

*Initial project was to make a challenge class with almost no real damage (just psionic/psychic assault), but many very nasty and powerful effects. It rapidly appeared that 1/ such a class isn't workable above normal difficulty and 2/ a randboss with these effects and means to deal real damage would be really lethal.*

*So a damaging tree (mindsabers) has been added. Presently damage output is more than decent and, while some effects have been nerfed, the class is rather powerfull and tweaks are probably required.*

### **Generics**

Cunning/Survival (1.0 locked)

Psionic/Mentalism (1.3 locked)

Technique/Combat training (1.0)

Psionic/Mental resilience (1.3 wil) \*

Psionic/Thrill (1.3 cun) \*

### **Class**

Psionic/Psychic Assault (1.3)

Psionic/Solipsism (1.3)

Psionic/Nightmare (1.3 level 10, locked)

Psionic/Zone of Control (1.3 cun) \*

Psionic/Discord (1.3 cun level 10, locked)

Psionic/Mental ailments (1.3 wil) \*

Psionic/Brain damage (1.3 wil) \*

[

*Foreign locked trees (mentalism, nightmare) are useless and the game can be won without them. But it lets the choice to the player. Nightmare is very popular and coherent with the class. And mentalists are probably supposed to have access to psionic/mentalism (even if I am not a great fan of this tree).*

*And yes combat training is unlocked. No reason to compel the player to go to Last Hope to buy it, IMHO.*

]

### **CLASS TALENTS**

#### **Mind control**

##### **Powerless**

cooldown = 10,

psi = 10,

range = 7,

Attack your target mind to render it powerless for 3 turns.

Powerless creatures cannot move and lose 5..40 physical, spell and mind power.  
Any damage you deal to powerless creatures make them feel more impotent and can increase the duration the effect by one turn (but the total duration can never exceed 4..7 turns). The chance is 1..4 times the percentage of their max life that the damage represents.  
Power reduction increases with your mindpower and can partly crit.  
Duration and maximal duration can crit for an extra turn.

### **Brainlock**

cooldown = 6,  
psi = 5,  
range = 0,

A wave of mental pressure erupts from your mind and attempts to brainlock for 2 turns all targets around you in a radius %d.  
Investments in this talent reduce its casting time ( 100-0% of a turn).  
You gain 6..20 extra mindpower to apply this effect, if your mind crits.  
At level 4, if your victim is already brainlocked, the previous duration is added to the new one.  
At level 5, the brainlock lasts one extra turn if your mind crits.  
At level 6, it is an instant talent.

### **Propaganda**

cooldown = 12,  
range = 7,  
psi = 10,

Diffuse misleading information to demoralize your foes and to manipulate their mind.  
Every foe in a radius 2..4 becomes manipulated for 3..6 turns, reducing their mental save by 10..45.  
Propaganda spreads rapidly and every turn there is a 20..45% chance that one sibling becomes manipulated, but the chance reduces by 15%% every turn.  
At level 3, your control over the spirit of foes manipulated by your propaganda is such that every time your mindpower overcomes their mental saves sufficiently, they have a 30% chance to become stunned or confused for 3 turns.  
Save reduction scales with mindpower and can partly crit.

[  
*Yes, fake news reduce your saves and can be confusing. And they propagate rapidly...  
No damage, but large range and useful to soften their minds. Chance to stun or confuse on brainlock.*  
]

## Hypnosis

cooldown = 20,  
sustain\_psi = 5,  
drain\_psi = (5+turns) \* maxpsi/100  
mode = "sustained",

Hypnotise a target within range %d.

Hypnosis lasts while the talent is sustained and the target is within range and in line of sight or dies. Hypnotized victims cannot move. They suffer from a 10..20 mental save reduction, 12..35 mind resistance reduction and they have a 12..35 chance to fail when trying to use a talent.

Every turn, they also have the same chance to be unable to maintain a sustained talent, and to have the duration of a single beneficial effect reduced or a detrimental effect extended.

They also take 5% of their max life as mind damage every turn, but they can still act.

At the end of each turn, they try desperately to break the hypnosis; they will wake up if a check of their best save against your mindpower is successful, with a 5% guaranteed chance of success, increased by 5..3% per hypnosis turn.

You can end the hypnosis by snapping your fingers to release the sustain. This finger snap will violently wake up to the hypnotized victim by dealing it 50%% of the damage already dealt during the hypnosis. While waking him, you will restore 15..45% of the consumed psi to your pool. If the victim succeeds to get rid of the hypnosis by another mean, it takes no damage, and no psi is refunded.

