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The Mentalist Framework: Revision

Proposal: Reworking the Mentalist Framework in order to provide better power synergy within each individual set, as well as provide better flow and purpose for each set. This will be accomplished by:

1. Splitting the Telekinesis Powerset into two distinct Powersets;
 - a. Ego Constructs and;
 - b. Telekinetic Assault
2. Re-evaluating pre-existing powers in terms of placement and tier
3. Changing specific powers to become 'common' across all Powersets in the Mentalist Framework
4. Fix broken and/or under-performing powers/advantages within the Mentalist Framework
5. Adding new powers to fill out the gaps in the new Powersets
6. Redesign and create inherent mechanics for Telekinetic Assault and Ego Constructs (Ego Leech and Mental Incision, respectively)

Reasoning: The Mentalist Framework taken as whole is solid, and it is generally easy to build good characters by working mostly or solely with powers provided in Telepathy and Telekinesis. Individually, Telepathy can build a good support character (that is lacking in damage), and Telekinesis is very schizophrenic, offering little to nothing in the way of in-set synergy, and its 'schtick' of Ego Leech is a confusing effect that rarely confers its benefit due to its restrictive parameters.

The Telekinesis Powerset seems to have been cobbled together from two distinct Powersets that never got fleshed out. Instead of trying to force these two conflicting aspects (high-damage melee attacks vs. large area AE knock-backs with high Endurance costs), reverting them to being independent of each other and taking the time to fully realize the new powersets potentially adds:

1. Better constructed powersets with more distinct foci
2. Additional powers and build options for players

Risks: Any major adjustment risks upsetting a portion of the player-base, and re-evaluating power placement and tiers could potentially leave some builds broken, so a Free-Retcon issuing is recommended. Additionally, the creation of new powers and the adjustment of pre-existing powers could potentially leave them in a non-optimal state of either over- or under-powered. Ideally rigorous testing will weed out such anomalies. The sheer quantity of powers that need to be built or re-built

poses a problem as well, due to time constraints and the need to test the new powers.

Creating new combinations of powers that can potentially be used to create an unforeseen 'broken' situation is an ever-present danger. This danger has different impacts in PvE and PvP. Some proposed changes may not cause specific problems in PvE, whereas in PvP it might cause uproar. Specifically, any power that can effectively limit the mobility of another player must be carefully monitored, despite not functionally restricting any other options. A control-heavy set like Telekinetic Assault may become too big of a problem to effectively implement.

Goals: In the light of reassessing frameworks to provide better synergy to specific characteristics, this framework revision aims to give Ego a real home in the mentalist sets. It is not specifically tied to many powers, but by tying key features within the mentalist sets to Ego, it opens up synergistic options within the framework (such as the ability to make an Ego Tank that utilizes mental feedback damage), and also provides a throttle for specific abilities to limit the potential of creating an overperforming combination with powers outside of the mentalist framework.

The mentalist revision will also create a better in-set synergistic focus for any particular set. For instance, Telepathy will be able to better and clearly support a team with healing, control, and miscellaneous support while dealing decent damage; Ego Constructs will continue the lineage of Ego Blades of being a high-damage melee set, but with additional options for a defensive play-style; Telekinetic Assault will become a fully realized set – rather than an after-thought – that clearly thrives when played aggressively to control and position enemies.

The creation of new powers and paradigms within the Champion's Online build system is not an overt goal, but a clear benefit of following through with the proposed revision.

PART 1: Dismantling Telekinesis

1A: The Current State of Telekinesis:

Energy Builder

- Kinetic Darts

Tier 0

- Ego Weaponry

Tier 1

- Telekinesis
- Ego Blade Frenzy
- Telekinetic Shield

Tier 2

- Ego Choke
- Ego Hold
- Ego Form
- Ego Surge
- Telekinetic Eruption
- Telekinetic Wave

Tier 3

- Ego Annihilation
- Ego Blade Breach
- Telekinetic Maelstrom

1B: Proposed Deconstruction:

- Kinetic Darts:
 - Renamed Kinetic Bolts
 - Moved to Telekinetic Assault
- Ego Weaponry:
 - Renamed Ego Blade Assault
 - Moved to Ego Constructs
- Telekinesis:
 - Becomes Common Mentalist Power
- Ego Blade Frenzy:
 - Moved to Ego Constructs
- Telekinetic Shield:
 - Becomes Common Mentalist Power
- Ego Choke:
 - Moved to Telekinetic Assault
- Ego Hold:
 - Moved to Ego Constructs
- Ego Form:
 - Moved to Ego Constructs
- Ego Surge:
 - Becomes Common Mentalist Power
- Telekinetic Eruption:
 - Renamed Ego Eruption
 - Becomes Common Mentalist Power
- Telekinetic Wave:
 - Moved to Telekinetic Assault
 - Moved to Tier 1
- Ego Annihilation:
 - Moved to Ego Constructs
- Ego Blade Breach:
 - Moved to Ego Constructs
 - Moved to Tier 2
- Telekinetic Maelstrom:
 - Moved to Telekinetic Assault

1C: Purpose and Play-style for the New Sets:

Ego Constructs:

Conceptually revolves around the idea of Ego Weaponry, and manifesting objects with the mind. Primarily melee-focused set, with some utility effects. Melee focus is typically high-damage burst, with a new mechanic (Mental Incision; see below) to reinforce this purpose. Single target attacks are hard and fast (click and charge), area attacks are only maintained.

Innate Characteristic: Matter Manipulator (Ego/Con)

Play-style: Ego Constructs can be used to build offensive or defensive melee characters in conjunction with a well-rounded set. The offensive/defensive potential is very flexible, and demands quick-thinking and threat-assessment to maximize the potential of in-set synergy. The focus on single-target damage provides a play-style that is set to neutralize larger threats quickly and efficiently. Since there are no area-effect burst damage abilities available, the set is weakest against large numbers of smaller targets, which is consistent with the weakness of its passive defense ability.

