

# Psionics

## Extension Module for Fate's Edge

**Design Philosophy:** Psionics in Fate's Edge represents the disciplined mastery of the mind's hidden potentials. Unlike the chaotic forces of magic or the structured pacts of Patrons, psionic power comes from within, shaped by will and honed by practice. This internal source makes psions both powerful and vulnerable—their greatest strength is also their most dangerous weakness.

## Psionics: The Mind Ascendant

In the shadowed courts and ancient ruins where Fate's Edge adventurers tread, power comes in many forms. Some bargain with Patrons, others weave elemental forces, and still others summon spirits from beyond. But there exists a subtler path—one that requires no oaths, no incantations, no material components. This is the path of Psionics, where the disciplined mind becomes the greatest tool of all.

Psionics represents the evolution of human potential, the unlocking of abilities that science claims impossible and magic struggles to explain. Where a warlock might call lightning from the sky, a psion shapes reality through the sheer force of thought. Where a mage might scry through mystical mirrors, a psion reaches across space with their consciousness alone.

But this power comes at a cost. The mind that bends reality to its will also bears the scars of that bending. Mental Fatigue becomes as real a threat as physical exhaustion, and the constant strain of psychic activity can fracture even the strongest psyche.

Based on the playtest experience, here are the key revisions I'd recommend for the Psionics module:

## 1 Core Mechanics

### 1.1 Mental Fatigue Track

Your *Mental Fatigue* represents capacity for sustained psychic exertion.

$$\text{Mental Fatigue} = \text{Spirit} \quad (\text{minimum } 2)$$

Mark and clear Mental Fatigue as effects specify. When you *cannot* pay a Mental Fatigue cost, choose:

- Convert the unpaid point to **+2 Fatigue** (standard system), or
- Convert the unpaid point to **+1 Harm (Stress)**.

**Overflow:** If you ever exceed your Mental Fatigue, immediately suffer **+1 Harm (Stress)** and set Mental Fatigue to your maximum (no further over-marking this scene).

## 1.2 Psionics Skill

**Psionics (0–5)** gates access to psionic Arts and sets control/efficiency. You cannot use psionic Arts without investing in this skill.

## 1.3 Resolution and Attribute Keys

Psionics uses **Attribute (per Art) + Psionics vs. DV**. To encourage specialisation, each Art has a *Key Attribute*. Using a non-key attribute for that Art imposes **+1 DV** (or **-1 die**, GM's choice).

Art	Key Attribute	Alternate (with +1 DV)
Telekinesis	Spirit (force)	Wits (finesse/precision)
Telepathy	Wits	Presence (emotive broadcast)
Clairvoyance	Wits	Spirit (ritual trance)
Biofeedback	Spirit	Wits (clinical self-hack)
Astral Projection	Spirit	Wits (tethered skim)
Psychic Assault	Spirit (overwhelm)	Wits (needle, bypass)
Mind Shield	Wits (filter)	Spirit (soak)
Empathic Manipulation	Presence	Wits (cold read leverage)
Precognition	Spirit	Wits (tactical glimpses)

DV is set by the GM (typical 2–5+) from scope, risk, and opposition.

## 2 Psionic Consequence System

Psionics interfaces with existing **Fatigue/Harm**. Use *Mental Fatigue* as the psion-only resource; use *Fatigue/Harm* for spillover consequences.

### 2.1 Psionic Strain (simple thresholds)

- **Mark Fatigue when:** DV 4+ effects, engaging 3+ foes with psionics in one exchange, or maintaining an effect across 2+ scenes.
- **At 2 Fatigue:**  $-1$  die to psionic rolls.
- **At 4 Fatigue:** choose one:
  - **Surge:** One psionic use this scene ignores *Mental Fatigue* cost; then mark **+1 Harm** and generate **+1 SB**.
  - **Efficiency:** Halve all *Mental Fatigue* costs for the next scene (round up).
  - **Reset:** Clear all Fatigue; you cannot use psionics for one scene and mark **+1 Harm**.

### 3 Psionic Enhancements

**Psionic Surge (1/scene):** Spend **3 Mental Fatigue** to gain **+1 Effect** on a psionic action.

**Mental Breakthrough:** At **4+ Fatigue**, you may Push a psionic effect **+1 step**; mark **+2 Harm** and generate **+2 SB**.

**Psionic Meditation:** During any rest, recover **+1 Mental Fatigue** (in addition to normal recovery).

## 4 Psionic Arts

### 4.1 Telekinesis

**Key Attribute:** Spirit + Psionics    **Alternate:** Wits + Psionics (+1 DV for fine manipulation).

**Action:** 1 action; sustain by fiction.    **Range:** *Near* (add +1 DV for *Far*).

**Cost:** Activate **1 Mental Fatigue**; sustained lifts/holds **1 Mental Fatigue/scene**.

**SB:** Scales with mass/force:

- **Light (DV 2–3):** cups, tools, doors. *No SB*.
- **Medium (DV 4):** furniture, a person's mass, riding debris. *+1 SB on Partial/Miss*.
- **Heavy (DV 5+):** carts, statues, boulders, multi-target shoves. *+2 SB on Partial/Miss; +1 SB on Success*.

#### Mechanical Benefits:

- Hurl objects as weapons (Harm by fiction and force tier).
- Shape cover: lift slabs, hold doors, create transient *Walls/Barriers*.
- Remote tasks: pull levers, pick up keys, disarm simple traps at range.

#### Limits/Notes:

- Cannot *directly* crush or twist living tissue; injury is *environmental* (falling, debris, impact) at GM discretion.
- Complex, delicate work (lockpicks, surgery) typically requires the **Alternate** attribute (Wits) and adds **+1 DV**.

**Examples:** Nudge a goblet off a shelf (DV 2); rip a door from hinges (DV 4); wrench a stone pillar sideways (DV 5).

### 4.2 Telepathy

**Key Attribute:** Wits + Psionics    **Alternate:** Presence + Psionics (+1 DV, emotive broadcast style).

**Action:** 1 action; sustain by fiction.    **Range/Line:** *Near, LoS* (+1 DV for *Far*; +1 DV without LoS if you have a strong link).

**Targets:** One (add +1 DV per extra target this scene).

**Design Rule:** Telepathy never replaces social skills—it provides *information and set-up*, not compliance.

**Depths & SB** Choose a depth before rolling:

- **Surface Thoughts (DV 2):** current focus. *No SB* on any result *the first time per target/scene*. Repeats: +1 DV; on Miss, +1 SB.
- **Emotional State (DV 3):** tones/urges. +1 SB on Partial/Miss.
- **Deep Memories (DV 5):** episodic recall. +1 SB on Success; +2 SB on Partial/Miss.

## Outcomes

**Success:** Gain the info; pick *one* set-up and use it by the end of your next turn this scene:

- **Angle of Approach:** +1 die to your next *Insight/Sense Motive* vs. this target.
- **Read the Room: Position** +1 on your next social roll vs. this target.
- **Pointed Question:** Ask one focused question they could presently answer; GM replies as impressions.

**Partial:** Blurred fragments; mark SB for depth.

**Miss:** No useful read; mark SB for depth (if any); the target feels the brush.

## Defense & Counterplay

- **Unwilling Resist:** target rolls Spirit + Resolve; on meet/beat, your read fails and you mark +1 SB (+2 SB if Deep). Margin 2+: they also intuit your intent.
- **Wards/Noise:** [WARD]s, mental static, or anti-psionic training impose +1–2 DV (training at least +1 DV).
- **Consent:** willing targets are DV–1 and cause no SB.

### Non-Substituting Benefits:

- **Silent Speech (willing only):** short thoughts in *Near* (group size up to your Wits); no SB.
- **Sense Dissonance:** if you read *Surface* this scene, +1 die on *Wits + Insight* to vet a lie; strong hit reveals *which part* conflicts.

**Notes:** Reading unwilling minds in a formal social scene risks fallout; if detected, +1 SB even on Success.

## 4.3 Clairvoyance

**Key Attribute:** Wits + Psionics    **Alternate:** Spirit + Psionics (+1 DV, trance method).

**Action:** 1 action; ritual scry may take a scene.    **Range:** Scene/locale by fiction; add +1 DV per range band beyond *Near*.

