Psychic Powers

Special Mechanics

Powers

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **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 * 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 |
| Danger Sense | T | N | 20 | -- | -- | Self | 0 | * Cannot be surprised * Cannot be flanked * Can substitute Power for either stat in search checks | * None |
| 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 |
| Psychic Disruption | Arz | A | 20 | 6/ | -- | 1 tgt | 6 | * 1d6 + Power Psychic Damage | * 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 |
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