The inherent mechanic – Mental Incision – builds slowly and on a select few abilities. Thus, as the battle wears on an Ego Construct based character, their ability to stay in the fight drops considerably, but their potential to quickly defeat their enemy increases. With the use of the Ego Barrier power, this potential can be inverted.

Telekinetic Assault:

Conceptually revolves around using mental force to manipulate opponents and objects. Ranged attack set with a variety of positioning and 'control' effects. Includes clicks with a short cooldown and multipurpose powers to reward combat awareness and tactical use. Reworked mechanic of Ego Leech (see below) to reward forward thinking and 'set-up' time. This powerset also allows believable Gravity, Magnetism, and Kinetic Characters to be made.

Innate Characteristic: Mastermind (Ego/Int)

Play-style: Telekinetic Assault rewards players for tactical use of their various abilities to position and control enemies. It demands quick and forward thinking to determine where to best place enemies, and has several methods to keep an enemy at a specific position. Telekinetic Assault plays fast and furiously, utilizing many short-cooldown abilities to prepare enemies for the brutalization of higher tiered powers.

Telekinetic Assault is about building and maintaining battle momentum. Ego Leech provides its benefit mainly during longer and exhaustive fights where it can be siphoned for additional energy. Maintaining Ego Leech on multiple enemies during a fight is part of the meta-game of this powerset, but is streamlined such that Ego Leech is applied naturally as enemies are positioned and controlled.

Telekinetic Assault is not about burst damage, but rather crescendos over time. It peaks when enemies are exactly where the player wants them, and can finish them off with upper tier attacks. The new passive support option present in the set enhances this play-style, creating an effective positive feedback loop in conjunction with Ego Leech.

A Telekinetic Assault based character is weak against a single strong opponent. More opponents are more opportunities to apply Ego Leech, and therefore fighting multiple enemies increases battle momentum. A single strong opponent can be dealt with through the same various control and damage powers, but requires much more effort to maintain energy.

PART 2: Broken; Fixed

2A: List of Underperforming Mentalist Powers:

Telepathy:

- Empathic Healing: Interruptible maintain makes this power extremely situational, and therefore generally not useful
- Ego Sleep: Only on-damage-break Hold in the game; very long charge for very little benefit (tiny area of effect); much more situationally useful than any higher-tier Hold effect
- Ego Sprites: Very useful at low levels, but damage trails off at higher levels
- Psychic Vortex: Feedback damage happens infrequently and for very low damage
- Mind Lock: suffers from the erratic behavior of all Confuse effects; does not prioritize attacking allies over enemies (possibly working as intended)

Ego Constructs:

- None

Telekinetic Assault:

- Telekinetic Maelstrom: high endurance cost for damage comparable to lower tier powers, and has a smaller area of effect; Mag 3 Hold for short duration not a good enough justification for drawbacks

Common Powers:

- Telekinesis: Ego scaling not comparable to strength, and requires ranking to make up the difference; clunky usability (may not be solvable; possible technical limitation); not worth the investment in terms of power and advantage points

2B: List of Underperforming Mentalist Advantages:

Telepathy:

- Empathic Healing; Empathic Amplification: underperforms mainly due to restrictions inherent to Empathic Healing; may need to change functionally with proposed changes (see below)
- Ego Sprites; Slave Mentality: Heals for very little, not worth the advantage points for most builds (most likely working as intended)
- Psionic Healing; Psionic Emanation: suffers from irreparably broken tooltip which does not state the chance to proc the AE effect increases with charge time (may not be solvable; technical limitation)
- Mind Lock; Befuddling Rage: due to behavior of Confuse effects, increasing the damage of a Confused target is of very dubious value, and generally dangerous to the caster
- Psychic Vortex; Single Minded: of dubious use for a dubious power; chance to proc stun is low, and power is already likely not to see use

Ego Constructs:

- Ego Blade Assault; Sever Thought: completely non-functional in PvE as NPCs do not obey the same Endurance rules players do
- Ego Blade Breach; Domineering Will: mostly non-functional in PvE (as very few NPCs have the ability to Block), and the magnitude of the Stun is not high enough to actually function through a player blocking, making it non-functional in PvP
- Ego Annihilation; Mindful Inversion: Very situational advantage generally not worth the points; more mileage out of rank 3 than rank 2 + advantage

Telekinetic Assault:

- Kinetic Bolts; Incisive Wit: No longer pertains to the framework it exists in; as an alternative means to proc Id Blades it is unpredictable (possibly working as intended)
- Telekinetic Wave; Psychic Tides: completely non-functional in PvE as NPCs do not obey the same Endurance rules players do
- Ego Choke; Garroting Grip: effect not worth the points; effect not comparable to other custom advantages of the same tier
- Telekinetic Maelstrom; Expansive Intellect: should be part of the base power

Common Powers:

- None

Special Note: the performance of Mind Link (Mentalist T4) will have to be evaluated after the suggested changes are implemented, as it may prove much more useful with the new tools provided.

