

## Power Sets

### LESSER MAGIC RING

MENTAL ASSAULT 

INVISIBILITY 

SFX *Area effect:* For each additional target of MENTAL ASSAULT, add a D6 and keep an extra effect die.

SFX *Gaze held:* You may step up or double MENTAL ASSAULT against a single target. Remove the highest rolling die and add 3 dice for your total.

Limit *Conscious Activation:* If you are stressed out, asleep, or unconscious, shutdown LESSER MAGIC RING. Recover when your stress is recovered or you awaken. If Mental trauma is taken, shutdown LESSER MAGIC RING until your trauma is recovered.

Limit *But trifles for the Elven-smiths:* If LESSER MAGIC RING power is included in a dice pool against an elf, shutdown LESSER MAGIC RING to gain a PP. Recover at the start of the next Action Order.

Limit *Dangerous for mortals* If a LESSER MAGIC RING power is included in a dice pool, both 1s and 2s count as opportunities (only 1s are set aside).

Limit *All thought bent upon it:* When a hero includes a LESSER MAGIC RING power in a pool, step up the Doom Pool.