**Cost:** DV 2–3 = **1 Mental Fatigue**; DV 4 = **2**; DV 5+ = **3**.

**SB:** *Near* none • *Distant* +1 SB on Partial/Miss • *Complex Scry* +2 SB on Partial/Miss; +1 SB on Success.

- **Uses:** scout ahead, pierce [VEIL], track signatures, read recent traces.
- **Notes:** Covert spying on private moments generates +1 SB. Each extra scene sustained adds +1 SB.

#### 4.4 Biofeedback

**Key Attribute:** Spirit + Psionics    **Alternate:** Wits + Psionics (+1 DV, clinical technique).

**Action:** 1 action (Major work takes a focused scene).

**SB:** by intensity:

- **Minor (DV 2):** stabilize, close, purge shock. *No SB.* Heal up to **Psionics** levels/day (cap 1 Harm per recipient/day).
- **Moderate (DV 3):** +1 SB on Partial/Miss; heal up to **Psionics** (max 2/day).
- **Major (DV 4+):** +2 SB on Partial/Miss; +1 SB on Success; heal up to **Psionics** (max 1/day); mark +1 **Fatigue**.

**Perks:**

- Convert 1 Harm ↔ 1 Mental Fatigue (up to **Psionics**, max 3/day).
- Brief enhancement: +1 die to physical rolls for a few moments.

**Limits/Notes:**

- Cannot heal Harm above your **Psionics** rating; active combat imposes **Position -1**.
- Major healing requires a quiet scene.
- Healing or enhancing *others* requires consent and generates +1 **SB**.

#### 4.5 Astral Projection

**Key Attribute:** Spirit + Psionics    **Alternate:** Wits + Psionics (+1 DV, skim tether).

**Action:** 1 action to slip; travel by fiction.    **Cost:** 1 Mental Fatigue/scene.

**SB:** +1 per band beyond *Near*; +1 per additional scene sustained.

- **Benefits:** pass barriers, scout hazards, converse across distance.
- **Vulnerabilities:** body is **Helpless**; non-physical contests accrue SB; astral Harm echoes to flesh; wards add +2 DV.
- **Risk:** extended (> 3 scenes) projection courts separation (GM consequence); astral death = physical death.

#### 4.6 Psychic Assault

**Key Attribute:** Spirit + Psionics    **Alternate:** Wits + Psionics (+1 DV, needle-strike).

**Action:** 1 action.    **Cost:** DV 2–3 = 1 Mental Fatigue; DV 4 = 2; DV 5+ = 3.

**SB:** always +1 (disruptive) plus DV 4 +1 and DV 5+ +2 more.

- **Benefits:** mental Harm; bypasses physical armor; target specific faculties (sight, balance, focus) by fiction.
- **Notes:** cannot be “willingly” received; high-Spirit foes may add +1 DV; use in sensitive locales may carry legal or social fallout.

## 4.7 Mind Shield

**Key Attribute:** Wits + Psionics    **Alternate:** Spirit + Psionics (+1 DV, soak-and-ground).

**Action:** 1 action (passive modes by fiction).

**SB:** Passive none; *per effect blocked* +1 SB; *Area* +2 SB and mark +2 Fatigue.

- **Benefits:** resist intrusion/telepathy; shelter allies; create dampened zones.
- **Paradox:** protecting *others* costs 2× Mental Fatigue.
- **Notes:** *Area* protection covers all within *Near* (friends and foes); cannot be maintained while unconscious.

## 4.8 Empathic Manipulation

**Key Attribute:** Presence + Psionics    **Alternate:** Wits + Psionics (+1 DV, cold-read leverage).

**Action:** 1 action; sustain by fiction.

**SB:** by intensity:

- **Subtle (DV 2–3):** nudge mood, steady hands. *No SB.*
- **Moderate (DV 4):** calm rage, spark courage. +1 SB on Partial/Miss.
- **Strong (DV 5+):** sway a crowd's tenor. +2 SB on Partial/Miss; +1 SB on Success.

**Benefits:** improve social **Position** +1; pacify beasts; inspire/demoralize groups.

**Risks/Notes:** You *feel* what you project; same target not more than once per scene; attempts that oppose core values are +2 DV; affecting a crowd always generates +1 SB.

## 4.9 Precognition

**Key Attribute:** Spirit + Psionics    **Alternate:** Wits + Psionics (+1 DV, tactical glimpse).

**Action:** 1 action; deeper visions may take a scene.

**Cost:** DV 2–3 = 1 Mental Fatigue; DV 4 = 2; DV 5+ = 3.

**SB (inherent):** Minor +1 • Major (DV 4) +2 • Detailed (DV 5+) +3.

- **Benefits:** advantage on future rolls (scope by GM), avoid named dangers, compare probable branches.
- **Paradox — Future Fixation:** until Downtime (or a defiant choice), lose 1 Boon/session; actions that resist the shown path may be Desperate by GM call.
- **Notes:** No “pure randomness” predictions (e.g., dice, lots) without +3 DV; visions of death/calamity add +1 SB.

## Psionic Costs

## 4.10 Base Costs

- **Activation:** 1 Mental Fatigue
- **Maintenance:** 1 Mental Fatigue per Scene/Significant Time
- **Skill Requirement:** Must invest XP in Psionics skill

**Revised Note:** Maintenance costs can be reduced by 1 through successful Wits + Psionics (DV 3) test, but failure generates 1 SB.

## Psionic Talents

### 4.11 Minor Talents (2-4 XP)

#### **Mental Fortress (3 XP)**

Requirements: Psionics 2+, Spirit 3+

Effect: +1 die to resist psychic effects; once per scene, convert incoming psychic Harm to Fatigue

#### **Thought Thief (4 XP)**

Requirements: Psionics 2+, Wits 3+, Telepathy

Effect: When reading surface thoughts, gain +1 die; once per scene, detect lies automatically

#### **Psychic Reservoir (4 XP)**

Requirements: Psionics 2+, Spirit 2+

Effect: Increase Mental Fatigue track by +2; recover 1 additional Mental Fatigue during rest

**Revised Note:** All Minor Talents now have a prerequisite of at least 1 other psionic talent, encouraging specialization.

### 4.12 Major Talents (6-8 XP)

#### **Telekinetic Mastery (7 XP)**

Requirements: Psionics 3+, Spirit 3+, Telekinesis

Effect: +1 die to Telekinesis attacks; can lift objects one category heavier without increasing DV

#### **Mind Walker (8 XP)**

Requirements: Psionics 3+, Wits 3+, Astral Projection

Effect: Astral Projection requires no concentration; move at normal speed in astral form; reduce projection cost to 1/2 Mental Fatigue (round up)

#### **Psychic Vampire (8 XP)**

Requirements: Psionics 3+, Spirit 3+, Psychic Assault

Effect: When dealing psychic Harm, heal 1 Mental Fatigue; once per scene, drain 1 Mental Fatigue from target (requires successful Psychic Assault)

### 4.13 Prestige Talents (12+ XP)

#### **Master of Minds (12 XP)**

Requirements: Psionics 4+, Wits 4+, Telepathy, Empathic Manipulation

Effect: +2 dice to all telepathic effects; can communicate with entire group simultaneously; once per scene, impose emotional state on group (DV 4, mark 2 Fatigue)

#### **Mind Over Body (12 XP)**

Requirements: Psionics 4+, Spirit 4+, Tier III+

Effect: Your Mental Fatigue track becomes **Spirit + Wits** (*min 6, cap 12*). Once per scene, when

you would suffer Mental Fatigue *overflow*, you may instead convert each overflow point into **+1 Fatigue** (standard track), with no per-use limit.

**Paradox:** Mind eclipses flesh. When reduced to 0 Harm, you may remain conscious at **Helpless** until your next turn; then mark **+2 Fatigue** and **+1 SB**.

## Reality Bender

**Type** Major Talent (15 XP)

**Requirements** Psionics 5+, Spirit 4+, Telekinesis, Psychic Assault, Mind Shield.

**Test** *Wits + Psionics* vs. **DV** (per option below).

**Effect** Once per session, reshape local reality within *Near* range. Choose one:

- **Minor Alteration (DV 3):** Change one obvious physical property (color, temperature, texture, sound) of a target within *Close* range, or create a simple illusory effect. *Lasts for the scene.*
- **Moderate Alteration (DV 4):** Alter the structural properties of a *Medium* or smaller object (e.g., make glass flexible, metal brittle, water viscous) for *one exchange*, or create a complex illusion that includes movement and sound.
- **Major Alteration (DV 5):** Temporarily defy a basic law of physics within *Close* range for *one exchange* (e.g., reverse gravity in a small area, stop time for a single object, make fire cold).

