

Psionics



Where would the Zhodani be had they not harnessed the powers of the mind? For most humans, powers like Telepathy and Telekinesis are little more than quaint parlor tricks, charlatanism done by sleight of hand, or worse, signs of demonic influence.

The Zhodani, however, learned during the Second Dark Age that these strange talents were more than that - they were critical to their survival as a people.

During the Second Dark Age, psionics are just beginning to come into ascendance, and those with the power are often seen as mystics, wizards, or sometimes charlatans. How a talent is expressed also depends on the campaign timeline. Campaigns that take place During the **Dzaqtlas** will be less psionically-oriented; games later in the Second Dark Age will have more emphasis on psionics.

There are three ways psionics manifest in a character or NPC. These are **Latent**, **Wild**, and **Trained**. Each of these will have different expressions and game effects depending on the timeline and setting.

LATENT TALENTS

Most people are born with some degree of psionic ability, but few actually learn to use them. A talent is considered *Latent* until some event activates it. This could be a trauma or other stress, an accidental discovery, or any other significant event. The exact nature of the Awakening Event should be up to the referee, but in collaboration with the player. A **Latent** talent that becomes activated in this way becomes a **Wild Talent**. The nature of the talent depends on the type of scenario.

End of Days: Psionic talents were known of but not actively researched in the pre-Dzaqtlas times; therefore, a Latent Talent is unlikely to have awakened before the End. However, the events of that time could be

traumatic enough to cause an Awakening. Finding someone to actually *teach* one to use and develop a talent will be nearly impossible, however.

Wasteland: “Out here, everything hurts.” Latent talents in the Wasteland scenario may be somewhat aware of their abilities, but for some reason are afraid to use them or have a mental block that prevents them from doing so. Latents might be “outed” by accident and become the target of witch hunts, or even enslaved and abused by barbaric tribes due to their power and potential.

Rising Empire: In this scenario, Latent Talents are often those who have abilities that have gone unnoticed by the society at large, whether they come from a barbaric tribal culture or the civilized Western Empire. In either case, there’s a chance of finding someone capable of teaching a Latent Talent to use their abilities, depending on the attitudes of the tribe and the availability of a *Shaman* or *Priest*.

WILD TALENTS

A *Wild Talent* is one that’s active and has some skill, but no formal training. The character who has such a talent may not even have direct control over when and how she uses it; it just *happens* when she needs that extra boost. A character with Teleport, for example, might suddenly find herself a hundred meters from where she was, having flitted just before an arrow hit her. Someone with telepathy might subconsciously warn his allies about an ambush he’s just discovered. With some time and practice, and by spending some Experience Points, he will be able to exercise some conscious control, but with restrictions.

Being untrained is not necessarily a handicap - a Wild Talent may lack formal teaching, but this means she also is not encumbered by the limitations imposed by such education. Wild Talents are able to “improvise” new powers more readily than those with formal training simply because they *do not know* what their limitations are! They get +1 to attempts to use their Talent in a “new” or unconventional way.

End of Days: In the days during the height of the Dzaqtlas, psionic powers went from being an object of curiosity to something feared. Many practitioners hid their abilities to avoid the angry mobs looking for anyone to blame for the plague. Some fortunate few discovered their Talent lay in either healing themselves and surviving the Dzaqtlas, or even healing others. These became the first wandering healers and shamans,

eventually rising to if not an honored state, at least not despised and feared.

Wasteland: After a few decades, people began making the connection between psionics and healing. Tribes and communities began looking for individuals with the strange powers, and even welcoming wandering “plague doctors” when they passed by. However, not all practitioners were created equal, and there were many who took advantage of others during the Dark Age. Charlatans, mountebanks, and snake oil salesmen proliferated among the true healers.

Rising Empire: The new Dlenchiepr Priesthood in the West is actively seeking out these Wild Talents to bring them firmly under the control of the Empire. There’s a good chance that if a Wild Talent is wandering the land in civilized regions that she will be discovered and recruited for “proper” training. In the rest of Zhdant, Wild Talents are often Shamans, healers, seers, or soothsayers, respected and honored by their tribes.

ADEPTS

When a psion gets formal tutelage to develop his Talent, he becomes an *Adept*. This can take one of two forms.

