the first two degrees of effect are simply “placeholders” for determining when the third degree is achieved but impose no conditions, such as an affliction that transforms the target at the third degree but has no

effect before that point. For non-cumulative Afflictions, this means if three degrees of effect are not generated on the initial resistance check, the effect fails. *-1 point per rank.*

OFFENSIVE POWERS

Offensive mental powers range from brutal as blasts of mental force to manipulation of a target's thoughts or emotions, turning their own mind against them.

EMOTION CONTROL

You can manipulate the emotions of others, distracting or incapacitating them with anger, sadness, or even peace or joy. The specific emotions are largely descriptors, but the GM might allow slightly different effects, particularly in the application of the impaired and disabled modifiers and at the third degree where, instead of being incapacitated, the target might behave as controlled, acting strongly on that emotion (such as anger or love).

Emotion Control: Perception Ranged Cumulative Affliction (Impaired, Disabled, Incapacitated), Resisted and Overcome by Will, Subtle, Variable Descriptor (Emotions) • 2 points + 4 points per rank.

MENTAL BLAST

You can strike a target's mind with a blast of mental force, causing pain or unconsciousness. Like other mental powers, your Mental Blast only affects targets with minds.

Mental Blast: Perception Ranged Damage, Alternate Resistance (Will), Subtle • 1 point + 4 points per rank.

DEFENSIVE POWERS

Defensive mental powers shield the character's mind or use the mind's powers to help conceal or otherwise protect the character by affecting opponents.

MENTAL INVISIBILITY

You cloud the minds of others, rendering them unable to perceive you, although the particularly strong-willed can overcome the effect. Some forms of Mental Invisibility provide less than complete concealment; reduce the effect rank to reflect the senses not affected.

Mental Invisibility: Concealment 10 (All Senses), Limited to Minds, Resistible by Will (DC 20) • 5 points + 1 point per +1 to Will DC.

PREDICTIVE DEFENSE

You can telepathically "read" opponents sufficiently to anticipate and avoid their attacks, giving you a bonus to your active defenses. The value of the Quirk is based on opponents immune to mental powers being relatively rare. If they're particularly common, the Quirk may qualify as a Limit. If they're less common, treat it as an occasional Power Loss complication.

Predictive Defense: Enhanced Defenses (Dodge and Parry), Quirk (not against opponents Immune to Mental Powers, -2 points) • 2 points for the first 2 ranks, +2 points per additional rank.

MOVEMENT POWERS

There are relatively few mental "movement" powers, save for the power to move your mind itself outside of your body!

ASTRAL PROJECTION

You can separate your astral body—a vessel of your mind and spirit—from your physical body. Your astral form is largely undetectable: subjects you observe may sense a "presence" with an Insight check (DC 10 + your effect rank). It is unimpeded by physical barriers and can move anywhere within your range in an instant as a move action.

You can use perception ranged effects while in your astral form and be affected by visual, aural, and mental sensory effects.

Astral Projection: Remote Sensing (Visual, Aural, and Mental), Side-Effect (physical body is defenseless and immobile, -2) • 2 points per rank.

UTILITY POWERS

Mental powers have a number of useful applications, ranging from sensing things beyond the ordinary five senses to communicating across great distances and barriers like language, or even species.

AURA READING

You can perceive the psychic auras of other minds, visible as faint haloes of colored light around their physical forms. A subject's aura gives you a general idea as to their emotional state and physical health. More capable aura readers may have Acute or Analytical effects to gain much more detail. At the GM's discretion, successfully reading a subject's aura grants a circumstance modifier for interaction skills checks, particularly Insight.

Aura Reading: Senses 3 (Detect Emotional and Physical State, Ranged), visual and mental • 4 points

CLAIRSENTIENCE

You can shift your senses away from your physical body, perceiving distant locations as if you were there. Clairvoyance is the displacement of visual senses, clairaudience the displacement of auditory senses, and clairsentience the general displacement of all your senses.

Clairvoyance: Remote Sensing (Visual) • 2 points per rank.

Clairaudience: Remote Sensing (Auditory) • 1 point per rank.

Clairsentience: Remote Sensing (All Senses) • 5 points per rank.

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MUTANTS & MASTERMINDS POWER PROFILE: MENTAL POWERS SAMPLE

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