Hypnosis is exhausting to maintain and, while active, permanently drains 5%% of your max psi, increased by 1%% at every turn.

[

*Very powerful talent, but the psi drain is large and increases with time, which is a pain for solipsism.*

*Often difficult to evaluate whether to wake up the victim (for the mind damage and psi refund) or to wait (with the increasing risk of a break).*

]

## Brain damage

Hypochondria  
cooldown = 10,  
range = 7,  
psi = 8,

For 4..7 turns, you render your victim hypochondriac. Its fear of illness is such that, any time he takes any damage larger than 15..7% of its max life, he has a 13..30% chance to develop a

psychosomatic disease. These diseases can reduce one of its physical stats by 5..35 and do 7..50 blight damage per turn for 6 turns.

The effects scale with your mindpower and can crit.

Diseases are more likely to happen for mind damage.

[  
*Applies standard diseases, but the check on apply is is mindpower. Parameter identical to corruption/plague*  
]

### **Nervous breakdown**

cooldown = 12,

range = 7,

psi = 10,

You instill a nervous breakdown in your target.

For 4..8 turns, its accuracy is reduced by 15..45% and whenever it tries to use a talent, it has 15..40% chance to fail. When it misses you in melee or ranged combat or when a talent fails happens, this deeply upsets your target and it gets depressed for 3 turns, reducing his attack, spell and mental speeds by 20%% and its movement speed by 50%%.

Chance to fail and accuracy reduction scale with mindpower and can partly crit.

[  
*Accuracy reduction is based on main hand weapon. It is generous, but otherwise, there are no real effects.*  
]

### **Oblivion**

psi = 10,

cooldown = 12,

range = 7,

You brainwash your victim.

For 1..6 turns, it will feel its memory fade away and one sustained talent will go on cooldown. At level 3, one beneficial timed effects will also have its duration reduced by 1.

This talent can crit for an extra duration.

### **Insanity**

mode = "passive",

Your attacks against their brain deeply sap the souls of your foes.

Every time you inflict mind damage, there is a chance that your foe must save against your mindpower or go mad.

This chance is 1..5 and is increased by 0.2..0.5%% for every percent of your target maximum life that the damage represents. (for instance, if you deal 10%% of your foe maximum life, the probability is 1..11%%).

Madness can cause them to become confused, slowed or stunned for 3 turns and lowers resistance to mental damage by 15..35%.

[

*Similar to punishment/madness. But the same parameters were too powerfull with many ways to deal small mind damage. Hence the dam based chance. On the average should be more or less identical.*

]

## **Watchfulness**

### **Clairvoyance**

mode = "sustained",

cooldown = 10,

no\_energy = true,

sustain\_psi = 15,

While sustained, you deeply concentrate your mind on a zone of radius 1..4 around you. This gives you extra sensorial perception and you are able to feel the presence of any creature that lies within this zone of control. You also improve your ability to see stealthed and invisible creatures by 10..50 (scales with talent level and cunning).

When deactivating this talent, all the accumulated psychic energy will be liberated in a blast of psychokinesis that transports anybody in the zone up to 4..10 tiles away.

[

*Teleport away on deactivate is only an escape button, as losing the sustain is a real pain. May be removed...*

*Full ESP seems powerful, but it is done by giving ESP all and reducing the ESP range instead of using detect\_range/detect\_actor. This means that it will never be possible to have full ESP over range 4 when the talent is sustained.*

]

### **Mental ripost**

cooldown = 10,

psi = 6,

mode = "activated",

If sustaining clairvoyance, you passively gain a chance to retaliate for 4..80 mind damage, scaling with mndpower, to any damage dealt to you by someone in your zone of control. The chance is 2..4.5% and it is increased by 2..4.5 times the percentage of your max life that the damage represents (for instance, when damaged for 10%% of your max life, chance is 22..50%).

If you are sustaining mindsabers, retaliation is instead a melee attack with your mindsabers at 10%% mind damage.

In either case, this can only happen once per turn and per foe and may concern at most 1..5 targets.

Your mind is more likely to ripost when it is directly attacked.

You can also activate this talent to attack up to 1..5 random foes in your zone of control. This attack is identical to retaliation (mind attack or weak melee attack if sustaining mindsabers)

All the attacks performed by this talent cost 4 psi.

[  
*Extremely powerful talent. May require a nerf.*  
]

### **Caution**

mode = "passive",

You concentrate to resist enemies in your zone of control. Your concentration gives you 2..7 defense, ranged defense and mental save per foe in your zone of control (up to 5). This bonus scales with your mindpower.