2C: List of Broken or Overperforming Mentalist Powers and Adv.:

- Ego Choke: Rank 2 has a 100ft range, whereas Rank 1 and Rank 3 have a 50ft range.
- Ego Storm; Malevolent Manifestation: Power does not properly apply its cooldown if deactivated before the full duration is reached
- Ego Placate; Svengali's Guile: Resistance debuff can potentially stack infinitely, but in practice only about 13 times if spamming Ego Placate non-stop.
- Telepathic Reverberation: Applies inconsistently when using out of framework Holds/Confuses; may not apply until controlled target takes damage

2D: Miscellaneous Changes:

After the Melee Patch, most/all overperforming powers have been adjusted appropriately. There are some miscellaneous changes that depend on the Telekinesis Deconstruction:

- Ego Blade Breach: Competes heavily with Ego Annihilation, though both are good attacks; moving this power to Tier 2 will provide a better flow to the Ego Construct melee attacks and partially remedy this situation. Suggested damage reduction between 15 and 25% (testing will provide a better feel for the proper numbers)
- Telekinetic Wave: This attack only affects 3 targets, and has a fairly short range, though wide cone, and the damage is unimpressive. Can safely move it down to Tier 1 without major modifications; possible damage reduction between 5 and 15%

2E: Suggested Fixes

Unless otherwise specified, all adjusted, redesigned, and new advantages cost 2 advantage points.

Telepathy:

- Empathic Healing: No longer interruptible; Animation no longer roots player; Initial and maintain cost doubled; Healing standardized across all ticks; Total healing reduced (amount of reduction to be determined based on possible PRE scaling overperformance – ideally scale back the upper-bounds of the power)
- Empathic Healing; Empathic Amplification: Advantage redesigned; if fully maintained on a target other than yourself, Empathic Healing grants the Empathic Amplification Buff for 10 seconds. This Buff increases the effect of all Healing abilities used on the target by 15%. This buff does not stack; another application only refreshes the duration.
- Ego Sleep: Decrease Charge Time to max of 2 seconds; adjust Ranks of power to the following:
 - Rank 1: 0-10ft AE (based on charge); 2.5 Hold for 10 seconds
 - Rank 2: 0-12ft AE (based on charge); 2.5 Hold for 12 seconds
 - Rank 3: 0-15ft AE (based on charge); 2.5 Hold for 15 seconds
- Ego Sleep; Plagued by Nightmares: Function generally stays the same; upon waking, affected enemies suffer some damage and become Feared
- Ego Sprites: Evaluate impact of DoT at higher levels, considering the increased likelihood of heavy mitigation; increase damage as necessary
- Telepathic Reverberation: Properly applies Telepathic Reverberation when an enemy is Held, Confused, or Feared by you, regardless of source. Telepathic Reverberation can be re-applied after the original 3 ticks end by attacking the controlled target.
- Ego Placate; Svengali's Guile: The resistance debuff conferred by this advantage can stack at most 3 times
- Psychic Vortex: Feedback damage now occurs at most every 1 second to each enemy affected by Psychic Vortex; feedback damage now scales based on Ego (similar to Mind Link):
 - Rank 1: Feedback damage deals at most Ego*1 damage
 - Rank 2: Feedback damage deals at most Ego*1.5 damage
 - Rank 3: Feedback damage deals at most Ego*2 damage
- Psychic Vortex; Singled Minded: Advantage replaced
- Psychic Vortex; Hive Mind: New Advantage for Psychic Vortex; in addition to feedback damage, damaging an enemy affected by Psychic Vortex will propagate that damage to all other enemies

affected by Psychic Vortex, dealing at most Ego*1 damage; this damage can only occur every 1 second

- Psionic Healing; Psionic Emanation: now grants 25%-100% chance to proc AE heal based on charge; AE heal does 100% - 50% of the single-target heal, based on charge
- Mind Lock; Befuddling Rage: Advantage replaced
- Mind Lock; Horrific Visions: New Advantage for Mind Lock; in addition to its normal affect, Mind Lock also applies Fear to enemies within 10ft of the target; this can only affect up to 5 targets (including the target of Mind lock)
- Ego Storm; Malevolent Manifestation: Ending the toggle before the full duration is reached now properly activates the power's cooldown.

Ego Constructs:

- Ego Blade Assault: the final swing in the combo now applies 1 stack of Mental Incision (see below for details) and refreshes the duration of all other stacks
- Ego Blade Assault; Thought Sever: Advantage replaced
- Ego Blade Assault; Mind Stab: New Advantage for Ego Blade Assault; 20% chance each hit to deal an extra hit for 33% damage
- Ego Blade Frenzy: fully maintaining this power will grant 1 stack of Mental Incision and refresh the duration of all other stacks
- Ego Blade Breach; Domineering Will: Advantage redesigned; on a full charge, Ego Blade Breach applies a 20% Paranormal Resistance Debuff which lasts 10 seconds. This debuff does not stack, and replaces the stackable version.
- Ego Annihilation; Mindful Inversion: Advantage redesigned; Ego Annihilation will consume all stacks of Mental Incision, dealing bonus damage for each stack consumed (10% bonus per stack)

Telekinetic Assault:

- Kinetic Bolts: No longer has a chance to apply a hold. Instead, the initial attack has a 20% chance to repel the target by 15ft.
- Kinetic Bolts; Incisive Wit: Advantage replaced
- Kinetic Bolts; Project Will: New Advantage for Kinetic Bolts; each hit of Kinetic Bolts has a 20% chance to apply Ego Leech to the target
- Telekinetic Wave; Psychic Tides: Advantage Replaced
- Telekinetic Wave; Additive Wave: New Advantage for Telekinetic Wave; Telekinetic Wave becomes an on-next-hit effect. It deals damage equal to a half-charge, the Endurance cost is increased, and it no longer applies Ego Leech
 - Special Note: the 'wave' from the advantage should extend from the direction of the caster, affecting the primary target

and up to 2 targets 'behind' it. If this is not possible, a simple 10ft radius will work.

