



RAY OF EMPATHIC DOMINATION

Genres: sci-fi, science-fantasy



"Why inspire either love or fear when you can simply cause it with the pull of a trigger?"
- Osmadius Observitas, Politician and TechBishop



Though not a terribly elegant tool for controlling the masses, The Ray of Empathic Domination is certainly an effective one. A favorite of despots and terrorists alike, as well as the occasional cult leader seeking to increase asses in pews, this unusual ray gun was originally designed to allow covert agents to read the emotions of a surveillance target but was later found to be effective at altering emotions when overloaded. Later designs incorporated overloading as a standard feature and added an "I MUST SCREAM!!!" setting to allow agents to undermine political dissidents by throwing them into uncontrollable frenzies.

- **"Standard Power" Setting**

Use an Open Action Time to read the emotions of an Engaged or Disengaged Target until your next turn.

- **"Overload" Setting**

Use an Action Time to alter the emotions of an Engaged or Disengaged Target to any emotion you desire until your next turn. If this emotion would normally be directed at another character or Thing, you can choose a second Target that is Engaged or Disengaged from the first Target for the first Target's new emotion to be directed towards.

- **“I MUST SCREAM!!!!” Setting**

Use an Action Time to cause an Engaged or Disengaged Target to fly into a random storm of emotions. Every round on the Target’s turn, roll a dice on the Frenzy table below to determine the Target’s emotion this round. If this emotion would normally be directed at another character or Thing, you can choose a second Target that is Engaged or Disengaged from the first Target for the first Target’s new emotion to be directed towards. The Target screams an endless stream of gibberish the entire time they are experiencing the effects of the “I MUST SCREAM!!!!” Setting.

Frenzy Random Emotions Table		
Roll	Emotion	Result
1	Anger	The target is overcome with anger and flies into a violent rage toward the secondary target.
2	Fear	The target is filled with fear and either flees or cowers from the secondary target.
3	Joy	The target is filled with joy.
4	Sadness	The target is bombarded by overwhelming sadness.
5	Boredom	The target feels completely detached as they experience total boredom with the current situation.
6	End	The Frenzy ends and the target returns to normal. They remember everything they said, did, and felt while under the effects of the “I MUST SCREAM!!!!” Setting.

- **Special: Overpowered**

The Ray's power output is too strong for its capacitors. Every time that the Ray is used directly after a round in which it was previously used, roll a dice. The first time this is done, it explodes on a roll of 6. The second time this is done, it explodes on a roll of 4, 5, or 6. The third time, it explodes. This resets after it goes one round without being used. When it explodes, it inflicts 3 Wounds on its user and all Targets Engaged with its user.

- **Special: Pew Pew!**

The Ray makes a distinctive sound and shoots out a bright red beam of light when fired. It also buzzes lightly when switched to either the "Overload" or "I MUST SCREAM!!!" Settings. This makes it very difficult to employ covertly unless used at point-blank range or from a direction in which no one is looking.