Shamanic Psions who find a barbarian healer, medicine man, or holy woman, get taught the ways of “magic” from a fellow Wild Talent. They retain many of their old previous bonuses, like being able to improvise new Powers, but now are able to consciously direct their Talent. The trade off for this is the need for a fetish or focus. These are ritual items and activities that must be done in order to use the Talent effectively. They might take the form of a prayer or physical ritual (fetish), or a piece of jewelry or a staff of specific and unique construction (focus). The psychic powers may be used without these items, but at a disadvantage (-1 to -3 depending on circumstances).

Mystic Psions are those who are taken in by a civilized holy order. In the **Rising Empire** scenario, this means the **Dlenchiepr** Priesthood. Once they, they are given formal training to overcome any mental aversions they might have to actually using their *Talent*, and they are shown how to use it effectively. For *Wild Talents* this means losing the ability to improvise, but gaining an immediate +1 to their *Talent* level. A *Mystic Psion* is able to do some imaginative psionics, but at a disadvantage (-1

DM to improvisational uses). They also do not have the same restrictions as *Shamanic Psions* do - they don't need a focus or fetish, for example - but some use them anyway, usually in the form of a gem or jewel worn on a small circlet or diadem.

End of Days: In the days during the height of the Dzaqtlas there were few if any properly trained psions. Most were either stage magicians using telekinesis or telepathy to impress audiences, or occasionally, members of a religious order. In either case, many of them went into hiding to avoid angry mobs looking for easy scapegoats.

Wasteland: The same wandering healers, charlatans, and snake oil salesmen with *Wild Talents* also proliferate from the surviving Trained psions. The difference is, the trained ones are better at hiding their intentions and more efficient at tricking the desperate or gullible.

Rising Empire: In the West, a new power is rising where a psionic priesthood has strength and influence. These well trained, disciplined Healers and Priests have a code of honor and ethics that the new Dlenchiepr Empire is determined to spread to all corners of the world. However, there is resistance to the plan as other tribes and communities have their own healers and shamans and their own agendas...

PSIONIC AWAKENING

For those who wish to develop their powers to their full potential, several avenues for exploring training are available.

Individual Experimentation/Psychic Trauma: The first, and probably least reliable option, is do-it-yourself psionics. Either the psion has stumbled upon the abilities by accident and decided to try and make something of it by trial and error, or some traumatic experience has unlocked it and revealed the hidden powers. Either way, this is the least reliable and most dangerous way to learn.

Trial and Error: Untrained psionic tasks may be attempted at DM -3; if successful, the task is effective but in a limited way (according to the GM's discretion). The talent attempted is not "unlocked," however - it remains latent. The character "accidentally" used it but does not fully understand HOW. The next attempt to use the same talent is at DM -2. This method is not without risk as well; in the event of a catastrophic failure (relative success of -6 or less), roll on the

Psychic Injury table (p. XX) to determine the damage inflicted by the attempt and reset the penalty DM to -3.

Find a Mentor: More reliable than experimenting alone. A psion can look for a more experienced and hopefully wiser person to show them the ropes. This may have varying results depending on the quality of the mentor and how **they** learned their skills. The mentor must also actually **know** the Talent being learned; this should be obvious.

It takes time to learn from a mentor. Roll 1D + the Mentor's Talent level for the time spent, in months, learning a Talent to level-1 in this way. The highest level the talent can be learned is equal to the mentor's Talent level -1. Additionally, mentors sometimes have the unpleasant habit of passing on their own psychic trauma to their students. Roll End 8+ for each session to avoid this.

Learn one level of Talent from a mentor: Psi 8+, 1D + Mentor's Talent level in months

Join a Mystic Order: Another option for the curious is joining a religious order, mystic commune, or religious cult. This has its own challenges peculiar to the type of group joined, and results may vary widely. Not all such organizations are created equal, and the quality of teaching depends

2D	Attitude	Effects
2	Despised	Psionics are a disease to be purged! Roll Soc or Psi 10+; on success, you are accepted into the group but their true goals are to "free you" from your "curse"... fail, and they attack on sight.
3-5	Shunned	The order rejects the very notion of psionics and will not train the petitioner but are unlikely to be violent. Roll Soc or Psi 10+. On success, you are accepted, with restrictions. Fail, and you're cast out - they might even warn others in the area of the presence of a "witch."
6-8	Accepting	Psionics are treated like a rare gift. They will train the psion, but only if high potential is shown. Roll Psi 8+ to be accepted.
9-11	Welcoming	Psionics are greeted with enthusiasm and may even be part of religious observances. Roll Psi 8+ to be accepted. They will then train the petitioner. Roll Psi 8+ to learn a new Talent.
12	Enthusiastic	Not only does the order welcome psionics, they do so enthusiastically since they form a core of their beliefs. Roll Psi 6+ to be accepted. They will train the psion, granting an immediate +1 to any one Talent. Roll Psi 8+ (-1 per term served, 1- per Talent known) to learn a new Talent.