- Ego Choke: Every second of maintain attempts to drain an Ego Leech effect from nearby enemies, returning some energy to the user
- Ego Choke: Rank 2 now has a 50ft range, keeping it consistent with Rank 1 and Rank 3.
- Ego Choke; Garroting Grip: Advantage Replaced
- Ego Choke; Dismissal: New Advantage for Ego Choke; The target of Ego Choke is repelled every tick the power is maintained
- Telekinetic Maelstrom: Power redesigned;
 - 25ft PBAE
 - 5 target max
 - 7 second Maintain
 - Ticks every .5 seconds
 - Initial and Maintain Cost very high
 - Deals small damage at the beginning but grows exponentially
 - Total damage is very high
 - 30 second cooldown
 - Every second of maintain attempts to drain an Ego Leech effect from nearby enemies, returning energy to the user
- Telekinetic Maelstrom; Expansive Intellect: Advantage replaced
- Telekinetic Maelstrom; Psychic Winds: New Advantage for Telekinetic Maelstrom; Enemies caught in the Maelstrom are snared. The snare is reapplied every second, and does not apply resistance until the final tick.

Common Powers:

- Telekinesis: Adjusted the effectiveness of each rank, and changed their function. Ego scales exactly the same way as Strength for lifting objects with Telekinesis. Instead of making the scaling of Ego more efficient, each rank allows a maximum amount of Ego to contribute toward lifting an object as follows:
 - Rank 1: Up to 80 Ego can be used to lift an object
 - Rank 2: Up to 160 Ego can be used to lift an object
 - Rank 3: There is no longer a cap on how much Ego can be used to lift an object
- Telekinesis; Naturally Uplifting: New Advantage for Telekinesis; Changes the function of Telekinesis such that it automatically attempts to pick up the heaviest nearby object (that is liftable at the current rank). The object will float by the caster for 10 seconds or until Telekinesis is used again, in which case the object will be

thrown. If the object is not thrown after 10 seconds, it is crushed and explodes, dealing normal damage to any enemies near the caster.

- Ego Eruption: No longer applies Ego Leech

PART 3: Powers to the People

Unless otherwise specified, all new advantages cost 2 advantage points, and additional ranks increase the damage/base function of the power.

3A: New Telepathy Powers and Advantages:

Tier 2:

- Precognition: Slotted Support Passive; Passively maintains 1 stack of "Futuresight" on yourself and your teammates. "Futuresight" increases Dodge chance by 50%. Avoidance scales by rank. On a successful dodge, "Futuresight" is consumed, but is automatically reapplied after 3 seconds. When an instance of "Futuresight" is consumed, all team members (including self) receive a small amount of energy, which scales with Presence. "You are able to glimpse into the future and warn your teammates of impending danger, allowing them to avoid attacks and counterattack more effectively."
 - Rank 1:
 - +50% Dodge chance
 - +25% Avoidance rating
 - Returns $8 + \text{Presence}/20$ energy to team
 - Rank 2:
 - +50% Dodge chance
 - +40% Avoidance rating
 - Returns $10.5 + \text{Presence}/20$ energy to team
 - Rank 3:
 - +50% Dodge chance
 - +55% Avoidance rating
 - Returns $13 + \text{Presence}/20$ energy to team
 - Note: it is possible this support passive gives too much of an advantage to players using Lightning Reflexes, in which case the percents should be approximated using Rating Points. Also, ideally the Dodge or Avoidance percent should scale with Presence, but the technology may not be available for a buff stack to reference the characteristics of a different player.

3B: New Ego Constructs Powers and Advantages:

Energy Builder:

- Ego Weaponry: typical melee energy builder; based on Reaper's Touch (from Single Blade); deals Ego Damage; counts as Ego Blade (for Id Blade procs)
- Ego Weaponry; Incisive Wit: Advantage moved to Ego Weaponry and modified. 25% chance to proc for 10 seconds. Mutually exclusive from other Energy Forms, cannot proc more than once every 30 seconds, continues to grant expendable energy form. Also grants 1 stack of "Mental Incision" which cannot stack, but will refresh the duration of any remaining stacks.
- Ego Weaponry; Accelerated Metabolism (1 point advantage): 20% chance to proc energy return on use

Tier 1:

- Ego Lance: Click Ranged Attack: "You manipulate your ego blade into a javelin, and then throw it at your target. The trauma left by this attack slows your foe."
 - 100ft range
 - Single target
 - .67 second activate
 - 12 second cooldown
 - Low endurance cost
 - Moderate Ego damage (~500 at R2, lvl 40 with 2 SS at ~ 30%)
 - Snares target for 6 seconds
- Ego Lance; Speed of Thought: Custom Advantage for Ego Lance; Changes the function of Ego Lance into a Lunge: "After throwing your Ego Lance, you move faster than sight to retrieve it."
 - 50ft range
 - .67 second activate
 - 3 second cooldown
 - Low endurance cost
 - Lunge to target
 - Low Ego damage
 - Snares target
 - If activated from at least 20ft from target, also applies Knockdown
- Ego Lance; Nailed to the Ground: Ego Lance has access to this advantage, regardless of whether Speed of Thought has been purchased or not.
- Ego Lance; Crippling Challenge (3 point advantage): Single target taunt and block-breaker.