All damage dealt by enemies in your zone of control is also reduced by 2..9%.

This only concerns enemies in your field of view.

[  
Yes, it is boring, but I had no better idea. Defensively useful.  
And it enforces the need to be close to foes.  
]

### **Psychoport**

cooldown = 18,

psi = 5,

points = 5,

You now completely master all your surrounding.

For 2 turns, the psychic energy stored in your zone of control allows you to psychoport in range 2..4.

Psychoport range depends on the radius of your zone of control and on talent level.

Psychoportation can be fast and the required time decreases with talent level. Presently it requires 100..45% of a turn, and thus you can psychoport between 2..3 and 2..5 times, depending on your energy, during two turns before the talent goes on cooldown when at 100%% speed.

This talent can crit to reduce transportation time.

[  
*Very fun talent that can be used several times before going on cooldown. I havent seen such a mechanism in ToME, but implementing it was straightforward. Great engine, indeed.*  
*Very powerful, too, but it is T4 and has a long cooldown.*  
*And mobility is required for a close-range class.*  
*Cannot be used if clairvoyance is on cooldown.*  
*The cost is low, but is is paid on every psychoport.*  
]

## **Mindsabers**

Mind Sabers

cooldown = 0,  
mode="sustained",  
sustain\_psi = 10,  
no\_energy=true,

When sustained, your mindstars decome direct extensions of your mind. You can not longer use regular melee attacks with them, and their raw damage is reduced.

But you can react very rapidly and any time your mind directs an attack with a mindsaber, you deal another strike for 10%% mind damage. This can only happen 1..5 times per turn, but only once per target.

These attacks will only be triggered if the mindstars are directly controlled by your mind : psionic talents, automatic attacks and attacks by a telekinetic weapon.

You also learn a talent that allows you to attack any target in range 2..4 with your mind sabers for 10%% mind damage.

Each extra strike costs 2 psi.

[

*Yes 10%! Have you ever tried to manipulate mindstars directly with your mind? It requires some practise, but is not very difficult indeed. But definitely you cannot put any strength in your blows and 10% is already largely overestimated.*

*Normal attacks are forbidden. 1/ To enforce the uniqueness of the class. 2/ And because randbosses with mindsabers and dissolve or flurry would be too powerful.*

*Implementation was somehow complex. It is done with a dynamic talent blacklist. It is managed by 1/ a superload of engine/ActorTalents/useTalent that marks psionic (legal) talents in a turn\_procs and discards blacklisted talents. And 2/ an attackTarget hook, that will blacklist an attacking non legal talent. Initially, the blacklist only contains T\_ATTACK, but it will be filled as talents are used by actors using mindsabers.*

*Instant and zero CD, because this talent is vital for mentalists.*

*I initially considered maintaining a static whitelist of talents allowed to attack but without any bonus or extra attack. But with an instant talent, it is sufficient to deactivate the talent to use them.*

*]*

### **Brainsmashing sabers**

mode = "passive",

Focus the power of your mind on your sabers.

All mindsaber attacks deal 6..75 mind damage on hit.

At talent level 5, this extends to a radius 1 around the target.

Damage scales with mindpower and can crit.

[

*Here are the procs! ~25% of psionic/mind sear. May require a nerf.*

]

### **Whirling sabers**

mode = "sustained",

no\_energy = true,

sustain\_psi = 0,

cooldown = 8,

You learn to focus your mind in order to rapidly whirl your mindsabers around you.

This will deflect damage from you, giving projectiles targetting you a 5..30% chance to miss and to be deviated up to 1..3 tiles away.

This also makes hitting you more difficult and melee damage against you is reduced by 5..25%.

All damage that you get is also partly dissipated by the the speed of the sabers and is reduced by 1..5.



Whirling sabers around you requires concentration and this will reduce all damage that you deal by 8..16%.

At level 5, your sabers are swirling so rapidly that foes attacking you in melee have a 10..30% chance to injure themselves with your swirling sabers taking 10%% melee damage. This can only happen once per foe and per turn and each attack costs 4 psi.

[

*Very powerful defensive talent, especially at TL 5.*

*Flat reduction is almost required to protect from retaliation with all the attacks that mindsabers can perform.*

*Damage reduction is important (-8..16% inc\_damage all) and compensate the defensive bonus.*

*User can choose either to be offensive, without defense bonuses or to be defensive, but to lose some damage.*

]

### **Flying Sabers**

psi = 10,

cooldown = 10,

Fly your sabers on them.