on the order's attitude toward psionics. When you find a Mystic Order or Cult, roll on the **Mystic Orders** table to determine the group's attitudes toward psionics:

Acceptance into the order is not guaranteed. For those groups that actually accept psionics, follow the instructions in the Effects column. Regardless of the attitudes of the Mystic Order, the psion immediately gains **Strictures of Faith** as a **Disadvantage**. This represents the rules laid down by the holy order that both guide the psion along the path to enlightenment (or whatever the teaching is) and restrict their activities and uses of psionics. The more accepting of psionics the order is, the more restrictive the teachings. If the adherent attempts to use her powers in a way that violates the teachings of the order, the disadvantage imposes a -DM on the attempt.

Find a mystic order: Investigate 10+, 8+ if in a civilized region, 1D weeks

Psionic Talents



In the Dzaqtlas Era and during the Second Dark Age, the Zhodani are just beginning to unlock the limitless potential of the human mind. Some Zhodani have developed these powers to a high level; others may have undiscovered talents hidden even from themselves.

PSIONIC STRENGTH POINTS

All Zhodani have some level of Psionic strength. This is measured by the characteristic **Psi**. This is rolled like any other characteristic during initial generation and is rated from 0 to 15, depending on age and other modifiers.

$$\text{Psionic Strength Points} = \text{Psi} - \text{terms served}$$

Psionic Strength tells you the most difficult powers of any talent your character can use. It also acts like “mana” in that when you use a power, you must spend Psi points to do it. If you don’t have enough points you can still make the attempt, but at a penalty of -1 DM per point of deficit.

Because Psi is also an *attribute*, it grants bonuses (+ DM) or penalties (- DM) based on its current level. These will change as Psi points are expended.

For example, a character has maximum natural Psi-11 has a +1 DM at full strength and Telepathy-1. She attempts to telepathically relay an order to her teammate 100 meters away. This will cost 4 Psi points, reducing her Psi temporarily to 7 with a +0 DM. If she attempts another transmission, she will be down to 3 Psi points and have a -1 DM.

Psi points are recovered at the rate of one point per hour **of rest**. This begins three hours after psionic activity; if interrupted, the time resets. Meditation, prayer, or other such mental exercises can increase the recovery rate to two points per hour; roll Int 8+ every hour to sustain the recovery. Uninterrupted sleep for at least six hours provides full recovery.

PSIONIC TALENTS

There are several psionic talents available as shown on page 32. That table shows you how to acquire them; this section shows how to **use** them.

The most common Psionic Talents available in the Dzaqtlas Era are:

- **Telepathy** - reading minds and mental communication
- **Telekinesis** - moving things with the powers of the mind
- **Clairvoyance** - perceiving objects, people, and events at a distance
- **Awareness** - controlling one's mind and body; the ability to heal injuries and cure diseases
- **Teleportation** - moving from one place to another instantaneously

There are other psionic talents available that are more rare and difficult to acquire, but no less important:

- **Healing** - the ability to heal injuries, control physical health, and cure disease in others
- **Blocking** - The ability to prevent others from using their talents
- **Mimic** - The ability to mask one's own thoughts and personality behind a false psychic construct
- **Psychic Transfer** - the ability to transfer some or all of one's Psi strength to another
- **Empathic Healing** - the same as Healing, but the psion sacrifices her own health instead of Psi points to heal the subject
- **Teleprojection** - the ability to teleport another person

The following psionic talents are extremely rare and not well known at the time of the Dzaqtlas, and should only be used in special cases:

- **Machine Symbiosis** - the ability to interact with computers and other mechanical devices
- **Vampiric Awareness** - the same as Awareness, but the psion drains life from another to heal himself
- **Precognition** - the ability to "see the future" and predict events that haven't happened yet

Learning a Talent gives one access to *all* the **powers** listed. A Telepath can use any of the powers associated with telepathy - *life detection, read*

surface thoughts, send thoughts, deep probe, and even *assault* become available at Telepathy-0. Actually succeeding at using them depends on Psionic Strength, as explained above.