- Ego Armor: Slotted Defense Passive; Reverse Defiance; Builds 1 stack of "Mental Barrier" every 2 seconds, up to a maximum stack of 8. Each stack offers an amount of Damage Soak (like Invulnerability) that is cumulative (6 stacks offers 6x more Soak than 1 stack, etc.). 1 stack of "Mental Barrier" is stripped every time the owner is hit, but only 1 stack can be stripped per second. The effectiveness of "Mental Barrier" scales with Ego, and the efficiency of the scaling is affected by Rank.
 - Rank 1: "Mental Barrier" Damage Soak is equal to $6 - 60$ (based on level) + $Ego/3$
 - Damage Soak = +1.35 per stack per level; base
 - Level 40; 200 Ego; 8 stacks = 1016 Soak for first hit
 - Rank 2: "Mental Barrier" Damage Soak is equal to $8 - 80$ (based on level) + $Ego/2.5$
 - Damage Soak = +1.8 per stack per level; base
 - Level 40; 200 Ego; 8 stacks = 1280 Soak for first hit
 - Rank 3: "Mental Barrier" Damage Soak is equal to $10 - 100$ (based on level) + $Ego/2.3$
 - Damage Soak = +2.25 per stack per level; base
 - Level 40; 200 Ego; 8 stacks = 1496 Soak for first hit
- Ego Armor; Id-Subordination: Custom Advantage for Ego Armor; Every stack of "Mental Barrier" applies some Hold, Confuse, and Root resistance; 10% per stack
- Mental Fortitude: Secondary Energy Unlock: "You have the conviction to keep fighting, even though it takes its toll on your concentration. Every time one of your attacks grants you a stack of Mental Incision, you gain some energy, based on your CON."
 - No Ranks
 - Returns some energy every time an attack procs Mental Incision
 - Energy returned based on CON. 8% - 16% (10 - 200 CON)

Tier 2:

- Ego Blade Storm: PBAE Maintain damage: "By concentrating for a few seconds, you can wield your Ego Blades by thought alone, cutting down any nearby enemies."
 - 10ft range; PBAE
 - 5 target max
 - 5 second maintain; non-rooting animation
 - Ticks every .5 seconds
 - No cooldown
 - Initial cost high, maintain cost low
 - Moderate Ego Damage, standardized across all ticks

- fully maintaining this power will grant 1 stack of Mental Incision and refresh the duration of all other stacks
- Ego Blade Storm; Rising Force: Custom Advantage for Ego Blade Storm; If Ego Blade Storm is fully maintained, it applies a KnockUp (10ft base) to any enemies left in the area (5 max)
- Ego Blade Storm; Challenging Strikes (1 point advantage): Additional threat generated against damaged foes
- Ego Barrier: Converts stacks of Mental Incision into stacks of "Mental Barrier." 1 minute cooldown. "By taking your focus away from offense, you can fortify your mental defenses."
 - Rank 1: Grants 1 stack of "Mental Barrier" + 1 for every converted stack of Mental Incision
 - Max 6 stacks of "Mental Barrier"
 - Rank 2: Grants 2 stacks of "Mental Barrier" + 1 for every converted stack of Mental Incision
 - Max 7 stacks of "Mental Barrier"
 - Rank 3: Grants 3 stacks of "Mental Barrier" + 1 for every converted stack of Mental Incision
 - Max 8 stacks of "Mental Barrier"
- Ego Barrier; Ego Flux (1 point advantage): Empowered Barrier becomes Ego Flux, which converts stacks of "Mental Barrier" into stacks of Mental Incision. Cooldown is reduced to 30 seconds. "You can quickly discern your enemies' weak spots at the cost of some of your defensive focus."
 - Rank 1: Grants 1 stack of Mental Incision and converts up to 2 stacks of "Mental Barrier"
 - Max 3 stacks of Mental Incision
 - Rank 2: Grants 2 stacks of Mental Incision and converts up to 2 stacks of "Mental Barrier"
 - Max 4 stacks of Mental Incision
 - Rank 3: Grants 3 stacks of Mental Incision and converts up to 2 stacks of "Mental Barrier"
 - Max 5 stacks of Mental Incision

Tier 3:

- Manifest Ego: Creates a temporary, uncontrollable pet that attacks your enemies with a variety of Ego Blade powers. Pet lasts 30 seconds, and recharge is 30 seconds. "You can manifest your own ego as a separate entity, which is skilled in attacking with Ego Blades." Requires a 1 second charge, 1 second activate, moderate endurance cost.
 - Rank 1: Attacks with Ego Blade Assault and Ego Lance
 - Rank 2: Adds Ego Blade Frenzy
 - Rank 3: Adds Ego Blade Breach

- Manifest Ego; Split Personality: Creates 3 pets, each with 3/4s the HP of the original, and 3/4s the attack power. Otherwise advances the same per Rank.

3C: New Telekinetic Assault Powers and Advantages:

Tier 0:

- Kinetic Push: Ranged Combo Attack: "You can manifest crushing kinetic force to push your enemies away."
 - 100ft range
 - Single target; 3 chain combo power
 - Each combo has 1 second activate; non-rooting animation
 - No cooldown
 - Each combo does moderate crushing damage
 - Combo 1 and 2 have a low cost, combo 3 is higher
 - 3rd combo has a 100% chance to repel target 10-20ft (based on rank)
 - 3rd combo applies Ego Leech to the target
 - Rank 1: Base damage -20%, Repel 10ft
 - Rank 2: Base damage, Repel 15ft
 - Rank 3: Base damage +20%, Repel 20ft
- Kinetic Push; Concussive Force: Custom Advantage for Kinetic Push; Each combo has a 15% chance of stunning the target (3.0 Mag hold for 6.7 seconds) and applies Hold resistance upon expiration.
- Kinetic Push; Crippling Challenge (3 point advantage): Single target taunt and block-breaker.
- Kinetic Push; Accelerated Metabolism (1 point advantage): 20% chance to proc energy return on use (each combo activation)

Tier 1:

- Mental Dominance: Secondary Energy Unlock; Every 4 seconds, Mental Dominance will attempt to drain an Ego Leech effect from an enemy within 50 feet, returning energy to the user.
- Telekinetic Grasp: Chargeable AE Root + DoT: "With extreme mental focus, you can stop a group of enemies in their tracks, pinning them to the ground with kinetic force."
 - 50ft range; AE (0-15ft, based on charge)
 - 5 target max
 - 1.83 second charge; .67 second activate
 - 15 second cooldown

