

Weird Science Gadget: Mind Control Helmet



The Mind Control Helmet looks like a traditional pith helmet covered in a web of thick tubes. When worn over the head, it allows the user to attempt to control the actions of another individual. This device functions in an identical fashion to the **Dominate** spell (p.254, *Keeper Rulebook*) including range (10 yards), opposed **POW** roll, **magic point** and **SAN** point cost. Stepping inside the mind of another is an unnerving experience.

To build: parts cost \$1000, requires 1d10+5 weeks, and a successful combined **Hard Electrical Repair** and **Science (Physics)** roll.

Image Tauruscat Dream Helmet by Tom Banwell

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