Using Psionic Talents: To use a power, the psion must make a skill check against the Talent being used, plus his Psi DM, his Talent level as a skill DM, and any other modifiers imposed by the ref. He must also expend the

required number of Psi points before making the attempt. These are used even if he fails. Attempting to use a power that requires more Psi points than he has imposes a -DM for each point of deficiency.

Some Talents are *ranged*, in other words, they can be used at a distance. This means the psion must spend additional points to create the same effect over longer distances. Consult the Ranged Effects table to find the added cost.

For example, a Telepath could read the mind of a target using *read surface thoughts* for two points at Close range, three points at Short range, and four points at Long Range.

		<i>Telekinesis</i>		
		<i>Healing</i>		
		<i>Telepathy</i>	<i>Empathic</i>	<i>Teleportation</i>
		<i>Clairvoyance</i>	<i>Healing</i>	<i>Teleprojection</i>
<i>Range</i>	<i>Distance</i>	<i>Psychic Transfer</i>	<i>Vampyric Awareness</i>	<i>Blocking</i>
Personal	.5 to 1.5m	0	1	1
Close	1.5 to 3m	0	1	1
Short	3 to 12m	1	2	2
Medium	12 to 50m	1	4	2
Long	50 to 250m	2	8	4
Very Long	250 to 500m	2	-	4
Distant	500 to 5km	3	-	6
Very Distant	5 to 500km	3	-	6
Regional	500 to 5000km	4	-	8
Planetary	5000 to 50,000km	4	-	8

Awareness and Mimic have no range beyond the user.

The rules for using the common talents are covered in the **Traveller** rulebook in detail; Healing, Empathic Healing, Teleprojection, and Machine Symbiosis are found in **Traveller Alien Book 4: Zhodani**. Reference tables are provided here for those Talents; some, like *Awareness*, have new applications which will be described in detail. The two new Talents introduced in this book, *Vampyric Awareness* and *Precognition*, deserve special attention and will be covered here as well.

AWARENESS

For some, the ultimate expression of psionic potential is in the ability to control one's own bodily processes. The Talent of *Awareness* lets the psion directly manipulate their physical body, for a short time. Awareness powers are always Personal, as they only affect the user.

Awareness Powers

<i>Power</i>	<i>Test</i>	<i>Time</i>	<i>Cost</i>
Suspended Animation	Psi 8+	1D x 10 sec	2
Concentration	Psi 8+	1D sec	3
Physical Enhancement	Psi 8+	1D sec	1 per point
Regeneration	Psi 12+	1D x 10 sec	1 per point
Body Armor	Psi 12+	1D sec	1 per point
Cure Dzaqtlas (self)	Psi 14+	1D min	2, 4, or 8

Cure Dzaqtlas: The most challenging use for Awareness is the ability to actually cure the effects of the Dzaqtlas plague. The cost for this variable based on the current stage of infection; success at any stage immediately lowers the infection state by one step (three to two, two to one, one to cured). Once cured, any lost characteristic points may be recovered through Regeneration or natural healing.

Awareness, Psi 14+, 1D minutes, Cost: 2 (stage 1), 4 (stage 2), 8 (stage 3)

HEALING

The psionic Talent of Healing is virtually the same as Awareness, but it only functions on another person, not on the user. In addition to the usual Power costs, the psion must pay the *range* costs of using each Power.

In the Second Dark Age, Healing is one of the Talents most critical to the survival of the Zhodani as a species.

Cost: As Awareness + range (Telekinesis)

EMPATHIC HEALING

A further subset of Healing is Empathic Healing. Instead of using Psionic Strength to heal another person, the psion actually drains his own Strength, Dexterity, or Endurance to do it. The character

literally transfers wounds from another to himself. These can only be done *in their entirety*; the difficulty level of the check is equal to the points of damage. The psion heals normally thereafter; if he also has Awareness, he can use that to accelerate healing. The effects of the wounds are imposed immediately, and if any characteristic is reduced to zero, the psion is affected as though damaged.