- Deals low crushing damage over X seconds; X = duration of Root
- Mag 2.5 Root for Y seconds, based on rank
 - Rank 1: Y = 12 seconds
 - Rank 2: Y = 14 seconds
 - Rank 3: Y = 17 seconds
- Moderate endurance cost
- Applies Ego Leech to the affected targets
- Telekinetic Grasp; Undeniable Gravity: Telekinetic Grasp disables the travel power of the primary target, and all targets affected by Telekinetic Grasp cannot activate travel powers for 5 seconds.
- Telekinetic Grasp; Challenging Strikes (1 point advantage): Additional threat generated against damaged foes
- Telekinetic Slide: Ranged Repel or Reverse Repel: "By grabbing a foe with your mind, you can put them right where you want them."
 - 50ft range
 - Single target
 - 1.83 second charge; .67 second activate
 - 20 second cooldown
 - Deals moderate crushing damage
 - Low/Moderate endurance cost
 - On Tap: Repel target 25ft
 - On Charge: Reverse Repel target 15-45ft (based on charge)
 - Applies Ego Leech to target
- Telekinetic Slide; Mental Aversion: Turns Telekinetic Slide into a 10 second toggle, which repels the target 5ft every .5 seconds.
 - 50ft range
 - Single target; toggle power
 - 10 second duration; non-rooting animation
 - Ticks every .5 seconds
 - 20 second cooldown (note changes to Ego Storm for cooldown triggering and make sure the same occurs here)
 - Deals low crushing damage each tick; total damage high
 - Initial and maintain cost moderate; total cost very high
 - Repel target 5ft each tick
 - Applies Ego Leech to target upon expiration of Toggle
- Telekinetic Slide; Accelerated Metabolism (1 point advantage): 20% chance to proc energy return on use

Tier 2:

- Hypercognition: Slotted Support Passive; Support Quarry; Every time one of your powers attempts to knock, repel, or hold an enemy, you build 1 stack of "Hypercognition," up to a maximum stack of 5. Each stack increases your energy strength and Ego by a

- percentage. Each stack lasts 10 seconds, and applying a new stack refreshes the duration of all stacks. Only 1 stack can be generated per second. "Your lightning-fast ability to process information allows you to plan strategies your enemies cannot hope to comprehend, giving you superior control of any situation."
- Rank 1: Energy Strength +2.5% and Ego +3% per stack
 - 5 stacks: +12.5% Energy Strength and + 15% Ego
 - Rank 2: Energy Strength +3% and Ego + 4% per stack
 - 5 stacks: +15% Energy Strength and + 20% Ego
 - Rank 3: Energy Strength +3.5% and Ego +5% per stack
 - 5 stacks: +17.5% Energy Strength and + 25% Ego
 - Note: Energy Strength affects the energy returned on all powers that return a % of endurance.
- Telekinetic Launch: Ranged Chargeable KnockUp: "You can use your mind to launch a group of enemies into the air."
 - 50ft range; AE (0-15ft based on charge)
 - 5 target max
 - 2.83 second charge; .67 second activate
 - 30 second cooldown
 - Deals moderate – high crushing damage (based on charge) + falling damage
 - Moderate – high endurance cost (based on charge)
 - Applies KnockUp to target (based on charge and Rank)
 - Applies Ego Leech to affected targets
 - Rank 1: Base damage -20%; KnockUp 2.5 – 25ft
 - Rank 2: Base damage; KnockUp 5 – 30 ft
 - Rank 3: Base damage +20%; KnockUp 10 – 45ft
 - Telekinetic Launch; Challenging Strikes (1 point advantage): Additional threat generated against damaged foes
 - Telekinetic Launch; Accelerated Metabolism (1 point advantage): 20% chance to proc energy return on use
 - Telekinetic Wall: Toggled Immobile Invulnerable Pet; creates a 10ft by 10ft wall of telekinetic force in front of the user. The wall counts as a tangible object, which blocks line-of-sight and pathing. Knocks back any enemies that come into proximity with it. Each enemy knocked back in this fashion expends endurance from the user. "Using exhaustive effort, you can create a wall of telekinetic force that prevents ranged attacks and melee approaches in equal measure."
 - Toggle Pet
 - 15 second duration; non-rooting animation
 - 1 second activation
 - 1 minute cooldown
 - Initial cost high, maintain cost moderate; total cost very high

- Knockback ticks every .5 seconds
 - Rank 1: KnockBack 5.5ft; KnockBack cost 25 endurance
 - Rank 2: KnockBack 7ft; KnockBack cost 20 endurance
 - Rank 3: KnockBack 8.5ft; KnockBack cost 17 endurance
- Note: Ideally knockback pulses occur in a manner similar to TK Wave, such that they emanate outward from the front of the Wall, but don't affect enemies to the side or back of the Wall.
- Telekinetic Wall; Mental Bastion: "The force of your telekinetic wall extends over nearby allies, granting them temporary protection." When the Telekinetic Wall is created, adjacent allies (and self) are granted a damage absorption buff (i.e. Protection Field), which absorbs approximately 1000 damage at level 40. Lasts 15 seconds. Does not scale with PRE, or ranks.

Tier 3:

- Ego Crush: Charge Hold; "With perfect concentration, you hold an enemy helpless while crushing them into submission with your mind." Similar to other charged holds, but also applies a crushing damage DoT. Consumes Ego Leech from a nearby target every second the hold lasts to deal extra ticks of AE crushing damage centered on the held target.
 - 50ft range
 - Single Target
 - 2.17 second charge; .83 second activate
 - 45 second cooldown
 - High endurance cost (~75)
 - Applies magnitude 0-2.5 Hold to target (based on charge); duration based on rank
 - Applies crushing damage to target of Hold every .5 seconds as long as the hold exists; total damage very high
 - Consumes 1 Ego Leech effect within 25ft of the target every 1 second to deal bonus crushing damage to up to 5 targets within 25ft
 - Rank 1:
 - Hold Duration: 12 seconds
 - Single target damage ticks: Base Damage -20%
 - AE damage ticks: Base Damage -50%
 - Rank 2:
 - Hold Duration: 14 seconds
 - Single target damage ticks: Base Damage
 - AE damage ticks: Base Damage -30%
 - Rank 3:
 - Hold Duration: 17 seconds

- Single target damage ticks: Base Damage +20%
 - AE damage ticks: Base Damage -10%
- Ego Crush: Crushing Vortex: Upon consuming an Ego Leech effect, up to 5 targets within 25ft will be sucked towards the held target, in addition to the normal burst of crushing damage. Applies a Reverse Repel of 10ft to the targets affected by the AE crushing damage.

