



EMOTIONAL SUGGESTION MESMERISM

Genres: sci-fi, science-fantasy, gothic horror, horror, modern, cyberpunk, steampunk, dieselpunk



"Really? The motion of my hands is making you sleepy? Oh, I wouldn't worry too much about that."

- Oswald Observit, Politician and Cult Leader



A favorite of charlatans, politicians, ultra-capitalists trying to get a little more morale out of the workforce, and cult leaders, Emotional

Suggestion Mesmerism can be a powerful tool in the hands of the truly devious. Making use of small, simple actions that slowly lull a subject into compliance via rapid hypnotic induction, this technique can render an individual extremely susceptible to suggestion in minimal time, often without the target even knowing they're being hypnotized. In the hands of a truly gifted hypnotist, this technique can even be used to alter the emotions of small crowds of people. Additionally, as it makes use of the most primitive group-forming adaptations of the brain, it can also be effective on less-sentient beings.

While the technique *can* give someone insight into the pre-existing emotions of a subject, these impressions are often tainted by the user's own emotional intelligence and can be flawed.

- **“You're feeling...”**

Use an Open Action Time to read the emotions of an Engaged or Disengaged Target until your next turn. The GM (or the player controlling the Target if it is not a Non-Character) should secretly roll a d6 whenever you read a Target's emotions. On a 1-3, the GM (or player) tells you a different emotion from the one the Target is actually feeling.

- **Precedent:** Small Group Hypnotism

- **Requirements: “You're feeling...”**

You can use Emotional Suggestion Mesmerism on two Targets simultaneously using the same Action Time so long as both Targets can see and/or hear you simultaneously.

- **“Maybe you're actually feeling...”**

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.

- **Special: “Come along, now”**

Emotional Suggestion Mesmerism can be used on any living being, including non-sentient targets.

- **Special: Hypnotic Movements**

Emotional Suggestion Mesmerism can only be used on Targets that can hear and/or see the user.