Psychic Powers

Fighting Profiles

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Psychic | MP+0 | CS+1 | RS+1 | CR+3 | CP+5 |

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Astral Projection | U | T | 30 | -- | -- | Self | M | * Desolid * Invisible * Those who have Aura Sight, or can see souls can see you * Body is left behind * You can still interact with other Astrally Projected characters * You can still interact with characters who are Possessing others * Fly 10 | * None |
| Aura Sight | U | N | 20 | 10 | -- | Self | -- | * You can see the empathic auras of people * You get a general sense of someone’s personality traits * You get a general idea of their current disposition * You get a +1 to all social checks | * Aura Tracker – Use Aura Sight as a tracking sense / x1 / -- / 10P * Ghost Sight – Can see invisible / x1 / -- / 10P |
| Cold Reading | T | N | 10 | -- | -- | Self | 0 | * You are proficient at social checks * Social +2 | * None |
| Danger Sense | T | N | 20 | -- | -- | Self | 0 | * Cannot be surprised * Cannot be flanked * Can substitute Power for either stat in search checks | * None |
| Dark Portents | Arz | A | 20 | 6/ | 0 | 1 tgt | 0 | * Both you and your target are Cursed (Power) * When your curse activates, it ends your turn as usual, and you take damage, but your opponent takes double the damage | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Range +1 / x3 / +0B / 6P * Save DL +2 / x3 / +1B / 10P |
| Nine Lives | U | R | 20 | -- | -- | Self | 0 | * Luck(1) | * Luck +1 / x3 / -- / 20P |
| Precognition | U | N | 30 | -- | -- | Self | 0 | * Once per session you may ask the GM one question pertaining to future events | * None |
| Psychic Armor | R | N | 30 | -- | -- | Self | 0 | * Armor 0/0/4 * Mental Saves +2 | * Armor / x3 / +0B / 10P |
| Psychic Disruption | Arz | A | 20 | 6/ | -- | 1 tgt | 6 | * 1d8 + Power Psychic Damage * Daze (Power) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Range +1 / x3 / +0B / 10P |
| Psychic Link | Arz | A | 20 | 6/ | -- | 1 tgt | 6 | * Establish a psychic link with the target (Power) * If you have a link, you can communicate with the target, see and hear what he does, or use mental attacks as though you are adjacent to the target at any time * Each day, the victim can make a Power save to break the link | * Range +1 / x3 / +0B / 6P * Save DL +2 / x3 / +1B / 10P |
| Sense Psychic Impressions | U | N | 20 | -- | -- | Self | 0 | * You can sense the psychic residue left in places that have been the site of extreme emotions or traumatic events | * None |
| Speak with the Dead | U | N | 20 | -- | -- | Self | 0 | * You can speak with the souls of corpses or ghosts * You have no particular ability to compel the dead to give you information, or to tell the truth, but you can make social checks normally | * None |
| Spirit Defenders | D | T | 20 | -- | 0 | Self | 2 | * Block +1 * Dodge +1 * Armor 2/2/0 * Anyone who attacks you in melee is immediately attacked back by an angry spirit as a free action * The spirit has a Strike skill equal to your Zap-2, and does 3d6 Energy Darkness Damage if it hits | * None |