Focus your mind to attack a target in range 4..7 hitting it twice with your mindsabers for 10% damage.

For this distant attack, your weapon procs are reduced to 45..95%.

[

*Powerful long distance attack, partly compensated by the procs reduction. May require a nerf.*

]

### **Discord (lvl 10 locked)**

#### **Bribe**

psi = 15,

points = 5,

range = 7,

cooldown = 25,

Try to convince a foe to join your faction for 3..5 turns.

Most of the time, mental persuasion is insufficient and you have to add 5 gold increased by 0.5..3% of your current gold. All foes can be bribed, but the payoff is multiplied by the foe rank.

When getting richer, your foes will be greedier and this amount can grow rapidly with your cash.

A bribed foe starts attacking your enemies and becomes immune to any damage that you deal for that period, but any damage done by you over 12..30% of its max health will upset it and reduce the duration of the bribe effect by one turn.

If a bribed character succeeds to kill one of its ex-fellows, all foes in radius 2..3 around him are horrified by this betrayal and have a 25..45 chance to become paranoid or panicked for 3 turns. When the crook dies, you have a 20..100% chance to recover part of the bribe (but never more than 5..15% of it).

This talent can crit for 1..3 turns of extra duration.

The knowledge of money that you develop also passively increases your ability to find gold by 8..16%.

[

*Why not money based talents?*

*This one is expensive and rapidly grows with player money. For a rank 5 boss, it costs ~30 at 1000 gold, ~450 at 10000 gold and grows rapidly after (15000 gold at 100000 gold).*

*Money increase is done with a superload of incMoney. I initially used money\_value\_multiplier, but it only applies to drops and its effects were insignificant. With an increase of 8..16% and a bribe cost of 3..5% of your gold, it is possible to bribe 5..10 foes without real changes in your standard of living.*

*But the money cost forbids to spam this talent.*

*Money recovery on die is very limited and is just for the fun to find a big stack of gold on a dead boss.*

*Summons of a bribed enemy will remain your friends even after the bribe is over. Let's say it is a feature (but I do not know how to change that without overloads). Maybe a hook on summon could be useful.*

*Initially it was some kind of a joke talent but it may be useful in case of emergency to recover from difficult situations. But beware, your new friend will follow you if he is not occupied to fight enemies.*

]

### **Ventriloquy**

cooldown = 10,

psi = 10,

range = 7,

You select a target and emit from its position a shriek that deals 30..60 physical damage in a radius 2..5.

Everybody around the target thinks it is the source of the damage and this unexpected behavior confuses all enemies in radius for 3..5 turns (power 20..40).

The target does not take any damage, but it will be confused and feel guilty for the same duration. Guilty characters suffer from a 30% damage reduction.

The damage scales with your mindpower and can crit. Effects duration can crit for an extra turn.

[

*No roguelike without ventriloquy!*

*The physical damage is symbolic for a level 14 talent, but foes need a reason to be upset.*

*I initially planned a different talent. Instant activation and for the next turn, you can use a talent as if you were at the foe position (including targetting) . Plus of course confusion for foes that see it. But I did not succeed to implement it...*

]

### **Suspicion**

psi = 5,

cooldown = 10,

range = 7,

Mentally suggest the target that there is a traitor around him. For 5..8 turns he will become paranoid giving him a 20..45% chance to attack any of his sibling. If an attack succeeds, the victim becomes paranoid for 5..8 turns, giving it a 20..45%% chance to physically attack a nearby creature, friend or foe, and potentially transmitting paranoia.

If the target is hypnotized, fear immunity is ignored and the mental suggestion always succeeds.

This talent can crit for an extra duration and chance to attack.

### **Revolution**

cooldown = 30,

psi = 25,

mode = "activated",

range = 7,

cooldown = 45,

Use your mental skills and your gold to ferment a revolution among your foes.

When activated, you mentally try to persuade creatures in a radius 1..4 to revolt against their faction for 3..7 turns.

Bosses and higher ranks are immune, but other creatures in the area have a 40..70% chance to revolt against them and to join the rebel faction.

Rebels are so exalted that they gain 10..20% global speed and forget their current target.

Loyalist creatures are so surprised by this revolt that they have a 20..50% chance to be stunned or confused for 3 turns and a 30..60% chance to forget their current target.

.

Organizing this rebellion is expensive and requires x gold plus x% of your current gold per chief (boss or higher) in the area.

.

This talent can crit for an extra duration and chance to revolt.

