

SCORCHERS		
	Complexity/GP	Description
Bedlam	Mod/R/2	Horrifying inputs, SV 1d10, +1d6 per superior success.
Cauterizer	Mod/R/2	Destructive neurofeedback, DV 1d10 + 5, +1d6 per superior success.
Nightmare	Mod/R/2	Trigger anxiety/panic, WIL Check or SV 1d6 and acute stress response for 1d6 minutes.
Spasm	Mod/R/2	Excruciating pain, WIL Check or incapacitated for 1 action turn, stunned 3 minutes.