**Costs** Mark **1 Harm** and **1 Fatigue**; generate **1 SB**.

## Limitations

- Cannot create matter from nothing; you must transform or rephase existing phenomena.
- Cannot directly harm creatures (no direct damage; secondary environmental effects at the GM's discretion).
- Cannot duplicate other magic paths' signature effects exactly (adjacent expressions at the GM's discretion).
- Cannot affect unwilling targets' minds or souls.

**Examples** Reverse gravity in a small area; make stone flow like water; create a bridge of force; turn sound to color; make shadows solid.

**Revised Note:** Reality Bender now generates additional SB based on alteration severity: Minor (+1 SB), Moderate (+2 SB), Major (+3 SB). Use in populated areas generates additional 1 SB.

## Anti-Psionic Effects

Psionic characters are vulnerable to specific countermeasures that use existing mechanics:

### **Psionic Dampening [WARD]**

DV = Psionics skill; Hit: impose -1 die to psionic rolls; Partial: -1 Effect

### **Mental Null Zone**

Area effect that prevents psionic use; resisted by Spirit + Psionics

### **Psychic Disruption [BANISH]**

Target a psionic effect; DV by fiction; Hit: end effect and mark 1 Fatigue

### **Anti-Psionic Training**

Some NPCs get +1 die against psionic effects due to specialized training

**Revised Note:** Anti-psionic effects are more common in areas with strong magical or technological presence. Professional investigators and security personnel often have basic anti-psionic training.

## Balance Adjustments Summary

### Telepathy

- Limited to once per target per scene for surface thoughts
- Increased DV for invasive effects (3-5)
- Unwilling targets get +2 DV bonus
- Social consequences for obvious use
- Legal implications in civilized areas

### Biofeedback

- Daily limits on healing (1-3 conversions per day based on severity)
- Major healing limited to 1 per day and marks Fatigue
- Requires concentration for serious healing
- Cannot be used freely in combat
- Consent required for use on others

### Psychic Fatigue

- Reset causes 1 Harm
- Surge now costs 3 Mental Fatigue instead of free
- Surge generates additional SB
- Integrates with existing Fatigue system

## General

- Integrated with existing Fatigue/Harm system
- Uses Story Beats for consequences
- Added psionic-specific Talents for advancement
- Anti-psionic effects use existing tag system
- Maintains parity with other magic paths
- Clear talent prerequisite chains
- Scaled Fatigue costs for arts
- Flexible maintenance costs
- Legal and social consequences

## Additional Psionic Complications

### Social Integration Issues

Psionic characters may face prejudice or fear from non-psionic individuals. In some cultures, psionic abilities are viewed with suspicion or regulated by law.

### Mental Scars

Intense psionic use can leave lasting psychological effects. Characters may develop phobias, compulsions, or other mental conditions related to their abilities.

### Psionic Signatures

Powerful psionic use can leave detectable traces that skilled investigators or other psions can track. This creates opportunities for pursuit or identification.

### Reality Bleed

Extensive use of reality-altering abilities may cause minor inconsistencies in the local fabric of reality, creating unpredictable effects that generate Story Beats.

## Psionic Investigation Procedures

### Evidence Handling

Psionic evidence requires special handling and verification. Mental impressions must be corroborated with physical evidence in most legal systems.

### Chain of Custody

Just as physical evidence requires careful handling, mental evidence must maintain "psychic chain of custody" through proper documentation and witness verification.

## Cross-Cultural Considerations

Different cultures have varying attitudes toward psionic investigation techniques, affecting their admissibility and effectiveness in different jurisdictions.

## Psionic Society

### 4.14 The Silent Orders

Psionic practitioners rarely form large, public organizations. Instead, they gather in small, secretive conclaves known as Silent Orders. These groups share techniques, warn of dangers, and maintain the delicate balance between using their powers and being consumed by them.

### 4.15 The Psionic Underground

In many regions, psionic abilities are feared or outlawed. Practitioners must hide their talents or face persecution. This has led to the development of the Psionic Underground—a network of safe houses, coded signals, and false identities that allow psions to move freely while concealing their true nature.

### 4.16 Psionic Artifacts

Objects that have been exposed to strong psionic energies can retain psychic imprints. These artifacts might enhance psionic abilities, store mental energy, or even house fragments of consciousness. However, they often carry the mental scars of their previous users.

## GM Guidance

### 4.17 Introducing Psionics

Psionics should feel rare and mysterious. Not every NPC should have psychic abilities, and when they do, it should be notable. Consider making psionic practitioners:

- Members of secretive orders
- Individuals who have undergone specific training or trauma
- People with unique genetic or spiritual heritage

### 4.18 Balancing Psionic Power

Psionics can be incredibly versatile. To maintain balance:

- Emphasize the consequence tracks and SB generation
- Use Story Beats liberally for psychic activities
- Introduce psionic-specific threats (psychic predators, mental parasites)
- Remember that Mental Fatigue overflow leads to real Harm

## 4.19 Psionic Antagonists

Enemies with psionic abilities present unique challenges:

- They can bypass physical defenses
- They might know the PCs' plans before they're enacted
- They can turn the PCs' emotions against them
- They leave no physical evidence of their crimes

## 4.20 Psionic Encounter Design

When designing encounters for psionic characters:

- Include psychic dampening fields (reduce Psionics dice)
- Feature enemies with Mind Shield or psychic immunity
- Create scenarios where psionic use attracts unwanted attention
- Design social encounters where telepathy reveals hidden agendas

# Character Options

## 4.21 Psionic Talents

Characters can invest XP in psionic-specific Talents:

- **Psionic Resilience (3 XP):** +1 to Mental Fatigue track
- **Focused Mind (4 XP):** Reduce SB generation from psionic use by 1 (minimum 1)
- **Psychic Synergy (5 XP):** When assisting another psion, both gain +1 die
- **Mental Fortress (6 XP):** Immune to non-magical psychic intrusion
- **Expanded Resonance (4 XP):** Mental Resonance clock increases to [6]
- **Echo Dampener (3 XP):** Reduce Echo Traces generation by 1 (minimum 1)
- **Contamination Control (4 XP):** Psychic Contamination clock increases to [8]

## 4.22 Psionic Complications

Consider these Complications for psionic characters:

- **Uncontrolled Talent:** Your powers activate involuntarily under stress
- **Psychic Mark:** You're known to psionic hunters or organizations
- **Mental Parasite:** A fragment of another consciousness shares your mind
- **Empathic Overflow:** You constantly feel others' emotions, making social interaction difficult
- **Temporal Sensitivity:** You occasionally glimpse possible futures, generating Story Beats

## Comparison to Other Paths

### 4.23 Psionics vs. Cantor's Path

Both represent internalized power, but:

- **Psionics:** No Corruption Clock, instant effects, diverse Arts, consequence tracks
- **Cantor:** Corruption progression, delayed effects, mimics existing Rites, Push It mechanic

### 4.24 Psionics vs. Runekeeper

- **Psionics:** Autonomous, Mental Fatigue resource, SB/consequence focus
- **Runekeeper:** Patron-dependent, Obligation resource, Push It for power

### 4.25 Psionics vs. Freeform Caster

- **Psionics:** Defined Arts with unique mechanics, single roll activation, consequence tracks
- **Caster:** Elemental flexibility, Weave+Cast requirement, Backlash risk, freeform effects

### 4.26 Psionics vs. Invoker

- **Psionics:** Instant effects, personal resource management, consequence tracks
- **Invoker:** Ritual preparation, Symbol maintenance, Crack the Seal for emergencies

## Conclusion: The Mind's Edge

Psionics in Fate's Edge represents the ultimate expression of human potential—and its greatest peril. The disciplined mind that can move mountains with thought can also be shattered by the weight of that responsibility. Every psionic practitioner walks a razor's edge between godlike power and complete mental collapse.