Empathic Healing, Psi (damage)+, 1D x 10 seconds, Cost: As Awareness + range (Telekinesis)

BLOCKING

Psions with this talent can transmit psionic static or noise over a distance, which prevents others from using their psionic talents. While *blocking* is in use, other psions suffer a penalty to their own skill checks equal to half the blocking psion's current Psi strength.

Blocking, Psi 8+, 1D minutes, Cost: 1 + range (Telepathy)

CLAIRVOYANCE

Clairvoyance is the ability to detect events and objects at a distance. These Powers allow a person to spy on locations and people undetected. Conversations can be overheard, and objects within a room can be identified, but thoughts cannot be read through Clairvoyance. Clairvoyant activity cannot be sensed by others, even by other Clairvoyants or Telepaths.

Clairvoyance Powers

Power	Test	Time	Cost
Sense	Psi 6+	1D sec	1 + range
Tactical Awareness	Psi 8+	1D x 10 sec	1 + range
Clairvoyance	Psi 8+	1D x 10 sec	2 + range
Clairaudience	Psi 8+	1D x 10 sec	2 + range
Clairsentience	Psi 10+	1D x 10 sec	3 + range

MIMIC

A psion with Mimic has a mental shield much like any skilled Telepath. However, if another Telepath attempts to probe or use other Telepathic talents, they must make an opposed Psi check to succeed. If they fail, they perceive an unshielded mind with a false personality fabricated by the Mimic. clairvoyants will see and hear false images generated by the Mimic's talent.

Cost: none

PRECOGNITION

Perhaps the strangest, rarest, and least understood psionic Talent is Precognition, the ability to see into the future and predict events that haven't happened yet.

Very few psions ever develop this power, and it's probably a good thing.

Sensing the ebb and flow of time is not something mortal minds easily comprehend, and all Precognitives (also known as soothsayers, seers, or That Mad Old Woman/Man) exhibit some form of psychic trauma or disorder. The table below is a sample of possible psychological problems a Precognitive might exhibit.

Precog Psychosis Table

1D	Psychological Problem
1	Substance Abuser - the Precog is addicted to a drug of some kind, either as a psychic crutch or focus, or as an unhealthy coping mechanism. Going without the drug results in withdrawal symptoms and negative DMs for tasks.
2	Paranoid - Jumps at shadows, thinks "they" are following him or out to get him.
3	Phobia - The character has a rational (or entirely reasonable but excessive) fear of something. If placed in a situation where the fear is expressed, impose DM -2 on all tasks.
4	Fugue - Use of the Talent results in a temporary state (1D hours) wherein the Precog is unaware of where he is (or even what temporal state).
5	Schizophrenic - The Precog has the symptoms of schizophrenia, including "hearing voices" and random compulsions.
6	Bipolar - The Precog is plagued with violent, unpredictable and often destructive mood changes, which use of the Talent exacerbates.

Predicting the future is rarely completely accurate, and the further out one looks, the less accurate the predictions become. The difficulty and cost of the test depend on the distance from the present *in time*, and the relative success indicates the "accuracy" of the prediction. Of course, many soothsayers speak in riddles, and the interpretation of such predictions is often tricky.

"Distance" in Time	Cost
1 to 5 days (week)	2
5 to 40 days (season)	4
40 to 244 days (year)	8
> 1 year	16

For game purposes, Precognition should be left strictly to NPCs unless there's a very good reason and case presented why a player character has this ability. Roll once on the Precog Psychosis Table.

Precognition, Psi 12+, Cost: range in time

PSYCHIC TRANSFER

The psion may transfer some or all of their Psi strength points to another character. Points are recovered normally.

Psychic Transfer, Psi 8+, 1D seconds, Costs: 1 + Range (Telepathy) + 1

per point transferred

TELEKINESIS

The first *physical* expression of psionic powers is Telekinesis, the ability to move objects at a distance using one's mental powers. This Talent allows the psion to physically manipulate objects as though she were actually handling them, but without the danger of radiation, heat, cold, or pain. Telekinesis includes a limited degree of sensory awareness, enough to allow intelligent manipulation of the target object.

