

# SLASHER POWERS

**Dramatic Entrances:** You know how to enter a room and can catch a character off guard. Go before another character on a Success.

**Flight:** You sprout wings and can fly!

**Hack and Slash:** Your attack skill

**Hide in Plain Sight:** Whether it's hiding in the shadows, or you can camouflage yourself to look like something mundane (like a doll), or even look like someone else, people just don't notice you .... until it's too late.

**Minions:** You have minions at your command. These may be evil dwarves from another dimension, silver flying balls that drill into your brain, or some other diabolical instruments of destruction. They can do your bidding, or be used to inflict damage in a fight.

**Mirror Travel:** If there's a mirror, or reflective surface, you can use it to travel to another location, with a mirror or reflective surface.

**Nighty Night:** You cause your victims to fall asleep for a number of rounds equal to your successes.

**Portals to Another Dimension:** You can take 1 turn to open a portal to your dimension. It stays open for a number of rounds equal to your successes.

**Quick Little Devil:** You're faster than a normal person, unnaturally fast.

**Quiet as a Stalker:** You're sneaky, and quiet. Eerily quiet.

**Real Charmer:** There's something about you that makes people pause for a moment (a number of rounds equal to your successes)

**Strong as A Psycho:** You're strong. Supernaturally strong.

**Swallow Your Soul:** A special life-force draining melee attack. Inflicts Wound damage.

**Soul Transfer Spell:** If needed, you can transfer a soul from one body (or inanimate object) to another. The spell takes 3 rounds.

**Wake the Dead:** You can't keep a good corpse down. You have a power, or serum, or some other way to raise the dead.

**You Won't Remember a Thing:** Your victims don't remember your encounters, believe they were a dream or a psychotic episode.