With streamlined consequence tracks and clear mechanical benefits for each Art, this final revision provides a balanced and playable psionic system. The focus on Story Beat generation and centralized consequence management maintains the flow of Fate's Edge while providing the unique mechanical identity psionics deserves.

This extension offers tools for players who want to explore the depths of mental discipline, and for GMs who wish to introduce subtle, mind-bending threats to their campaigns. Remember that psionics is not just another form of magic—it is the manipulation of reality itself through the power of consciousness.

Use these rules to tell stories where the greatest battles are fought in the space between thoughts, where the most dangerous weapons cannot be seen, and where the line between hero and monster is drawn in the architecture of the mind itself.

The future belongs to those who can shape it with their thoughts alone. Will you be among them?

## 5 The Great Silence: Psionic History

In the ancient past, before the rise of the Aeler holds and the establishment of the first Ykrul moots, the world experienced what scholars now call the Great Silence—a period when psionic abilities across all peoples were dramatically altered, suppressed, or transformed. This event, which lasted for what contemporary accounts describe as "three turnings of the great wheel" (approximately 200-300 years), fundamentally changed how minds could touch minds across the world.

### 5.1 The Silence Event

The Great Silence did not eliminate psionic abilities entirely, but rather *compressed* them—making mental powers more difficult to access, more costly to maintain, and more dangerous to use. During this period, what had once been natural gifts became rare talents that required intense training and came with significant risks.

Archaeological evidence from this period shows:

- Abandoned psionic academies across multiple cultures
- Sealed mental archives that were too dangerous to access
- Artifacts designed to *suppress* rather than enhance mental abilities
- Records of "mind-storms" where uncontrolled psionic energy caused physical and social chaos

### 5.2 Resonance Scars

Certain locations still bear the marks of the Great Silence, creating what scholars term "Resonance Scars"—areas where psionic abilities function differently due to the lingering effects of that ancient suppression:

#### 5.2.1 The Whispering Vaults (Aeler Holds)

Deep within the oldest Aeler underways, certain chambers amplify mental fatigue by 2 segments but also grant +1 Effect to telepathic abilities. These spaces are both coveted and feared by Aeler psions, who must weigh the enhanced abilities against the increased mental cost.

#### 5.2.2 The Empty Circle (Violet Steppe)

A circular depression in the heart of Ykrul territory where no psionic abilities function at all. Ykrul oral history claims this was once the site of the "Last Conclave"—where the greatest psions of their ancestors attempted to end the Silence but instead created a permanent null zone.

#### 5.2.3 The Singing Stones (Lethai Valewood)

Ancient standing stones that resonate with psionic energy, allowing for enhanced telepathic communication across vast distances—but only when the stones themselves are "tuned" through proper context and ceremony.

### 5.3 Awakening Cycles

Since the end of the Great Silence, psionic abilities have slowly returned in what scholars recognize as distinct *Awakening Cycles*. These periods of increased psionic activity last 50-75 years and are separated by longer periods of relative dormancy:

**First Awakening (Current Cycle, 150 years ago - present)** Marked by the gradual return of basic telepathic and telekinetic abilities, particularly among younger generations.

**Second Awakening (400-325 years ago)** The period when precognition and biofeedback abilities first reappeared, leading to the establishment of many current psionic traditions.

**Third Awakening (650-575 years ago)** The mysterious period when astral projection and empathic manipulation returned, though records from this time are fragmentary.

Each Awakening Cycle brings not just the return of abilities, but the transformation of how those abilities function. Modern psions often find that their powers work differently from historical accounts, suggesting that each cycle fundamentally reshapes the nature of psionic interaction.

### 5.4 Cultural Memory and the Silence

Different cultures retain distinct memories of the Great Silence, each reflecting their unique relationship with mental abilities:

#### 5.4.1 Aeler Records: The Accounting

Aeler historical texts describe the Silence as a "misalignment of the mental ledgers"—where the balance between mind and world became corrupted. They maintain that the current Awakening Cycle requires careful "mental accounting" to prevent another collapse.

#### 5.4.2 Ykrul Oral Tradition: The Broken Paths

Ykrul stories speak of the Silence as a time when "all routes between minds became blocked," making their Kon'reh-based approach to mental interaction impossible. They believe the current cycle represents a "reweaving" of those mental paths.

#### 5.4.3 Lethai Codices: The Lost Context

Lethai records suggest that during the Silence, the context-saturated nature of their communication was temporarily severed, making their gift-based society impossible. They view the current Awakening as a "recontextualization" of mental abilities.

### 5.5 Modern Implications

The Great Silence has several ongoing effects on psionic practice in the present day:

1. **Generational Differences:** Older psions often have different abilities and limitations compared to those born during the current Awakening Cycle.
2. **Cultural Tensions:** Different peoples have varying levels of comfort with psionic abilities based on their historical relationship with the Silence.

3. **Scholarly Interest:** The study of Resonance Scars and Awakening Cycles has become a major field of research, with implications for understanding the fundamental nature of consciousness itself.
4. **Prophetic Concerns:** Some scholars worry that the current Awakening Cycle may be building toward another Silence event, creating tension between those who want to preserve psionic abilities and those who fear their consequences.

The Great Silence serves as a reminder that psionic abilities are not static—they are part of a dynamic system that has shaped and been shaped by the history of the world. For psionic characters, this creates both opportunities and dangers, as they may be part of a new transformation in how minds can touch minds across the Fate's Edge setting.

**Design Philosophy:** This bestiary and generator system provides flexible tools for creating diverse psionic encounters that maintain the unique flavor and mechanical identity of the Fate's Edge psionics system. Each entry emphasizes psychic abilities and consequences that integrate seamlessly with the core module.

## 6 The Thought Trade: Psionic Economics

In the bustling markets of Zakov's free ports and the ancient bazaars of Silkstrand, a new form of commerce has emerged that challenges traditional notions of value and exchange. The Thought Trade represents the economic system that has grown around psionic abilities, where mental services, experiences, and even raw consciousness itself have become commodities with measurable worth.

### 6.1 Mental Labor Markets

Just as physical labor has wages and specialized skills, psionic abilities have created entirely new categories of mental labor that command premium prices across all social strata:

#### 6.1.1 Memory Merchants

Telepaths who specialize in memory storage and retrieval have become invaluable to merchants, scholars, and nobles who need to preserve sensitive information without physical records. The going rate for one hour of secure memory storage is equivalent to a skilled craftsman's daily wage, but the risk premium for storing particularly dangerous or controversial memories can increase the price tenfold.

**Market Integration:** In cities like Ecktoria and Thepyrgos, Memory Guilds have established standardized contracts that specify the exact nature of memories to be stored, the duration of storage, and the conditions under which memories can be retrieved. Breaking a memory storage contract is considered a serious offense, often resulting in both legal penalties and social ostracism that can last for generations.

#### 6.1.2 Calculation Circles

Psions with enhanced mathematical abilities have formed Calculation Circles that serve as living computers for complex engineering, navigation, and financial projects. These psions can perform

calculations that would take traditional mathematicians months in a matter of hours, but the mental strain often requires significant recovery time.

**Economic Impact:** The rise of Calculation Circles has dramatically reduced the time and cost of large-scale projects, from Aeler bridge construction to naval navigation for the Amaranthine Sea fleets. However, it has also created a dependency on psionic labor that some traditional craftsmen view as a threat to their livelihoods.

### 6.1.3 Emotional Architects

Empathic manipulators who specialize in mood and atmosphere control have found employment in everything from political rallies to theatrical performances. Their ability to subtly influence crowd emotions has made them highly sought after by politicians, merchants, and entertainers.

**Regulatory Response:** Several city-states have begun implementing "Mood Licensing" requirements for Emotional Architects, particularly when their services are used in political or commercial contexts. Violations can result in both financial penalties and temporary suspension of psionic practice licenses.

## 6.2 Thought Currency Systems

The most revolutionary aspect of the Thought Trade is the development of systems where mental experiences themselves function as currency:

### 6.2.1 Experience Exchange

In certain underground markets, particularly in Free Havens like Sable Key, psions can trade raw experiences—memories of adventure, intense emotions, or unique sensations—as direct equivalents to coin. A memory of a dragon flight might be worth fifty silver pieces, while the experience of true love might be valued at several gold coins.