Telekinesis Powers

Power	Test	Time	Cost	Effect
Telekinesis	Psi 8+	1D sec	1 + Str + range	
Flight	Psi 8+	1D sec	5	
Punch	Psi 8+	1D sec	1 + range	2D damage
Singularity	Psi 10+	1D sec	2 + range per G	
Microkinesis	Psi 10+	1D x 10 sec	3	
Pyro/Cryokinesis	Psi 10+	1D x 10 sec	3 + range	
Throw	Psi 10+	1D sec	1 + range	
Slam	Psi 10+	1D sec	1 + range	1D per Effect

Throw: Tossing an object via Telekinesis requires a more specific application of the power; the psion imparts an initial velocity and vector to an object and releases it. The cost of a *Throw* is based on the distance the psion wants to lob the object and the **Effect** of the skill check. The higher the **Effect**, the further (or heavier) the object can be thrown. Thus, a higher **Effect** means both a better result but a higher Psi cost.

Telekinesis, Psi 10+, 1D seconds, Cost:
1 + Range + Effect

Slam: Picking up an object (or person) telekinetically and slamming it to the ground, causing great damage. The cost is based on the mass of the object and the distance from the psion. Slam inflicts 1D damage per degree of **Effect** from the impact. Cost is based on the range and **Effect** of the skill check.

Telekinesis, Psi 10+, 1D seconds, Cost:
1 + Range + Effect

Singularity: By focusing telekinetic energy on a single point, a skilled psion can create a localized gravitational anomaly that sucks in masses nearby. The effect lasts for a number of rounds

equal to the degree of success. The cost depends on the range of the power and the maximum mass affected (see Telekinesis above). The *Singularity* can only be maintained for a short time, and costs Psi strength points for every second it remains.

Telekinesis, Psi 10+, 1D sec, Cost: 2 + Range per 1G of force

TELEPATHY

The most common psionic Talent is Telepathy, the ability to read the thoughts of others and send one's thoughts as communication. It can also be used to crush the wills of those who oppose the telepath.

Telepathy Powers

Power	Test	Time	Cost
Shield	None	0	0
Detect Life	Psi 4+	1D x 10 sec	1 + range
Telempathy	Psi 6+	1D x 10 sec	1 + range
Read Surface Thoughts	Psi 8+	1D x 10 sec	2 + range
Send Thoughts	Psi 10+	1D x 10 sec	2 + range
Psychic Probe	Psi 12+	1D minutes	4 + range
Dreamwalk	Psi 12+	2D minutes	4 + range
Tomb Tapping	Psi 12+	2D minutes	4 + range + 2x number of days since death
Psychic Assault	Psi 14+	1D seconds	8 + range

Psychic Probe: This is taking a deep dive into the mind of another person to read their innermost thoughts, even those long suppressed. This can be a highly effective interrogation technique, when used judiciously, as lies can easily be detected by the telepath. When used against an unwilling telepath, the test becomes *opposed*, and the target can always shut off access at will. The relative success of the test determines the amount and clarity of information gained.

When used against a sleeping target, *psychic probe* is known as *dreamwalking*. The victim is more vulnerable to the probe, though the mental images are less coherent. Skilled interrogators can use this to extract information from the victim's subconscious mind or even implant new ideas and change their thinking in subtle ways. There is always the danger of the target becoming aware of the attempt and rejecting the dreamwalker the

way the body rejects a foreign protein. There is also a real danger of either the telepath or the target suffering *psychic trauma* from the experience. Roll Int 8+ to avoid.

Another, slightly morbid use of Psychic Probe, is *tomb tapping* - the ability to probe the minds of the recently dead. This is not always reliable, but can under the right circumstances be used in a forensic way. The target mind is effectively unshielded, but the quality of the memories degrades over time and increases the point cost. The brain must be intact.

Probe: Telepathy, Psi 12+, 1D minutes, Cost: 4 + range

Dreamwalk: Telepathy, Psi 10+, 2D minutes, Costs: 4 + range

Tomb Tap: Telepathy, Psi 14+, 2D minutes, Cost: 4 + range + 2x the number of days since death

VAMPYRIC AWARENESS

One of the more frightening psionic abilities, Vampyric Awareness enables the psion to enhance or heal herself by draining life from others. The Suspended Animation and Concentration powers functions the same as Awareness, but the others (Physical Enhancement, Regeneration, Body Armor, Cure Dzaqtlas) all drain Strength, Dexterity, or Endurance from the victim. If any characteristic is reduced to zero, the victim suffers as though damaged. The effects can be inflicted at a distance, making this power even more terrifying.

Cost: As Awareness + range (Telekinesis)