

POWER PROFILE: ILLUSION POWERS



Things in a super-powered world are quite often not as they seem, especially with those able to wield powers that deceive the senses or create a variety of false images, sounds, or sensations. Although illusion powers are not “real,” they can have very real effects by tricking their targets into doing things they otherwise would not.

THE ILLUSION EFFECT

Key for the powers in this profile is, of course, the Illusion effect (*Hero's Handbook*, pages 111–112), which has a broad range of applications. However, many illusion powers are not necessarily illusion effects, but based off other effects, like Affliction or Concealment, for example. The illusion or sensory impression may be a descriptor for a different game effect.

The Illusion effect's primary purpose is to fool the targets' senses into perceiving something that is not really there. If that is not a power's primary effect, then it may be based on an effect other than illusion. One example is an Illusory Affliction power (see **Offensive Powers** in this profile): false sensory impressions of the target suffering from some affliction, from a disease or binding to being on fire or covered in stinging insects. Although the descriptor is an illusion, the effect is an Affliction; the imagery is just a descriptor. Some of these illusion powers may have the Insidious or Subtle modifiers to reflect that the true origin of the effect is obscured, but they do not necessarily have to have a Linked Illusion effect as part of their game description.

Note that because the effect allows an Insight resistance check, Illusion's rank is limited by power level like any other resisted effect (this is also important for Illusion Resisted by Will.) However, given that the power level limit on an

Insight skill bonus is PL+10, the GM may choose to modify the power level limit for Illusion effects based on how the effect is used.

ILLUSION DESCRIPTORS

The following are the key descriptors for illusion powers and their particular implications.

- **Sensory:** The Illusion effect is a sensory effect. Illusory powers not containing the Illusion effect or other sensory effects (*Hero's Handbook*, page 93) may have the Perception Area extra or Sense-Dependent flaw to reflect how they act upon the senses.
- **Impression:** A sensory *impression* is an outside force that acts on the senses, causing them to perceive the illusion; so a visual impression is an actual image just as an auditory impression creates actual sound. Amongst other things, impressions are detectable to non-intelligent machines like cameras, microphones, and similar equipment, having a measurable real-world effect.
- **Hallucination:** A sensory *hallucination*, unlike an impression, exists solely in the subject's mind, which fools the senses into believing they perceive something that is not really there. Hallucinations are undetectable to targets lacking a mind (see **Mental**, following) and may only be perceived by specific targets, if the effect is Selective.
- **Mental:** Some illusions, particularly hallucinations, are mental sensory effects and defined as targeting