

POSSESS

Prerequisite: [Alien](#)

This is technically the highest possible level of the Hypnosis trait. Possess allows the alien to take over another person and control their actions. While in the host body, the alien can make it do or say almost anything (though they cannot make the host kill themselves; their survival instinct is too strong for even that). Possessing someone is an exhausting affair, and if the alien has a normal body that it has left behind somewhere, it will need protecting (and may die of starvation if they're out of their body too long).

Effect

Just as with the [Hypnosis](#) Trait, the target will have the opportunity to resist becoming possessed (with an Ingenuity + Resolve test) The possessing alien receives a +4 bonus on their first roll to possess someone, though if they fail this every attempt that follows loses this bonus. The possessing alien can inhabit the body for as many hours as they have Resolve, though very powerful foes (such as the Family of Blood) could inhabit a body indefinitely. If they force the host to do something very against their nature (such as attack one of their friends) the victim will have another chance to resist. On a Fantastic result, the possessing entity may be rejected from the host completely! For additional information, see Being Possessed on pg.95.

[good](#), [special](#), [alien](#), [characters](#)

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