

Lifelink (3GP/1PP/A)

Cinematically: Through powerful necromantic spells, ethereal health transfer rays, or demon-penned mystical contracts, a character with this gimmick shares a powerful mystical bond with his minions and may sacrifice his own health to prevent his minions from being defeated in battle.

Mechanically: Faceless minions may not purchase this gimmick. When one of a character's minions is defeated or killed by an attack, trap, environmental hazard, or other game event, the character may activate this gimmick and suffer two Health Points of damage to prevent that minion from being taken out. This Health Point damage cannot be Resisted. Activating this gimmick counts as an instant action and may be performed at any time. A single use of this gimmick protects a minion from only one attack. However, the character may activate this gimmick as often as he likes, as long as he has Pool Points to spend and Health Points to sacrifice, to protect one or more of his minions from additional attacks.

If the character is not within sensory range of his minions, he automatically learns when one of his minions has been defeated and he may choose to instantly activate this gimmick to keep that minion alive. However, the character does not learn which minion (if he has multiple minions active) was defeated, nor does he learn its location or status. A character must possess a gimmick like Scrying or Scry Minions to be able to watch over his minions from great distances.

This gimmick can protect a minion from only so much abuse. If the attack that defeats the minion inflicts 30 Health Points of damage or more (say the minion is struck by a mecha weapon), this gimmick cannot protect the minion. Furthermore, if the attack that defeats the minion completely destroys its body (say the minion is eaten by a T-rex, thrown into a wood chipper, or blown up by its own Minion Trap), this gimmick cannot protect the minion. Finally, this gimmick does not work when a minion is infected by the Infect gimmick or destroyed via the Consume Minions gimmick.

Mecha: Mecha may purchase and use this gimmick as described above. Mecha suffer two Structure Points of damage each time they use this gimmick. This damage cannot be Resisted. Minion mecha struck by large area effect attacks or attacks that inflict 30 Structure Points of damage or more cannot be protected by this gimmick.

Lookalike (1GP+/0PP/A/FM/Cinematic)

Cinematically: Minions with this gimmick look exactly like their master and can serve as decoys or stunt doubles. A character can use his lookalike minions to appear to be in many places at once or confuse would-be assassins.

Mechanically: This gimmick is permanently in operation. All faceless minions that possess this gimmick look and sound exactly like their master. Physically, the minions still function like ordinary faceless minions in every way. They gain none of their master's knowledge or abilities; only their appearance is

special. If a lookalike minion is taken over by another character, through the use of gimmicks like Convert or Infect, the minion retains its original appearance.

A character who is familiar with the minions' summoner and suspicious of the minions may be able to tell the difference between a lookalike minion and the real thing. When such a character closely observes a lookalike minion (this counts as an action), the Narrator may make a secret Perception check for the character with a -5 penalty. If the check succeeds, the character realizes that the lookalike minion is an imposter. If the minion does something obvious to give itself away, the penalty to this Perception check is reduced to -2. Note that a character with Otherworld Sight can automatically distinguish a character from his lookalike minions.

By spending an additional Gimmick Point on this gimmick beyond its initial cost, the minions become totally indistinguishable from their master. No normal means of detection can successfully tell the difference between the lookalike minions and their master. Fingerprints, retinal patterns, unique odors, and even DNA sequences perfectly match. Only questioning the lookalikes regarding events that only their master knows about can distinguish the lookalikes from their master. Of course, a character with Otherworld Sight can automatically distinguish a character from even these augmented lookalikes.

Depending on the cinematic description of the way in which a character's minions die, killing a lookalike minion may make it obvious that the minion was an imposter (say, if the minion vanishes in a puff of smoke when destroyed), or it may make onlookers think that the actual character has just been killed (say, if the minion simply collapses when killed, just like a normal character would).

Mecha: Minion mecha may purchase and use this gimmick as described above. Minion mecha look just like their controlling mecha. Whether or not a minion mecha's pilot looks exactly like the original mecha's pilot is up to the Narrator.

Mindshare (2GP/0PP/A/FM)

Cinematically: Minions with this gimmick share their consciousness and knowledge with one another. Through a hive mind, bioware brain implants, or mystical soul bonding, minions with this gimmick always know what one another are thinking, feeling, and experiencing.

Mechanically: This gimmick is permanently in operation. A minion with this gimmick automatically knows what any of the other minions in its group are thinking, regardless of their distance from one another. If one minion in the group sees or learns something important, enters combat, or dies, all the other minions in the group learn that fact, too. This allows surviving minions to instantly respond to new information or make their way back to their summoner and give him this information. Mindsharing minions are often placed as guards in an area. Even if one minion is stealthily defeated, the other minions will automatically be alerted that something is amiss.



If the character summons additional mindsharing minions while other mindsharing minions are active, the new minions automatically become a part of the mindsharing group. Of course, dead minions cannot mindshare and if all mindsharing minions are destroyed before the character summons more, the information the destroyed minions gained is forever lost. Crafty characters have been known to summon several minions at once, send all but one on a mission, and keep the final minion on hand to report what the other minions discover.

Mecha: Minion mecha can purchase and use this gimmick exactly as described above.

Minion Battery (3GP/0PP/A)

Cinematically: This gimmick allows a character to use his minions as a walking energy source for himself. By accessing his minions' fighting spirit or leaching from his minions' power reserves, a character with this gimmick can use his minions to gain a nearly inexhaustible supply of power.

Mechanically: Faceless minions may not purchase this gimmick. This gimmick is permanently in effect. Whenever a character with this gimmick activates any of his gimmicks, he

may spend his minions' Pool Points instead of his own. The character can draw Pool Points only from his own minions that are still alive and within 50 feet of him. If the character currently controls converted or infected minions, he also gains access to their Pool Points. If the rule of pooling minion Pool Points is being used (p. 60), the character simply gains access to this giant pool of Pool Points to fuel his own gimmicks.

Mecha: Mecha may purchase and use this gimmick as described above to gain access to their minion mecha's Pool Points. A mecha must be within 100 feet times its Mecha Modifier of its minion mecha to use their Pool Points to power its gimmicks. Only the actual mecha gains access to these Pool Points, never its pilot.

Minion Combiner (3GP/3PP/S/FM)

Cinematically: Much like the Combiner gimmick for mecha, this gimmick allows faceless minions to merge together to form a larger, more powerful combatant. This new creation may take the form of an enormous beast, a grizzly patchwork of undead body parts, a massive anthropomorphic field of energy, or simply a larger version of the original minions.