**Psychic Powers**

**Highlights**

* Stuff

**Super Stats**

* Intelligence
* Intuition

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Astral Projection | Utl | R | -- | -- | -- | Self | 15s | * Desolid * Invisible to all but Aura Sight * Body is left behind | 10 |
| Aura Sight | Utl | N | -- | -- | -- | Self | 6s | * Can see the empathic auras of people, giving a general idea of their personality | 6 |
| Danger Sense | Utl | -- | -- | -- | -- | Self | -- | * Cannot be surprised * Cannot be flanked * Can substitute INU for PER in perception checks | 10 |
| Precognition | Utl | -- | -- | -- | -- | -- | -- | * Once per game session may ask the GM one question pertaining to future events | 10 |
| Psychic Armor | Arm | -- | -- | -- | -- | Self | -- | * 0/0/6 armor * +2 mental defenses | 10 |
| Psychic Disruption | Att | A | Mental | 24” | 0 | 1 target | 6u | * 3d6 mental attack | 10 |
| Psychic Link | Utl | A | Mental | 24” | 0 | 1 target | 6u | * A successful attack establishes a link * If you have a link, you can communicate with the target, see and hear what he does, or attack him at any range and with no line of sight * To break the link requires a save (INU 24) to detect the link and a mental attack against you | 10 |
| Sense Psychic Impressions | Utl | -- | -- | -- | -- | Self | -- | * You can sense psychic residue left in places that have been the site of extreme emotions or events | 10 |

**Additional Information**

**Placeholder**

* Type something here