## Abnormal Psyche Manifestations (APMs) & Psyche Anchors

### **I. Overview: The Price of Power**

Abnormal Psyche Manifestations (APMs) are volatile, highly-specialized psychic techniques. They represent a temporary, powerful transformation of the character, granting immense power by tapping into deep psychological reserves, but always at a great personal and mental cost.

APMs are directly linked to the character's unique identity, highest stats, and most defining piece of equipment.

**II. Psyche Anchors: The Core of Identity**

A **Psyche Anchor** is a piece of equipment, a mundane object, or even an ally that is so deeply intertwined with a character's sense of self and their psychic stability that it becomes the key to accessing their specialized abilities.

#### **A. Anchor Requirements**

* **Prerequisite:** Each APM and the unique Techniques related to a character's core specialty (like Jack's grappling moves) must have a specific **Psyche Anchor** item listed as a prerequisite.
* **Narrative Importance:** The item must be integral to the character's backstory, personality, or a critical moment in their history.

#### **B. Consequences of Loss**

#### The immense power of an APM is dependent on the stability of the Anchor.

| **Event** | **Consequence** |
| --- | --- |
| **Anchor Lost/Stolen** | The character **cannot** use their **APM** or any associated **Techniques** until the item is recovered. |
| **Anchor Damaged/Broken** | All bonuses from the item are halved (round down). The character suffers **-1 GUTS** (loss of confidence) until the item is repaired, and they cannot use their **APM**. |
| **Anchor Destroyed** | The character must make a **DC 15 GUTS check** or gain **Moderate Mental Strain**. They permanently lose access to that specific APM and must acquire a new, narratively significant item to form a new Anchor. |

### **III. APM Activation**

A character can activate their Major APM only by taking a severe risk:

1. **Suffer a Psychic Break:** The character chooses to immediately take the **Psychic Break** penalty (Stunned 1d4 rounds, permanently lose access to **one alpha or beta rank PSI move** of their choice). The APM's effect activates immediately upon recovering from the Stun.
2. **Massive PP Burn:** The character expends **50% of their current PP Max** (minimum 20 PP must be spent). The APM's effect activates immediately.

### **IV. APM Examples**

#### **APM 3: The Survivor's Example (Revised)**

This APM is designed for a character who followed the **Survivor Specialty** (high Speed, high Luck) and relies on probability manipulation.

| **Anchor Item** | **The Rusty Pocket Watch (Always stops at 7:07)** |
| --- | --- |
| **APM Name** | **The Serendipitous Shift** |
| **Trigger** | Requires **The Rusty Pocket Watch** to be on the character's person. Requires the **Luck** stat at 4+ and relies on the **Evasion (SPD+LUK)** Skill Mod. |
| **Effect: Probability Field** | For 3 rounds, the character's **Evasion (SPD+LUK)** skill mod is doubled. Any attack targeting the character that rolls a natural 1-5 is automatically counted as a miss (the universe "looks away"). |
| **Effect: Lucky Strike** | Once per round, the character may automatically succeed on any **Luck** check they are required to make. |
| **Drawback: The Focus Tax** | The character is mentally exhausted by shifting the probability field. All **Offensive PSI** moves fail for the duration, and all **Skill Checks** that rely on **IQ** (Brain/Logic, Tech/Fix) are made with **Disadvantage**. |
| **Recoil** | After 3 rounds, the character takes **1d4 damage** from mental strain and permanently reduces their **Luck** by 1 (The universe has noticed them cheating). |