3D: New Powerset Lists:

Telepathy

Energy Builder:

- Psi Lash

Tier 0:

- Ego Blast

Tier 1:

- Ego Placate
- Ego Sleep
- Ego Sprites
- Empathic Healing
- Telekinesis*
- Telekinetic Shield*
- Telepathic Reverberation

Tier 2:

- Ego Eruption*
- Ego Surge*
- Mind Lock
- Precognition [Support Passive]
- Psionic Healing
- Psychic Vortex
- Summon Nightmare

Tier 3:

- Collective Will
- Ego Storm
- Mindful Reinforcement

Tier 4:

- Mind Link*

- Ego Constructs
- Energy Builder:
- Ego Weaponry
- Tier 0:
- Ego Blade Assault
- Tier 1:
- Ego Armor [Defense Passive]
 - Ego Blade Frenzy
 - Ego Lance
 - Mental Fortitude
 - Telekinesis*
 - Telekinetic Shield*
- Tier 2:
- Ego Barrier
 - Ego Blade Breach
 - Ego Blade Storm
 - Ego Eruption*
 - Ego Form [Offense Passive]
 - Ego Hold
 - Ego Surge*
- Tier 3:
- Ego Annihilation
 - Manifest Ego
- Tier 4:
- Mind Link*

- Telekinetic Assault
- Energy Builder:
- Kinetic Bolts
- Tier 0:
- Kinetic Push
- Tier 1:
- Mental Dominance
 - Telekinesis*
 - Telekinetic Grasp
 - Telekinetic Shield*
 - Telekinetic Slide
 - Telekinetic Wave
- Tier 2:
- Ego Choke
 - Ego Eruption*
 - Ego Surge*
 - Hypercognition [Support Passive]
 - Telekinetic Launch
 - Telekinetic Wall
- Tier 3:
- Ego Crush
 - Telekinetic Maelstrom
- Tier 4:
- Mind Link*

PART 4: Mechanically Speaking

4A: Redesigning Ego Leech

Ego Leech was an odd-ball mechanic tacked on to Telekinesis attacks, but had no real benefit due to the restrictions placed on it. It was a large energy return, but only on the defeat of an enemy, and only if the enemy was defeated at least 10 seconds after Ego Leech was applied, making it practically unusable in any situation except PvP.

Ego Leech, with the proposed changes, becomes a commodity usable in conjunction with many Telekinetic Assault powers. Ego Leech is still an effect applied through various attack powers, and it still lasts for 30 seconds. Instead of being utilized when an enemy is defeated, Ego Leech can be consumed by various Telekinetic Assault powers to return energy to the user. Once consumed, Ego Leech may be reapplied to the enemy it was stripped from, but no more than one instance of Ego Leech may be present on a given enemy. An instance of Ego Leech can be consumed by a different player than the one that applied it.

The energy returned by consuming an instance of Ego Leech is much less the original version. The original version returns a static amount of approximately 50 endurance. The new version returns a percentage of endurance to the consumer; 10%, which may need to be adjusted after testing.

Why it works:

Maintaining several concurrent application of Ego Leech is part of the meta-game when playing a primarily Telekinetic Assault character, and becomes an otherwise extra bonus if Telekinetic Assault powers comprise a small part of a character's build. There are only a few abilities that utilize Ego Leech, and primarily as a secondary energy unlock, but most Telekinetic Assault powers apply Ego Leech, although usually only 1 target at a time.

Consuming 1 instance of Ego Leech, without any Energy Strength modifications, nets 10% of the consuming player's endurance returned. This is a relatively small amount, but can add up quickly through the various channels of consumption, and that base of 10% becomes much larger in conjunction with Hypercognition boosting Energy Strength.

Some examples:

- Mental Dominance acts as a passive secondary energy unlock, automatically consuming 1 instance of Ego Leech every 4 seconds, within a range of 50ft. This equates to a useful but small bonus every 4 seconds with base Energy Strength.

- Ego Choke consumes 1 instance of Ego Leech every second of maintain, within a range of 50ft. A fully maintained Ego Choke nets 30% endurance returned, provided there are enough Ego Leech effects to be consumed. At base Energy Strength, this off-sets a large portion of the cost of the power, at the expense of set-up time. This energy return is much more substantial in conjunction with a high Intelligence statistic to reduce the cost of Ego Choke.
- Telekinetic Maelstrom consumes 1 instance of Ego Leech every second of maintain, within a range of 50ft. A fully maintained Telekinetic Maelstrom nets 70% endurance returned, but given the very high cost of the maintain, does not off-set the cost enough to complete a maintain without synergizing with a high Intelligence, Endurance, Recovery, and/or an increased Energy Strength.
- Ego Crush utilizes Ego Leech in a different method, instead sacrificing the ability to maintain combat momentum in a powerful final attack that consumes Ego Leech effects to deal additional damage. Since Ego Crush is a charge, and the Ego Leech consumption occurs during the duration of the Hold applied, new instances of Ego Leech can be applied by the player to keep the damage flowing. The drawback is the extra drain on Ego Leech instances from Ego Crush in conjunction with any consuming the player may be doing.
- Increasing Energy Strength, either directly or via Recovery, amplifies the net result from Ego Leech exponentially. This behavior was considered when formulating Hypercognition, which is meant to provide combat momentum by increasing passive (and active, if necessary) energy gains. Using powers that consume Ego Leech in conjunction with built-up stacks of "Hypercognition" creates a potent positive feedback loop. Since stacks of "Hypercognition" last such a short duration (and have no way to be passively maintained), the player is encouraged to constantly continue "controlling" enemies.
- Utilizing Hypercognition at Rank 3 in conjunction with the recommended Super-Stats of Intelligence and Ego, each at 200, creates the following list of relevant bonuses:
 - +17.5% Energy Strength
 - Ego Leech returns 27.5% energy
 - Standard Ranged Energy Builder (8%) returns 25.5%
 - Standard Melee Energy Builder (15%) returns 32.5%
 - +25% to Ego
 - 200 Ego +25% = 250 Ego
 - Super-Stat damage bonus goes from 30% to ~35%
 - Approximately 50% power cost discount (from Intelligence)