**Market Dynamics:** The value of experiences fluctuates based on rarity, intensity, and cultural significance. Memories of historical events, first contact with supernatural entities, or particularly intense emotional experiences command premium prices. However, the market is also subject to fraud—false or artificially enhanced memories can be difficult to detect and have led to the development of specialized "Memory Authenticators."

### 6.2.2 Skill Debt

Psions can enter into "Skill Debt" arrangements where they agree to provide specific mental services over time in exchange for immediate payment or favors. This has created a complex system of mental credit and obligation that operates alongside traditional economic systems.

**Contract Law:** The legal frameworks around Skill Debt vary significantly between jurisdictions. In Aeler holds, such contracts are treated with the same seriousness as infrastructure agreements, with detailed terms and severe penalties for breach. In more chaotic environments like Free Havens, Skill Debt arrangements may be more informal but carry higher risks for both parties.

## 6.3 Psionic Guilds and Economic Power

The economic importance of psionic abilities has led to the formation of powerful guilds that control various aspects of the Thought Trade:

### 6.3.1 The Memory Merchants' Consortium

Operating primarily in the major port cities, this guild controls the legitimate market for memory storage and retrieval services. They maintain strict quality standards, detailed record-keeping systems, and significant political influence in cities where information security is paramount.

**Guild Benefits:** Members receive access to secure storage facilities, legal protection for their services, and networking opportunities with high-value clients. However, they must also adhere to strict confidentiality agreements and contribute a percentage of their earnings to guild funds.

### 6.3.2 The Calculation Collective

A loose network of mathematical psions who coordinate on large-scale projects that require multiple specialists. They've developed standardized protocols for collaborative mental computation and maintain a reputation for accuracy that commands premium rates.

**Collective Structure:** Unlike traditional guilds, the Calculation Collective operates more like a cooperative, with members sharing both risks and rewards. This structure has proven particularly effective for projects that require sustained mental effort from multiple participants.

## 6.4 Economic Integration with Other Modules

The Thought Trade creates natural connections with other aspects of the Fate's Edge economy:

### 6.4.1 Caravan Integration

Psionic couriers who can carry information mentally rather than physically have revolutionized long-distance communication. A telepath can carry the equivalent of an entire library across dangerous terrain without risk of physical loss, but the mental strain limits the duration and frequency of such services.

**Market Impact:** This has created new trade routes and commercial relationships, as merchants can now conduct business across vast distances with unprecedented speed and security. However, it has also made psionic couriers targets for kidnapping and exploitation.

### 6.4.2 Political Intrigue Connections

The ability to read minds and influence emotions has made psions both valuable assets and dangerous threats in political contexts. Political factions invest heavily in psionic protection (mental shielding) while also seeking to recruit or compromise opposing psions.

**Diplomatic Protocol:** Many courts have established formal protocols for psionic interactions, including designated "neutral mind spaces" where telepaths can operate without advantage to either side, and strict rules about when and how mental abilities can be used in negotiations.

### 6.4.3 Black Banner Applications

Military organizations have integrated psionic units into their command structures, creating new tactical possibilities and logistical challenges. Psionic reconnaissance, communication, and psychological warfare capabilities have become essential elements of modern military strategy.

**Military Economics:** The cost of training and maintaining psionic military units is extremely high, but the strategic advantages often justify the investment. This has created a new category of military expenditure and influenced the balance of power between different factions.

## 6.5 Social and Cultural Implications

The Thought Trade has created new social dynamics and cultural practices:

### 6.5.1 The Gentry of the Mind

A new social class has emerged consisting of wealthy individuals who have purchased extensive mental experiences, creating what some call "experiential aristocracy." These individuals often have more diverse and intense life experiences than those who rely solely on physical adventures or traditional education.

**Social Tension:** This has created friction with traditional nobility and wealthy merchants who view mental experiences as somehow less authentic than physical achievements. However, the practical advantages of extensive mental training and experience have made this tension less significant in practical terms.

### 6.5.2 The Privacy Divide

Society has split between those who have access to mental privacy protection (through anti-psionic training, magical wards, or technological means) and those who do not. This has created new forms of social stratification and economic inequality.

**Market Response:** Various industries have emerged to serve the privacy protection market, from specialized craftsmen who create anti-telepathic jewelry to legal specialists who navigate the complex regulations around mental privacy rights.

The Thought Trade represents one of the most significant economic innovations in the Fate's Edge setting, demonstrating how psionic abilities can create entirely new categories of value and exchange while also generating new forms of social complexity and economic tension. For players, this system provides numerous opportunities for adventure, from protecting valuable mental cargo to navigating the complex legal and ethical issues that arise when consciousness itself becomes a commodity.

## A Psychic Bestiary

### A.1 Minor Psychic Threats

#### A.1.1 Mind Tick

Tiny psychic parasite that feeds on stray thoughts

- **Tier:** Street
- **Attributes:** Body 1, Wits 3, Spirit 2
- **Skills:** Stealth 2, Insight 1
- **Psionics:** 1 (Telepathy)
- **Harm:** 1 (mental fatigue drain)
- **Special:** Can phase through small openings, detects psychic activity
- **Tactics:** Sneak attacks on sleeping or meditating targets

### A.1.2 Echo Wraith

Fragment of psychic energy from traumatic events

- **Tier:** Street
- **Attributes:** Body 1, Wits 2, Spirit 4
- **Skills:** Stealth 2, Survival 1
- **Psionics:** 2 (Telepathy, Clairvoyance)
- **Harm:** 2 (psychic assault)
- **Special:** Invisible in areas of psychic trauma, feeds on fear
- **Tactics:** Haunt locations, induce panic to strengthen itself

### A.1.3 Thought Thief

Humanoid who has learned basic mental intrusion

- **Tier:** Street
- **Attributes:** Body 2, Wits 3, Spirit 2
- **Skills:** Sway 2, Deception 2
- **Psionics:** 2 (Telepathy, Empathic Manipulation)
- **Harm:** 1 (physical), 1 (mental)
- **Special:** Can steal surface memories, resistant to mental detection
- **Tactics:** Social manipulation, memory extraction

## A.2 Moderate Psychic Threats

### A.2.1 Psi-Stalker

Professional hunter who uses telepathy to track targets

- **Tier:** Guild
- **Attributes:** Body 3, Wits 4, Spirit 3
- **Skills:** Stealth 3, Survival 2, Insight 2
- **Psionics:** 3 (Telepathy, Clairvoyance, Precognition)
- **Harm:** 2 (physical), 1 (mental)
- **Special:** Can track psychic signatures across miles, precognitive danger sense
- **Tactics:** Patient hunting, strike when target is vulnerable

### A.2.2 Mentalist Cultist

Devotee of psionic philosophy who channels group power

- **Tier:** Guild
- **Attributes:** Body 2, Wits 3, Spirit 4
- **Skills:** Command 2, Lore 2, Sway 2
- **Psionics:** 3 (Telepathy, Empathic Manipulation, Mind Shield)
- **Harm:** 1 (physical), 2 (psychic assault)
- **Special:** Stronger when near other cultists, can share mental states
- **Tactics:** Crowd control, mental domination, group coordination

### A.2.3 Astral Predator

Creature that exists partially outside normal reality

- **Tier:** Guild
- **Attributes:** Body 2, Wits 3, Spirit 5
- **Skills:** Stealth 3, Athletics 2
- **Psionics:** 3 (Astral Projection, Telekinesis, Mind Shield)
- **Harm:** 2 (physical), 2 (psychic)
- **Special:** Can attack from astral form, immune to non-magical weapons
- **Tactics:** Phase between realms, surprise attacks, ignore physical defenses

## A.3 Major Psychic Threats

### A.3.1 Corrupted Psion

Former practitioner driven mad by power

- **Tier:** City
- **Attributes:** Body 3, Wits 4, Spirit 5
- **Skills:** Melee 2, Insight 3, Survival 2
- **Psionics:** 4 (All Arts at reduced effectiveness)
- **Harm:** 2 (physical), 3 (psychic assault)
- **Special:** Psychic Contamination full, causes SB on nearby psions, unstable powers
- **Tactics:** Erratic behavior, overwhelming psychic assault, self-destructive power use

