

INSIDIOUS

Prerequisite: [Apocalyptic](#)

The weapon is adept at infiltrating from within a specific dimension, from computer networks, to life-forms to weird stuff like shadows or light, the weapon can insert itself at will and try to take control from within. N-Forms were the primary example of this sort of weapon in the Time War.

Effect

The weapon has an affinity for infiltrating and taking control of one type of 'system.' This works as the Hypnosis (Special) Trait except that there is no defence against it outside of the target expending 1 Story Point to avoid the effects for the rest of the scene. They will have to pay this cost for every scene in which they remain in the area of control.

The weapon can possess and control more than one target at a time by expending Story Points. The use of 1 SP will allow the weapon to control up to 3D6 targets of the appropriate type within line of sight.

The expenditure of 3 SP will allow it to control 3D6x10 targets within a mile. Expending 6 SP will allow it to control every appropriate target within a 3D6x10 miles. A massive 12 SP expenditure will allow the weapon to control every appropriate target within an area the size of England.

The only limitation to this Trait is that the weapon cannot 'regain' any Story Points that are being used for control (even if it possesses the Heart of a Black Star) until such time as that control is released.

The Special version of this Trait functions in the same way as the Major version, except there is no limitation on target types. Anything that is connected in a 'system' of any sort can be infiltrated and taken over. This reduces the weapon's Story Point total by 3.

[good](#), [major](#), [special](#), [apocalyptic](#), [gadgets](#)

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