

Basic: Requires three aberrants within the space of the Augmented room to each spend 1 Resolve and 15 Body while performing 1 minute of Active Roleplay concentrating their psionic energies to activate the darkened veil for 10 minutes. While active the Darkened Veil has the following effects: - Outsiders inside the augmented room cannot call "Anomaly Repsonse: Healing" in response to Psionics being used. - Awareness skills may not be used in the augmented room including the passive ability of Master Awareness. - All uses of Basic Biogenetics only heal for 1 body even if normally modified by abilities, skills, equipment, or plot effects. This room augment stacks with other room augments and breaks immediately after the duration has ended.