4B: Creating Mental Incision

Mental Incision is created as the in-set special mechanic to synergize with Ego Constructs. It is a buff that stacks up to 5 times and provides an increase to Critical Hit Chance of up to 4% per stack, scaling with CON. The idea is to give a player using the recommended stat combination of EGO/CON some of the benefit of stating DEX to take advantage of having a high Critical Severity. There are two possible problems, however:

1. Making Dexterity obsolete by providing a good critical chance scaling off of a different stat (CON)
2. Making Dexterity too powerful for an Ego Construct build by increasing a typically 25% critical chance up to 45%

In order to avoid both of these extreme case situations, the following solutions exist:

1. Mental Incision takes time to build to full strength. 1 stack can only be obtained from:
 - a. A full combo of Ego Blade Assault
 - b. A full maintain of Ego Blade Frenzy
 - c. A full maintain of Ego Blade Storm
 - d. Ego Flux has the potential to provide all 5 stacks instantly, but requires Ego Armor to function to its highest capacity
2. Mental Incision scaling off of CON prevents a DEX/EGO build from taking full advantage of the mechanic. Additionally, the approximate 4% increase from Mental Incision stacks should be obtained via rating points, thus diminishing the increase as a character approaches the critical chance softcap. A DEX super-statted character can easily ignore Mental Incision, expecting to get an extra 2.5% with 5 stacks.

A similar mechanic already exists with the Nimble Mind advantage for Ego Surge, which was the prototype for Mental Incision. Nimble Mind provides a significant increases to critical chance for a short duration, which scales with CON, and since Mental Incision uses rating points, Nimble Mind with a full stack of Mental Incision cannot reach much higher than a 25% critical chance.

Why it works:

Mental Incision is not as integral to Ego Constructs as Ego Leech is to Telekinetic Assault. Instead, Mental Incision is an extra layer of benefit that can be taken advantage of, but is not necessary – similar to Might's Enrage stacking. In fact, the dichotomy between Mental Incision and Mental Barrier uses the interplay between Enrage and Defiance as a model, which is particularly obvious in the power Ego Barrier as a sort of inverted Enrage.

Due to the limitations outlined above on Mental Incision, it cannot provide a game-breaking benefit, but it still retains use for builds that can take advantage of the mechanic. In combination with Mental Fortitude, obtaining Mental Incision stacks becomes a method of gaining energy as well – given the cost and quickness of an Ego Blade Assault combo, Mental Fortitude can cause Ego Blade Assault to function as an auxiliary energy builder.

Mental Incision is most useful to a defensive build utilizing Ego Armor. A build utilizing Ego Form will already have a much better damage output, and likely a high critical rating as well, not to mention likely increasing the output further through Brawler. Mental Incision allows an Ego Armor build to close the damage gap a little by leveraging a high critical severity. Mental Incision and Mental Barrier (the buff stacks from Ego Armor) play off of each other with Ego Barrier/Ego Flux – allowing a character to trade offense for more defense, or some defense for more offense, depending on what they find more useful. Ego Barrier also allows temporary stacks of Mental Barrier for characters that don't use Ego Armor by sacrificing Mental Incision stacks.

Mental Incision might not be very useful for a character using Ego Form in conjunction with Dexterity as a critical chance amplifier, but the synergy with Mental Fortitude and Ego Barrier still makes it a mechanic that can be utilized to compliment an offensive build. Additionally, Mental Incision allows for Ego Form users that don't super-stat DEX to be just as viable as those that do, but it requires some more micromanagement to build and maintain a critical rating.

Statting DEX as a secondary characteristic through talents and gear, in conjunction with Mental Incision, will hit the softcap on critical chance without much effort.

Ideas:

- New Mechanic for Ego Weaponry attacks; stackable crit chance buff; "Mental Incision"
- New Mechanic for TK Assault; attacks still apply Ego Leech, which persists for up to 30 seconds; instead of gaining benefit on kill, charge/maintain powers can "drain" Ego Leech for extra energy (much less than current ego leech)
- Purpose: Make Ego a useful stat choice
- Ego Blade Storm
- Ego Lance (ranged attack, turn into lunge w/ advantage)
- Ego Armor (defensive passive; reverse defiance using Damage Soak or Damage Absorb)
- Ego Construct (pet)
- Precognition (support passive that grants dodge buffs?)
- TK Wall
- TK Shove
- TK Slide (damage + repel; short charge for damage + reverse repel)
- Kinetic Push: Tier 0, click, ranged combo power, 3rd hit repels target
- Hypercognition (Mastermind) (support passive based on controls; similar to quarry? Stacks of +energy strength and %Ego buff)
- Mental Dominance (drain ego leech on knock or repel)