### A.3.2 Mind Archon

Psionic entity that has transcended physical form

- **Tier:** City
- **Attributes:** Body 1, Wits 5, Spirit 6
- **Skills:** Command 4, Lore 4
- **Psionics:** 5 (Telepathy, Clairvoyance, Psychic Assault, Mind Shield, Precognition)
- **Harm:** 3 (psychic assault), can dominate minds
- **Special:** Exists primarily astrally, controls lesser psychic entities, vast mental reach
- **Tactics:** Mental domination, puppeteering minions, precognitive strategic advantage

### A.3.3 The Hollow Crown

Psionic artifact that has gained malevolent consciousness

- **Tier:** Crown
- **Attributes:** Body 2, Wits 6, Spirit 6
- **Skills:** Command 5, Sway 4
- **Psionics:** 5 (All Arts at full strength)
- **Harm:** 3 (psychic assault), can impose mental conditions
- **Special:** Influences all within psychic range, resistant to physical damage, grows stronger with use
- **Tactics:** Subtle manipulation, turning allies against each other, reality warping

## A.4 Legendary Psychic Threats

### A.4.1 The Fractured Sage

Ancient psion who has split consciousness across multiple bodies

- **Tier:** Synod
- **Attributes:** Body 4 (each fragment), Wits 6, Spirit 6
- **Skills:** All skills 3+
- **Psionics:** 5 (Each fragment specializes in different Arts)
- **Harm:** 3 (physical), 3 (psychic), can regenerate from mental essence
- **Special:** Multiple simultaneous presences, shared consciousness, nearly immortal
- **Tactics:** Divide and conquer, overwhelming coordination, impossible to truly defeat

## B Psionic Encounter Generators

### B.1 Psychic Threat Generator (d100)

Roll	Threat Type	Description
01-10	Minor Threat	1 creature, basic psionic abilities
11-30	Minor Group	2-3 creatures, coordinated tactics
31-50	Moderate Threat	1 creature, significant psionic abilities
51-70	Moderate Group	Small group with enhanced capabilities
71-85	Major Threat	1 powerful creature, serious challenge
86-95	Major Complex	Powerful threat with minions/support
96-00	Legendary Threat	Campaign-level psychic entity

### B.2 Psychic Environment Generator (d12)

1. **Psychic Dead Zone:** No psionic abilities function, Mental Fatigue cannot be spent
2. **Mental Resonance Chamber:** All psionic use marks +1 Mental Resonance
3. **Echo Corridor:** Past psionic events replay as illusions
4. **Thought Storm:** Random telepathic messages bombard all minds
5. **Astral Convergence:** Boundary between realms becomes thin
6. **Memory Maze:** Physical space shifts based on memories
7. **Emotion Vortex:** Strong feelings become contagious and amplified
8. **Precognition Field:** Brief glimpses of immediate future
9. **Psychic Feedback Loop:** Psionic effects echo and multiply
10. **Mind Mirror:** Thoughts become visible to others
11. **Willpower Drain:** All mental actions cost +1 Mental Fatigue
12. **Clairvoyant Nexus:** All hidden things become partially visible

### B.3 Psionic Artifact Generator (d12)

1. **Thought Recorder:** Captures and replays memories of users
2. **Emotion Amplifier:** Intensifies feelings in area
3. **Astral Compass:** Points toward nearest psychic signature
4. **Memory Crystal:** Stores vast amounts of information psionically
5. **Precognition Shard:** Grants brief future visions but marks Echo Traces
6. **Mind Shield Generator:** Creates area of psychic protection
7. **Telepathy Amplifier:** Extends range and power of mental communication

8. **Psychic Battery:** Stores Mental Fatigue for later use
9. **Reality Anchor:** Prevents astral projection and psychic phase-shifting
10. **Contamination Core:** Concentrates psychic corruption effects
11. **Resonance Tuner:** Allows multiple psions to share Mental Resonance benefits
12. **Null Stone:** Temporarily suppresses all psionic abilities in area

#### B.4 Psychic Complication Generator (d12)

1. **Tracking Signature:** Your psychic use leaves detectable traces
2. **Mental Parasite:** Foreign consciousness shares your mind
3. **Power Instability:** Psionic abilities trigger randomly under stress
4. **Empathic Overflow:** You constantly feel others' emotions
5. **Temporal Echo:** You occasionally glimpse possible futures
6. **Psychic Addiction:** You crave psionic use, suffer penalties without it
7. **Mental Scars:** Past trauma affects current psionic control
8. **Resonance Sensitivity:** You're overwhelmed by other psions' activities
9. **Astral Bleed:** Your physical and astral forms don't align properly
10. **Memory Fragmentation:** Psionic use causes gaps in your memories
11. **Emotional Contagion:** Your emotions strongly affect those nearby
12. **Future Fixation:** Precognition makes you feel trapped in destiny

#### B.5 Psionic Patron Generator (d8)

1. **The Silent Order:** Ancient psionic brotherhood seeking balance
2. **The Mind Merchants:** Trade in psychic services and information
3. **The Astral Explorers:** Seek knowledge beyond physical reality
4. **The Thought Police:** Enforce laws regarding mental privacy
5. **The Emotion Artists:** Manipulate feelings as creative expression
6. **The Precognition Traders:** Profit from glimpses of the future
7. **The Memory Keepers:** Preserve and protect important knowledge
8. **The Fractured Collective:** Hive-mind seeking to expand consciousness

## B.6 Psionic Organization Generator (d8)

1. **The Quiet Schools:** Educational institutions for psionic development
2. **The Mind Merchants Guild:** Commercial organization trading psychic services
3. **The Silent Hunters:** Professional trackers using telepathy
4. **The Astral Guard:** Protectors who fight interdimensional threats
5. **The Thought Police:** Law enforcement specializing in mental crimes
6. **The Emotion Theaters:** Performance groups using empathic manipulation
7. **The Future Traders:** Economic consortium profiting from precognition
8. **The Memory Libraries:** Archives preserving knowledge psionically

## C Psionic Encounter Building

### C.1 Single Threat Encounter

1. Roll Psychic Threat Generator
2. Roll Psychic Environment Generator for location modifier
3. Roll 1d4 for additional complications (max 2)
4. Roll 1d6 for beneficial environmental effects (1-2 = none, 3-4 = minor, 5-6 = significant)

### C.2 Organization Encounter

1. Roll Psychic Organization Generator
2. Roll 2d4 for number of members (2-3 = patrol, 4-5 = squad, 6-8 = strike team)
3. Roll 1d3 for leader type (standard member, enhanced member, psionic specialist)
4. Roll Psychic Environment Generator for operational theater
5. Roll 1d4 for organizational goal (patrol, capture, eliminate, retrieve)

### C.3 Artifact Encounter

1. Roll Psionic Artifact Generator
2. Determine artifact's current state (1-4 = dormant, 5-8 = active, 9-12 = malevolent)
3. Roll 1d6 for artifact's guardian (1-2 = none, 3-4 = minor threat, 5 = moderate threat, 6 = major threat)
4. Roll Psychic Environment Generator for artifact's location
5. Roll 1d4 for artifact's effect on users (1 = beneficial, 2 = neutral, 3 = harmful, 4 = transformative)

## D Psionic Campaign Threads

### D.1 The Resonance War

Two psionic organizations are escalating their conflict

- **Minor Threats:** 3-5 encounters with organization members
- **Moderate Threats:** 2-3 encounters with specialists
- **Major Threat:** 1 encounter with organization leadership
- **Campaign Clock:** [8] tracks escalating conflict
- **Stakes:** Control of psionic resources, civilian safety, political influence

### D.2 The Astral Breach

A rift between realms is growing larger

- **Minor Threats:** 4-6 encounters with astral creatures
- **Moderate Threats:** 2-3 encounters with reality distortions
- **Major Threat:** 1 encounter with entity trying to cross over
- **Campaign Clock:** [6] tracks breach expansion
- **Stakes:** Reality stability, psionic safety, dimensional balance

### D.3 The Memory Plague

A psychic disease is spreading through telepathic contact

- **Minor Threats:** 3-5 encounters with infected individuals
- **Moderate Threats:** 2-3 encounters with disease vectors
- **Major Threat:** 1 encounter with plague origin/source
- **Campaign Clock:** [6] tracks disease spread
- **Stakes:** Mental health, social stability, psionic community survival

