

Mythus Mental & Spiritual Combat

Mental and Spiritual combat involves the use of a Heka-engendered Power or Casting against a foe with substantial Mental or Spiritual facilities. Mental or Spiritual combat is a two-stage process with each stage requiring one CT to execute.

First CT: The Link

- 1) The first stage involves establishing a "Link" with the target. In order to do so, the attacker must expend an amount of Heka determined by the desired attack form. This Heka must be expended regardless of whether or not the attempt is successful.
- 2) If the defender has an active blocking force of the appropriate TRAIT (such as Heka Shield, Mind Mask, Iron Will, or the Yoga K/S), a like amount of Heka is deducted from the Link. If the remaining Heka is skill greater than the target's MRCap/SPCap. the Link succeeds. If it is less, the Link falls. Any remaining Heka spent by the attacker may then be applied towards forging the Link.

Second CT: The Attack

- 1) The second stage involves determining the attack form. A successful Link allows an attacker to channel additional Heka on the following CT for damage - inflicting 1 point of Mental/Spiritual damage for every 1 point of the attacker's expended Heka.
- 2) The defender may have some form of Mental or Spiritual armor. If this is the case, a like amount of Heka expended for damage is subtracted.
- 3) If, after all applicable deductions, the Heka remaining is greater than the defensive total, the attack is successful, and defender is subject to the effect of Mental or Spiritual attack, in one of the forms listed below:

Mental Combat Attack Forms

Drain - This inflicts 1 point of Mental damage per point of Heka spent on the second CT. Deduct any Mental armor from total inflicted. Damage which equals or exceeds EL causes Dazing, and victim will have to make an Insanity check.

Paralyze - This requires the *Mind Warp* attack form, and it inflicts 1 point damage per point of Heka. For each point of damage from this attack that exceeds total of subject's MRPow+MRSpd, one BT of paralysis results. The same for each point that exceeds Mental EL.

Derange - This requires the *Mind Warp* attack form, and It inflicts 1 point damage per point of Heka. If damage from the attack exceeds the victim's M TRAIT, the derangement results for one AT per point cumulative.

Control - This requires the *Mind Control* attack form. If the attacker wins in a K/S vs. K/S contest, then the victim is controlled. There is no time limit, but the victim is Dazed and suffers an additional 1 point of damage/BT of control.

Spiritual Combat Attack Forms

Weaken - This Inflicts 1 point of Spiritual damage per point of Heka which the persona expends on the second CT. Deduct Spiritual Armor (if any) from total damage, and damage which equals or exceeds EL will cause Victim to go catatonic and have to make an Insanity check.

Demoralize - This inflicts damage and attempts to demoralize the defender. If the damage exceeds the defender's SMPow+SPPow, then the defender will flee for a number of ATs equal to the excess amount.

Confound -This does damage and seeks to confound and confuse the target. If the damage exceeds target's STRAIT, then all the target's Mental and Spiritual abilities are rendered Inoperative for 1 CT per excess point.

Subvert - This attack does no damage but seeks to subvert the target. It may be used but once per day. damage in excess of S TRAIT perverts the target (HP to EP, EP to HP). The victim follows the controller's mental commands, but appears normal. Victims cannot be made to directly harm friends or self, Each AT after the first, an SP CATEGORY roll at a DR determined by GM must be made to retain control. The victim may not be attacked Spiritually and ignores damage over EL while so controlled.

Defensive Castings

Mind Mask CANTRIP
Iron Will CANTRIP
Heka Defenses CANTRIP
Setne's Reverse Casting CANTRIP
Armor, Mental CANTRIP
Armor, Spiritual CANTRIP
Armor, Heka CANTRIP
Hauberk of Dedication SPELL
Influence of Jupiter SPELL
Willpower CANTRIP
Enhance Purpose SPELL
Confidence CANTRIP
Spiritual Shield CANTRIP
Psychic Shield CANTRIP

Offensive Castings

Wound, Mental CHARM – CG 4 DMC
Paralysis, Mental CHARM – CG 5 Black
Derange CHARM – CG 5 Gloomy, Black
Mind Control CHARM – CG 6 Black

Wound, Spiritual CHARM – CG 4 PCFT
Wound, Spiritual CHARM – CG 5 Black
Depression CANTRIP – CG 2 Shadowy
Demoralize CHARM – CG 6 Shadowy
Willpower Drain CHARM – CG 4 Gloomy
Willpower Drain SPELL – CG 6 Black
Spiritspain CANTRIP – CG 6 Sorcerer
Spiritual Submission CANTRIP – CG 7 Shadowy
Subversion CHARM – CG 8 Gloomy
Psychic Agony CHARM – CG 9 Gloomy