
MIND
CONTROL

Generic Totally Not Mind Control 1.0 By Burkess

Welcome to a world where nobody has mind control powers. You'll need these.

1000 Agency Points.

Locations:

1. This is just Earth, but people have some superpowers. Pick somewhere on the planet.
2. This is any setting of your choice, but people have some powers like the ones you can see here.

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Agency Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times.** Doing so provides an <u>additive bonus.</u>

Remember The Good Times: People have a flashback montage to all the good times you've had together with them before they knowingly or unknowingly take an action that will harm you.

Polaroid Moment: You can print photographs, drawings, and paintings of any moment you've experienced or witnessed, from any perspective of your choice. It could also be video footage.

Walking The Line: You know where people's loyalties lie, and what exact lines need to be crossed before they'll betray you or lose faith.

Loyalty: You know how loyal anyone is at any moment. To anyone. You can bring up a list of grievances and contributing factors that both earn and detract from someone's loyalty.

Negativity Sense: You can sense negative emotions, and focusing on them will tell you their source and what's causing them. You can also hear any negative thoughts and peer inside of people's feelings to learn what they hate.

Helping Hands: You know who is most in need of charity and help within a 20-mile radius. From a beggar who requires coins to eat today, to a noble who wants a wheel changed on their wagon, you have intimate knowledge of people's problems and what solutions they'd prefer.

The Demographic: You can assess the desires of groups of people and individuals and present stellar arguments based on you being capable of fulfilling those needs.

Passive Renewal: You emit an energy from your body that heals things within a 15-foot radius. It nourishes and restores the things it comes into contact with, causing plants to grow and old scars to heal. There's no corruption or wound you can't restore given enough time and exposure to your power. The effects of this regeneration are especially pronounced within you.

Empathy Powers: Grants the ability to experience the emotions and sensations that other people feel, and the power to share your own feelings and sensations with them. You can heal people by taking their pain, both physical and mental, and dragging it into yourself. This transfers their issues to you, healing them.

Transparent Intentions: Other people know with certainty if you're telling the truth or not, and if you have their best interests at heart. They also know if you actually care about them or not, or if you just want something from them. And they'll know if you're trustworthy and if you plan to trick or hurt them in some way. This has massive benefits if you have good intentions.

Their Way Out: Fate arranges meetings between you and desperate people who are caught in between a rock and a hard place. You'll be placed in a position to help alleviate their troubles and solve their problems.

Soul Gazer: Grants the ability to see ghosts, spirits, souls, and other supernatural phenomenon. By examining someone's soul, you can see a summation of who they are as a person. Others can see the same for you if you show them your soul.

Love List Cupid: Summons a cupid ally. They'll then scan everyone in a 25-mile radius and give you an itemized list of everyone who would want to be in a relationship with you or someone else you selected if they got to know you/them.

Said list is ordered based on compatibility and any other criteria you set, such as age, occupation, and so on. Your cupid feeds on love and grows more powerful the more of it they're exposed to, and with each match they arrange.

State Refresh: Your mind, as well as mental and emotional state, passively refresh themselves every 5 seconds. Touching someone shares this effect while you're in contact. It means you'll break out of any control effect, and it'll need to be reapplied constantly to do anything to you.

Full Immunity: Gains immunity to anything that alters your mental state or behavior. Magic, supernatural persuasion, drugs? If it tries to alter your mind or control your body, none of it touches you. You can toggle this on and off if you want to get drunk. Turning it on purges any altering effects.

Grant Free Will: Touching something either restores or grants it free will. This breaks any effects on the target that would prevent it from acting as itself. Can be used on anything.

Intent Reader: You can sense other people's intentions and know if they mean ill intent or not. You can also tell if they're being guided to do something by someone who has negative intentions.

True Or False: You know the exact percentage of how much of a statement you're told is a lie and what parts aren't true. It hones in on any form of lie, including lies of omission.

Bullshit Detector: If anything you're told isn't fully what someone believes the truth to be, you'll know. The longer they tell you lies, the more insight you'll learn into what they're hiding from you and what they hope to gain with these falsehoods.

Best Interest Sense: You, and anyone you'd like to grant this to, can tell if a choice is in their best interest or not. If it would have catastrophic results, the thought of it will bring you great trepidation. Meaningless choices that affect nothing won't ping at all. Good choices will feel good.

Advanced Danger Sense: You have a precognitive danger sense that warns you of a threat to anyone you care for, in time for you to do something about it. Before it happens. On a personal level, it helps you avoid attacks and other misfortunes.

Stat Sheet Printout: You can get an itemized list of people's wants and needs by thinking about said person, and see a series of meters that show you when someone's needs become more pressing.

Desires and Requirements: You gain precognitive knowledge of what people like and don't like, before they know it. This allows you to anticipate people's desires and satisfy them as they have them. You could also do the opposite of that. Allows for deep scanning of someone's preferences.