### D.4 The Precognition Paradox

Future visions are becoming contradictory and dangerous

- **Minor Threats:** 2-4 encounters with time-displaced effects
- **Moderate Threats:** 2-3 encounters with fate manipulation
- **Major Threat:** 1 encounter with entity controlling temporal flow
- **Campaign Clock:** [8] tracks timeline instability
- **Stakes:** Free will, destiny, causality itself

## E Psionic Adventure Seeds

### E.1 "The Silent Auction"

A black market auction for psionic artifacts and services

- **Hook:** PCs need rare component/service only available at auction
- **Location:** Secret venue with psychic security
- **Complications:** Multiple bidders, artifact activation, betrayal
- **Threats:** Corrupted psions, psychic predators, law enforcement
- **Reward:** Unique artifact, valuable information, powerful contact

### E.2 "The Mind Prison Break"

Dangerous psychic criminals are escaping from specialized facility

- **Hook:** PCs hired to recapture escapees or prevent breakout
- **Location:** High-security psionic prison with mental wards
- **Complications:** Guards compromised, reality distortion, public panic
- **Threats:** Escaped prisoners, facility malfunction, competing interests
- **Reward:** Substantial payment, criminal network disruption, public safety

### E.3 "The Astral Investigation"

Mysterious events require investigation in non-physical realms

- **Hook:** Physical world problem with astral root cause
- **Location:** Various planes of existence, psychic landscapes
- **Complications:** Different rules, time distortion, identity confusion
- **Threats:** Astral predators, trapped souls, reality anchors
- **Reward:** Unique knowledge, interdimensional contacts, reality stability

### E.4 "The Emotion Plague"

Contagious emotional state is spreading through population

- **Hook:** PCs immune or need to stop spread for personal reasons
- **Location:** Urban environment with high population density
- **Complications:** Mass hysteria, social breakdown, economic impact
- **Threats:** Empathic manipulators, infected crowds, authority response
- **Reward:** Social influence, economic opportunities, emotional mastery

## Conclusion

This bestiary and generator system provides flexible tools for creating diverse psionic encounters that maintain the unique flavor and mechanical identity of the Fate's Edge psionics system while offering GMs quick, customizable options for campaign play. The integration of consequence tracks, SB generation, and psionic-specific mechanics ensures that every encounter reinforces the core themes of mental discipline and its inherent risks.

Use these generators to populate your campaigns with memorable psychic threats, create dynamic environments that challenge psionic characters in unique ways, and develop ongoing story threads that explore the deeper implications of mental power in your game world.

Remember that the true strength of psionics lies not just in its mechanical benefits, but in the narrative possibilities it creates. Every psychic encounter should ask questions about the nature of consciousness, the responsibility of power, and the thin line between mastery and madness.

## F Psionic Investigation Procedures

The unique capabilities of psionic characters have created new methodologies for investigation and detection that integrate seamlessly with Fate's Edge's existing investigative frameworks. These procedures transform how mysteries are solved while maintaining the core tension between information gathering and consequence management.

### F.1 Mental Detective Work

Psionic investigators operate within the same framework as traditional investigators but with enhanced capabilities that come with their own risks and limitations. The key is that psionic abilities don't eliminate the need for traditional investigation skills—they amplify and complicate them.

#### F.1.1 Memory Reading and Reconstruction

Telepaths can access witness memories, but this process is far from simple information extraction:

**Memory Integrity Test:** When reading a witness's memory, the psion must make a Wits + Psionics vs. DV 3-5 (based on memory clarity, emotional trauma, and time elapsed).

- **Success:** Gain Clue +1 and can ask one specific question about the memory's context
- **Partial:** Gain Clue +1 but the memory is fragmented or confused with other events
- **Miss:** Create False Memory [4] - the witness now "remembers" something that isn't true

**Mental Fatigue Cost:** Each memory reading costs 1 Mental Fatigue, plus additional Fatigue equal to the witness's Spirit attribute (representing their mental resistance).

#### F.1.2 Deception Detection

Psionic abilities enhance but don't guarantee the detection of lies:

**Surface Thoughts Scan:** Wits + Psionics vs. DV 3 to read immediate emotional reactions during questioning.

- **Success:** Identify general emotional state (truth, deception, fear, confusion)
- **Partial:** Detect emotional inconsistency but cannot determine its source

- **Miss:** GM may spend SB to create False Confidence - the psion becomes convinced of truth when deception exists

**Deep Intent Reading:** Spirit + Psionics vs. DV 4-5 to probe underlying motivations and truthfulness.

- **Cost:** 2 Mental Fatigue plus target's Presence (if willing) or Spirit (if resistant)
- **Risk:** On miss, tick Psychic Backlash [4] - the target's mental resistance creates lasting strain

## F.2 Crime Scene Psionics

Certain psionic abilities can extract information from crime scenes, but this practice is heavily regulated in most jurisdictions:

### F.2.1 Residual Impression Reading

Very sensitive telepaths can sometimes read "echoes" left by intense emotional or traumatic events at crime scenes.

**Procedure:** Wits + Psionics vs. DV 4-6 (based on time elapsed, intensity of emotions, and environmental interference)

- **Success:** Gain vivid impression of final moments, potentially identifying perpetrator or victim state
- **Partial:** Fragmented impressions that require interpretation and may be misleading
- **Miss:** GM spends SB to create Psychic Contamination [4] - the psion absorbs traumatic elements that affect future investigations

**Legal Implications:** In most civilized areas, residual impression reading requires:

- Official authorization from investigative authorities
- Presence of legal witnesses during the procedure
- Documentation of all impressions in official records
- Potential Psychic Evidence [6] clock that tracks admissibility in court

## F.3 Psionic Evidence and Legal Complications

The introduction of mental evidence has created significant legal and ethical challenges across different jurisdictions:

### F.3.1 The Admissibility Problem

Most legal systems struggle with how to treat information obtained through psionic means:

**Aeler Courts:** Require dual testimony - both the psion's interpretation and traditional evidence must support conclusions. Mental evidence alone is inadmissible.

**Lethai Moots:** Accept mental evidence when proper context witnesses can verify the psion's reading, but require extensive documentation of the context keys used.

**Ykrul Bowl Proceedings:** Mental evidence is acceptable if obtained without deception and with the subject's implied consent (no explicit refusal).

**Free Haven Practice:** Generally more permissive but require the psion to testify about their methods and potential for error.

### F.3.2 Chain of Custody for Mental Evidence

Just as physical evidence requires careful handling, mental evidence must maintain "psychic chain of custody":

1. **Initial Reading:** Documented with time, location, and witness presence
2. **Storage:** Mental impressions must be either immediately recorded or maintained in the psion's memory with regular verification
3. **Transfer:** If transferring evidence to another psion, both must witness the transfer and document any changes
4. **Presentation:** In court, the psion must recreate the evidence from memory, with potential for Mental Fatigue costs

## F.4 Investigation Integration with Other Modules

Psionic investigation procedures naturally connect with other Fate's Edge systems:

### F.4.1 Political Intrigue Integration

In political investigations, psionic abilities create both opportunities and risks:

- Reading political opponents' true intentions
- Detecting treason or hidden loyalties
- Risk of political retaliation if discovered
- Potential for creating false evidence through Psychic Manipulation [4] clocks

### F.4.2 Horror Campaigns Enhancement

Psionic investigation in horror settings amplifies both discovery and danger:

- Reading the memories of victims or witnesses increases Dread Clock segments
- Encountering alien or corrupted minds may cause Mental Corruption [4]
- Precognition abilities may reveal horrific truths that increase Reality Fracture Clock

### F.4.3 Caravan and Trade Investigation

Psionic abilities are invaluable for detecting smuggling, fraud, and commercial espionage:

- Reading merchants' true intentions during negotiations
- Detecting hidden cargo or false manifests
- Risk of Merchant Guild retaliation for unauthorized mental intrusion
- Potential for creating Business Intelligence [6] assets through mental reconnaissance

## F.5 Professional Psionic Investigators

Specialized investigators have emerged who focus primarily on psionic methods:

### F.5.1 The Memory Advocates (Guild)

Operating primarily in legal systems that accept mental evidence, these investigators combine traditional detective work with psionic enhancement:

- **Services:** Witness memory recovery, deception detection, residual impression reading
- **Limitations:** Require legal authorization, maintain extensive documentation, face professional liability for false evidence
- **Costs:** 2-5 times normal investigation fees plus potential legal complications insurance

### F.5.2 The Silent Seekers (Freelance)

Independent investigators who operate in jurisdictions with less regulation:

- **Services:** Covert mental investigation, missing person location through memory tracing, corporate espionage detection
- **Risks:** Legal vulnerability, potential for Mental Burnout [6] from overuse, reputation-based economy
- **Network:** Maintain informal connections with law enforcement who use their services unofficially

These investigation procedures ensure that psionic characters remain meaningfully engaged in investigative scenarios while preserving the core tension and complexity that makes Fate's Edge investigations challenging and interesting. The integration maintains mechanical balance by ensuring that psionic advantages come with proportional costs, risks, and complications that create ongoing story opportunities rather than simple problem-solving.