[

*Another joke talent, but it is powerful (which is required for a level 22 talent).*

*Gold costs forbid any kind of spam. For 2 bosses, it should be similar to bribe.*

*The rebel faction is created if required at talent gain. They are hostile to all other factions.*

*Same problem as bribe for summons.*

]

## GENERICCS

### Mental resilience

#### Mental resistance

mode = "sustained",

sustain\_psi = 5,

cooldown = 15,

You enter a state of deep mental concentration that hardens your mind and diverts part of any damage that you take to your it.

When sustained, 6..18% of all damage you take is converted to mind damage.

You also gain 4..40 mindsave, 6..30% mind resist, 2..10 mind damage affinity and 1..5 mind resistance cap.

Save and resistance scale with mindpower.

#### Psychotherapy

cooldown = 12,

no\_energy = true,

#### Mens sana in corpore sano

You know the importance of the balance of physical and mental health and you concentrate to cure both.

For 5 turns you convert 5%% of you max psi to 1.5..4 times this amount in health (%d).

At the end of each turn, if your psi is below your solipsism threshold or if you are already at full health, you instead increase your psi pool by  $1.5 \cdot 4 \cdot 5\%$  of its max value.

The first session of psychotherapy is always very beneficial and its effects are doubled.

Psi to health conversion and psi restoration scale with your talent level, your mindpower and your solipsism threshold and can crit.

Psychotherapy is only usable if you have a solipsist threshold.

This kind of therapy is good for your health and you also passively gain 5..20% increased healing.

[  
*Heal + anti solipsism regen.*  
*Instant, but can (should?) be changed.*  
]

### **Tranference**

psi = 20,  
cooldown = 20,  
no\_energy = true,

Select a target within range (or yourself) to initiate a process of mental transference. For 2..5 turns, the target will transfer one detrimental timed effects to 2..4 of your foes within range 2..4 with a chance of success, losing the effect.

This process is mentally exhausting and every turn with at least a transfer, the target takes 7% of its max life as mind damage.

If the target no longer has any detrimental effect, the transference stops.

If no foe are in the transference range, no effect is transferred at this turn.

At level 1, transference only concerns mental effects.

At level 3, it also concerns physical effects.

At level 5, magical effects can also be transferred.

This talent can crit for an extra duration.

Some powerful effects cannot be transferred to others. They will be removed if the caster is also the target of the transference.

[  
*Can be used on the player (to get rid of nasty effects) or on foes (to spam debuffs and for the mind damage).*  
*I do not know how to explain its use to the AI. I just set a tactical for the CURE, but the AI do not seem to use it.*  
*Not all effects can be transferred. "Other" of course, but also some very powerful effects or if it can induce a buggy behavior. There is static blacklist, with presently transference itself,*

*hypnotize, bribed and inner demons, but others talents will be added as required. Note that blacklisted effects are still suppressed from the player, but not transfered.*

]

### **Mental revolt**

mode = "passive",

Your mind revolts against the pain.

Whenever you take damage over 7..3% of your maximum life, your mind revolts and you have a chance to reduce by one the remaining time of every detrimental effect on you. The chance is 1.4..4% and it is increased by 1..3.5 times the percentage of your max health that this damage represents (for instance, if you are damaged for 10%% of your max life, the chance is 11..40%) This reduction can happen several times per turn, but is limited by the current number of detrimental effects on you.

For mind damage, the chance is increased.

At level 5, a damage over 20% of your max health will also have the same chance to completely strip a detrimental effect. This can only happen once per turn.

[

*More clearly, if you have 5 detrimental effects, you can have 5 reductions of the duration of one effect by 1 per turn. Chance is tested for every effect at every damage taken over the threshold, but never over the initial number of effects.*

*Very powerful and difficult to tweak.*

]

### **Thrill**

#### **Thrill**

mode = "passive",

Critical hits are good for your self esteem.

When you deal a critical melee or mind attack, you gain a stack of thrill for 4 turns. Thrill stacks 4 times and each stack gives you 4..10 critical power.

This can only happen once per turn.

Additionally, you passively gain 4..15 chance to critically strike with you mind and melee attacks.

Unrelenting

psi = 10,

cooldown = 15,

no\_energy = true,

Thrill gives a relentless will to overcome your foes.

For each stack of thrill, you gain 2..5 global speed, 16..40 movement speed and 4..11 mindpower. You also gain the same amount of bonus mindpower to overcome mindsaves when trying to apply an effect.