Walk A Mile In Their Shoes: Ability to completely put yourself in the shoes of another person and experience their perspective. Knowing how they'd react, feel, and think about situations. For the time you're using this, it's as if you are them.

Knowing Their Standards: You know what other people's standards are, as well as the bare minimum they'll accept. And what they see as going above expectations. In everything.

Want A Good Time: Grants mastery over planning fun and recreational activities. You throw the best parties, picnics, and spontaneous get togethers. You know when people need this sort of thing the most and what sort of activities to do so everyone has a good time.

Soul-Mate Ritual: Allows for the creation of soul mates, by taking a small sliver of both participants souls. And then grafting that sliver into the other person's soul. It allows instant sharing of emotions, internal energies, memories, and thoughts. There are no limits to the number of such bonds that can be formed or the number of participants. Leaving such a bond returns the soul pieces to their rightful owners.

Mental Model: You can bring up a hologram projection of a person or a group of people. They'll react to stimuli in the same way the originals would. They're limited in response based on how well you know the people in question. These holograms have no sentience.

Reading The Room: You have an instinct for stances to take that'll be better received, and automatically avoid subjects or statements that will cause offense.

A Perfect 10, for Anyone: You can transform yourself into a form others would find most attractive. It doesn't grant any supernatural powers, but any biological additions are fair game. Your body will always be able to sustain itself and move under its own power, regardless of what sort of creature you turn into. No matter how many limbs or tentacles, you might have. You can decide to focus this on multiple people and turn yourself into the closest thing they'd all agree on.

Best Impression: You always know how best to present yourself to come across the way you desire. It includes the clothes you wear, the tone of voice you use, everything. Every aspect of your presentation can be tailored to make you most effective at conveying a point or presenting an image. And you'll know how to do that.

Betrayal Sense: If you're going to be betrayed, you'll have a precognitive vision of it. This will happen in time for you to avert the events that were shown to you. You'll experience a feeling of relief once you've succeeded, to let you know you did.

Relationship Web: You can see strings connecting people. Examining the strings will tell you the nature of this person's relationship towards them, and their feelings in return. You can follow the web of strings to learn who feels what about whom, as well as assessing compatibility.

Telepathic Powers: You gain telepathy. The ability to read the thoughts of others and communicate with them in their minds. Your ability works over a long distance.

Easy Joint Ventures: Thinking of a task you'd like to work together with someone on will show you visions of the people most likely to help you do that. Ranked in order of who would be most helpful and who is most likely to say yes.

Mind Control Reflection: Passively reflects mind control attempts back to the user. They'll put themselves under their own control and suffer under the effects of whatever they tried to use on you.

Possession-Be-Gone: You can drive out unwanted ghosts, possessions, and any other being who is taking control of something that isn't their body with an act of will. It also forces out parasites and any other creatures that live on or inside of someone or something's body that you don't want in there.

Ascension: You can grant human-level intellect to any being. They also gain the knowledge of common languages, and the needed alterations to be able to speak said language. You can choose for beings you've ascended to also gain the Ascension ability.

Items:

Mind Controller's Anonymous: This is a support group you can form in every setting you visit. People who feel bad about using their mind control powers will visit and talk about their experiences and desires to quit. Flyers advertising the meetings will find their way to the people who would want help. Who shows up depends on what kinds of beings exist in the world you're in.

The Agency Blade: Picking up this weapon signs a pact between it and you to not use mind control or similar abilities. The weapon breaks mind control effects when it comes near someone afflicted by it, and it actively prevents the use of such abilities in its presence. Its stats scale with you as you grow stronger.

Memory Restorer: This is a small pen drive which flashes with a bright light when you press a button on it. It causes all memories to be restored. If someone had their mind tampered with, the effects will break, and it'll unravel.

The Art Of Free Will: This book teaches abilities similar to the ones you'll find in this doc to people who read it. They can study and learn to protect themselves. While holding the book, you can teach perks and abilities you know to other people. The learning rate is quite fast if it's something related to the book's subject.

Immunization: This is a supply of syringes filled with a drug that grants immunity to any substance that alters the mind. Venom, poisons, drugs, pheromones. You name it. After this shot, those won't work anymore.

Free Will Bombs: This is a supply of grenade-like explosives that give free will and intelligence to anyone within the blast radius. You could, for example, toss one of these into a horde of reanimated skeletons and watch them all decide to become their own people and abandon their necromancer.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Agency tokens, same as you got.

Annihilating Amber: She has mind control powers. But hates mind control and people who use it. She gained her name because she annihilates mind controllers. She'll join you for free if you agree not to use mind control.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Longer Stay: You'll spend 10 more years here.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Agency points as you spent. They don't like you and want to defeat you.

But Is It Mind Control?: You're plagued by the thoughts of if your actions are violating the will of another person or not. This is something you don't enjoy doing. You may lie awake at night, thinking of the times you've used your perks and if it was mind control or not.

Do they love me, or my perks?: You'll now question your relationships and wonder if you have them because of who you are as a person, or if it's because of your special abilities. This will require honest self assessment to get past.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?