

**Cyberpathy:** The character can communicate with and control electronics, and other electrical devices, with his mind. The character can cause an electronic device to perform any function it would normally be capable of performing, via mental control. For example, a Cyberpath could override programs, see through cameras, erase video, reprogram robots, etc. The maximum number of devices that a character can successfully control at once, is equal to the character's Intelligence. In certain situations, such as overriding computers or hacking into a database, the GM may require the character to his Roll Inventing Percentage to bypass security/data encryption that is installed on a computer (+5% for each turn the character is connected to the computer). Attacks as Lighting Control. PR=4 per use. Range/Radius = 1 inches.

**Telemechanics:** The Character can animate and control mechanical devices or even transform them into other mechanical devices at will. For example, a character could transform a car into a robot, and then have the robot carry out his commands. The character must use an Action to animate the device or devices and expend an additional action to maintain control each turn. The character can animate and control 100 lbs. of machinery x Endurance x level. So, a 1st level character, with an Endurance of 10, could control 1000 lbs. of machinery. Attacks as Transmutation. R = 1 inches, PR=1 per 1000 lbs. controlled, per turn.