At level 5, all your mind damage gains 1% chance to brainlock the victim per stack of thrill.

If you have 4 stacks of thrill, critical hits feed your ego and cures your mind and your body. Mindcrits give you 0.6..2.5 psi, and physical crits heal you for 0.6..2.5.

This talent can also be activated to render you unrelenting for 5 turns. While unrelenting, you improve your mindpower by 8..20, increased by 2..5 for every stack of thrill that you have on enter.

Overcoming a target mind improves your self-confidence. Anytime you inflict mind damage or try to apply an effect while unrelenting, you check the power of your mind, and if your mindpower outplays the target saves, you improve your mind damage and penetration, and your mind speed by 1% up to 6..30 (it can happen up to 6..30 times per turn and this number can crit). If you are sustaining mindsabers, their side damage is also increased by the same value. You can only activate this talent if you have one or more stacks of thrill. You will lose all your stacks when becoming unrelenting, but while the effect is active, you can gain 2 stacks of thrill per turn.

[

*The movement bonus is generous but the class needs mobility to position close to foes.*

*For the active unrelenting talent, the gain is less than it appears as the maximum can only be reached on the last turn and the average value will be half this value (even for shalores as extending the duration reduces the gain per turn).*

*The mindpower vs mindsaves test is done by a superload of checkHit and on\_set\_temporary\_effect.*

]

## **Empath**

psi = 20,

cooldown = 12,

Your thrill makes you empathic.

When activated, you are healed for 10..140.

This is done by siphoning life from random foes in a radius 2..5 around you and if no foe is present, you cannot use this talent.

If there are at least two foes, two of them will empathically share this pain.

Then for 2..6 turns, they will become empathic, taking 20..50% of all damage dealt to other empathic targets.

If you have one or more stacks of thrill, the number of concerned foes is increased by the number of stacks and the initial heal is improved by 8..12% per stack.

At level 5, damage taken by empathic characters will also empathically heal you for 1..3% of the damage.

Initial heal increases with your mindpower and can crit.

Empathy duration can crit for an extra turn.

Activating this talent will consume all your stacks of thrill.

[

*Great talent, that heals, deals damage and braids foes.*

*Heal and damage is rather small (~25% of aegis/arcane reconstruction)*

*Empath strength is similar to braid.*

*Coherent with a "mentalist" class, not really with the "thrill" thema of the tree. The loss of all thrill stacks is a real pain and compensate the power of the talent.*

]

### **Hubris and Nemesis**

cooldown = 50,

psi = 25,

mode = "activated",

no\_energy = true,

Thrill makes you think that you are invulnerable and that no one in the universe can resist the tremendous power of your mind.

You use your inner mental strength to heal to full health, to clear of all your nasty effect, to psychoport you to your strongest foe and to apply all foes in radius one 20..350 mind damage.

Then for 3..4 turns, you enter an hysteric frenzy gaining 16..32% global, attack, spell, mental and movement speed, critical chance, all damage modifier and resistance penetration.

If you have one or more stack of thrill, you also gain half this bonus per stack and the duration is increased by one if you have three or more stacks.

Thanks to Hubris excitation, you can gain two stacks of thrill per turn.

But after the hubris frenzy, your mind rebels against such an arrogant and insane behavior.

You are struck by a terrible Nemesis that deals you 100%% of all damage dealt by you during the hubris as mind damage every turn during 8 turns.

Nemesis can never deal more than 270..220% of its victim max life per turn.

If you have one or more stack of thrill, this will reduce the per turn max damage (by 2..4% per stack) and you gain 1.5..4 mind resistance per stack.



You will also lose half your mindpower when entering Nemesis and every avenging strike is accompanied by an attempt to either stun, daze, confuse, or to make you feel guilty, paranoid or panicked for 3 turns. You will be so terrified by the Nemesis that you cannot gain any thrill during that period.

You lose all your stacks of thrill when entering either Hubris or Nemesis.

You cannot enter Hubris without several foes within range 3 of you.

This talent can crit for an extra Hubris turn.

[

*Another joke talent.*

*You are healed at full health and gain insane bonuses for 3 turns, but after you are dealt damage of several times your max life with nasty effects for 8 turns...*

*But surviving Nemesis is fun and challenging (but doable if you are prepared).*

*And this is a useful "oh shit" emergency button for desperate situations.*

*Nemesis is an "other" talent. Sorry for shalores.*

*Obviously an AI trap and forbidden on randbosses.*

*Completely coherent with the "thrill" theme, but not really with the mentalist that is supposed to always keep its self control...*

]