## G Racial Psionic Integration

The development of psionic abilities has created unique relationships between different peoples and mental powers, with each culture's existing strengths and limitations shaping how they approach and utilize these extraordinary capabilities.

### G.1 Aeler: The Deep Accountants

The Aeler's existing focus on precise measurement and resource management has profoundly influenced how they develop and utilize psionic abilities. For the Aeler, psionics represent another form of infrastructure that must be carefully maintained and accounted for.

### G.1.1 Breath Accounting and Mental Fatigue

Aeler psions experience their mental strain through the same breath-debt system that governs all underground activity:

- Each psionic use costs "breaths" that must be repaid through rest and proper ventilation
- Underground environments increase Mental Fatigue costs by 1 segment due to thin air
- Aeler holds maintain "breath banks" - communal rest chambers where psions can recover mental energy

**Deep Accounting Integration:** Aeler psions must maintain detailed ledgers of their mental activities, recording:

- Mental Fatigue expenditure and recovery times
- Effectiveness of different abilities in various environments
- Cost-benefit analysis of psionic vs. traditional approaches

### G.1.2 Infrastructure Psionics

Aeler psions often specialize in abilities that enhance their society's infrastructure:

- **Structural Sense:** Enhanced ability to perceive stress points and weak spots in buildings and constructions
- **Vent Reading:** Advanced understanding of air flow patterns that enhances telepathic range underground
- **Resonance Mapping:** Ability to sense the "health" of infrastructure systems through mental connection

**Cultural Integration:** Aeler psions are highly valued for maintaining underground settlements, but their "breath debt" makes them dependent on community support. This creates a symbiotic relationship where psions provide essential services while requiring significant community investment in their maintenance.

## G.2 Lethai: The Context Keepers

The Lethai's context-saturated communication system has created a unique approach to psionics where mental abilities are as dependent on social and environmental context as their spoken language.

### G.2.1 Context-Saturated Telepathy

Lethai psions must navigate the same context-saturated communication as their non-psionic kin:

- Reading minds without proper "context keys" (place, season, relationship) produces garbled or misleading information
- Mental communication requires the same ritualized preparation as spoken communication

- Different mental "dialects" exist between Lethai-al, Lethai-ar, and Lethai-thora communities

**Mark Integration:** Lethai psions often enhance their abilities through traditional Marks (tattoos, scars, resin-inlay) that serve as mental anchors:

- Spider's Patience Mark grants enhanced concentration for telepathic eavesdropping
- Serpent's Breath Mark enhances ability to detect deception and hidden intentions
- Storm-Shadow Mark allows for enhanced precognition during weather events

### G.2.2 Gift-Based Psionic Development

The Lethai's Gift division creates distinct psionic development paths:

- **Body-Gift Psions:** Enhanced physical psionic abilities (telekinesis, biofeedback) that align with physical excellence
- **Mind-Gift Psions:** Enhanced mental abilities (precognition, telepathy) that complement mental acuity
- **Bridge-Born Psions:** Rare individuals who can combine both types but face social skepticism

**Cultural Integration:** Lethai psions serve as living archives and context-mediators, but their knowledge becomes "cursed" when removed from proper context. This creates a natural limitation that prevents them from becoming overpowered while maintaining their cultural significance.

## G.3 Ykrul: The Weather Readers

The Ykrul's mastery of Kon'reh (sacred geometry) and their relationship with open spaces has shaped their approach to psionics around pattern recognition and tactical awareness rather than direct mental manipulation.

### G.3.1 Kon'reh-Augmented Precognition

Ykrul psions don't see the future directly—they read the "flow/weight/exit" patterns of probability through their existing geometric understanding:

- Precognition is tied to route-finding and tactical awareness rather than personal fortune-telling
- Mental visions appear as geometric patterns that must be interpreted through Kon'reh principles
- Group precognition is more effective than individual - multiple psions can "map" probability spaces

**Weather Integration:** Ykrul psions have enhanced sensitivity to atmospheric conditions that affect their abilities:

- Storm conditions enhance telepathic range but increase Mental Fatigue costs
- Clear weather allows for more precise precognitive readings
- Wind patterns can carry or disrupt mental communications over long distances

### G.3.2 Tactical Psionics

Ykrul psions excel in abilities that support their nomadic, clan-based society:

- **Herd Sense:** Enhanced ability to perceive the emotional and physical state of groups
- **Route Reading:** Mental mapping that combines geographic knowledge with tactical awareness
- **Banner Communication:** Long-distance mental communication between clan members

**Cultural Integration:** Ykrul psions are invaluable scouts and tacticians, but their "sightings" must be interpreted through Kon'reh principles. This creates a collaborative relationship where psions provide raw data that clan leaders must interpret through their cultural wisdom system.

## G.4 Vilakari: The Information Brokers

The Vilakari's expertise in information networks and their position as cultural intermediaries has led to the development of psionic abilities focused on information gathering and social manipulation.

### G.4.1 Networked Telepathy

Vilakari psions excel at surface thoughts and emotional currents in crowded spaces:

- Enhanced ability to read emotional undercurrents in marketplaces and social gatherings
- Difficulty with deep, private thoughts due to cultural emphasis on surface interactions
- Natural talent for detecting deception in commercial negotiations

**Thought-Markets:** Vilakari psions have developed "thought-markets" where information is traded through mental contact:

- Information brokers who specialize in mental exchanges
- Standardized "thought-prices" for different types of information
- Reputation systems based on the accuracy and usefulness of mental information

### G.4.2 Commercial Psionics

Vilakari psions often specialize in abilities that enhance their information-brokering activities:

- **Surface Reading:** Enhanced ability to read immediate thoughts and intentions in social situations
- **Memory Trading:** Ability to temporarily share specific memories for commercial transactions
- **Negotiation Sense:** Enhanced perception of the underlying dynamics in business dealings

**Cultural Integration:** Vilakari psions operate underground information networks, but their abilities make them vulnerable to mental "audits" by authorities. This creates a cat-and-mouse dynamic where psions must constantly balance the value of their abilities against the risks of detection.

## G.5 Cross-Cultural Psionic Development

The interaction between different racial approaches to psionics has created unique opportunities and conflicts:

### G.5.1 Cultural Exchange Programs

Some communities have established formal programs for cross-cultural psionic training:

- Aeler academies that teach Lethai context integration
- Lethai moots that explore Ykrul tactical applications
- Ykrul clan gatherings that learn Vilakari information networks
- Vilakari brokerages that adopt Aeler accounting precision

### G.5.2 Hybrid Abilities

Individuals of mixed heritage or extensive cross-cultural training may develop unique hybrid abilities:

**Aeler-Lethai:** Psions who combine precise mental accounting with context-sensitive communication  
**Ykrul-Vilakari:** Psions who merge tactical precognition with information brokering skills  
**Lethai-Ykrul:** Psions who blend context-based telepathy with geometric pattern recognition

**Social Dynamics:** Different cultures have varying levels of acceptance for psionic abilities, creating complex social landscapes where psions must navigate not just their mental abilities but also the cultural expectations and limitations of their communities. This integration ensures that psionic characters remain meaningfully connected to the setting's cultural diversity while providing unique mechanical and narrative opportunities that reflect their peoples' distinct worldviews and capabilities.