

Psychic Appendix

This appendix sets out the core rules regarding a psychic character. In it you will find the information that you require to start a character who is a psychic and the ways in which you may wish to develop the character.

Psychics will also find certain other Appendices very useful, especially Psychic Power List.

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Beginning and Developing a Psychic Character

A player who wishes to create a character who will be psychic must declare that the character is a changeling. There is no requirement at the start to actually buy any powers. A changeling may not be a sorcerer. A changeling may be an outdoorsman, a dilettante or a scholar.

Latent Psychic

The first step is for the character's latent psychic powers to begin to reveal themselves. All psychics begin as empaths, sensitives or communicators. Regardless of which a character is, their powers do not begin to become active until 6 DPs have been spent (this is the same regardless of character type). The character is then able to use the first order power of their chosen discipline at a cost of one strength point per use and may buy the basic skills at a cost of 2 DPs per skill bought. He also has 4 Strength points.

Extra Psychic Strength

Latent Psychics may increase their psychic strength up to a maximum of 6 points at a cost of 1 DP per point gained.

Access Other Lines

This skill expands a psychic's expertise to one of the other two lines in their primary (or other) sphere.

Psychic Defence

This skill allows a psychic to block incoming psychic attacks. When hit with a first or second order psychic effect the psychic states "Resist" and the effect is negated. Psychic defence does not work against spells or against master psychic powers. Use of this skill costs 1 strength point.

Psychic Adept

In order to become a psychic adept a character must be trained by a keltoi wise one able to open the pathways of his mind. To gain this training it will be necessary to prove his loyalty to the keltoi and the wise one and perform some form of service as proof. The approval of the magic ref is also required and the character must spend 4 DPs (or 6 DPs if a dilettante or outdoorsman). This leads to access to the skills available to adepts and allows the use of any first or second order disciplines that he can learn. Using second order disciplines costs two strength. Skills cost 2 DPs each for a scholar and 3 DPs each for a dilettante or an outdoorsman. Adepts may not learn any third order disciplines or Master skills.

Extra Psychic Strength

Adept Psychics may increase their psychic strength up to a maximum of 8 points at a cost of 1 DP per point gained.

Counter Psychic

The counter psychic skill allows a psychic to cancel a discipline as it is used. It has no effect on spells, Master Disciplines or upon psychic effects cast as an area effect. The countering psychic must be able to hear the power being used and the target must be able to hear him counter it. He simply shouts “counter psychic” and where necessary (for example, in combat) indicates the effect being countered (for example, “counter psychic that fear effect” pointing at the intended victim). This skill costs one strength to use.

Rituals

While psychics do not commonly use rituals when utilising their disciplines, the study of advanced ritual magic can be of interest to psychics. A precursor to any of this study is to understand the basics of rituals.

Meditation

This skill allows a psychic to recover strength more quickly when resting. When meditating a psychic recovers one point every half an hour and all their strength if they meditate for 4 hours.

Area Effect Casting

This skill allows a psychic to use a first or second order psychic discipline as an area effect. It costs triple the normal strength to use (3 or 6 strength points). The discipline must be one capable of being used as an area effect.

Other Sphere Access

Psychic adepts are able to learn to access other spheres of psychic power. When they gain access to a sphere they learn a single psychic line within the sphere. They may then expand their knowledge as normal (Access other lines skill).

Psychic Master

In order to become a master a character must be trained by a senior master, usually of his own tribe although some exceptions exist. He must also prove his loyalty to the keltai or wise ones in two separate matters, overcome an adversary and solve a problem. The approval of the magic ref is also required, and the magic ref will need to approve each test element. The character must also spend 6 DPs (9 DPs for an Outdoorsman). This leads to access to the skills available to masters and allows the use of any disciplines learned, of any order. Master Psychic or third order disciplines cost 4 psychic strength to cast. Skills cost 2 DPs each (3 DPs for outdoorsman). Dilettantes may not become masters.

Extra Psychic Strength

Master Psychics may increase their psychic strength up to a maximum of 10 points at a cost of 1 DP per point gained.

Master Psychic Defence

Requires Psychic Defence. This skill allows a psychic to block incoming master psychic attacks. When hit with a third order psychic effect the psychic states “Resist” and the effect is negated. Psychic defence does not work against spells. Use of this skill costs 2 strength points.

Master Counter Psychic

Requires Counter Psychic. The counter psychic skill allows a master psychic to cancel a master discipline as it is used. It has no effect on spells or upon psychic effects cast as an area effect. The countering psychic must be able to hear the power being used and the target must be able to hear him counter it. He simply shouts “master counter psychic” and where necessary (for example, in combat) indicates the effect being countered (for example, “master counter psychic that dominate effect” pointing at the intended victim). This skill costs two strength to use.

Master Area Effect Casting

Requires Area Effect Casting. This skill allows a psychic to use a third order psychic discipline as an area effect. It costs triple the normal strength to use (12 strength points). The discipline must be one capable of being used as an area effect.

Master Meditation

Requires Meditation skill. This skill allows a psychic to recover strength more quickly when resting. When meditating a psychic recovers one point every twenty minutes and all their strength if they meditate for 2 hours.

Remove Psychic Influence

Using this skill a psychic is able to remove a psychic effect with a duration (like a lift spell for psychics). Use of this skill costs 3 strength and takes five minutes with the victim.

Other Field Access

This skill enables a psychic to access an entirely different field (a communicative psychic to develop sensitive powers for example).

Psychic Powers

Introduction

These are the powers of the Sidhe and the changelings. They are not available to mortals but manifest as racial/genetic abilities. The powers are of the mind and of senses – they are extra senses that only a few people have. These powers may only be bought by changelings. Also note that no sorcerer becomes a changeling, so no sorcerer will have these powers.

Some people are dramatically affected by the stronger magical field in the Bladelands. These people, known as changlings, manifest changes to their appearance. They may also manifest the ability to perform feats of psychic magic. These powers are referred to in different ways: Psychic powers, gifts or witch-gifts, but the effects are spectacular.

Training in psychic powers is only available from a Keltoi wise one or a more skilled changeling or a sidhe with the appropriate powers. In theory (and with enough experience and training) a changeling could develop all of the psychic powers.

Psychic Disciplines

Psychic Powers use a significantly different approach to “magic” to that used by sorcery. The effects, however, are broadly the same. Psychic powers are divided up into one of three ‘fields’, these are then subdivided into ‘spheres’ of similar ‘disciplines’. The use of psychic powers is powered using Psychic Strength or mind points. Psychic powers are all developed individually. Those who are Sidhe (which includes changelings) can develop none or all of these powers; most, however, develop only one or two.

The initial field of the first discipline chosen is likely to determine the appearance of the changeling:

<i>Sensitive</i>	Pointy ears and eye makeup
<i>Communicative</i>	Reptilian prosthetics / makeup
<i>Empathic</i>	Leafy / plant prosthetics / makeup

Making Psychic Attacks

Psychic powers do not require any form of gesture or speech but as a practical matter, the caster must say something in order to let the victim know that an effect has been used on them. A psychic simply says “Psychic” (to denote that it is a psychic effect not a magical effect), “Mind” if it is from the mind control sphere or “Matter” if it is from the telekinetic sphere or “Body” if it is from the empathic attack sphere, “Master” if it is a master discipline and finally the name of the effect. For example: “Psychic Mind Fear” or “Psychic Mind Master Dominate”.

Resisting Psychic Attacks

It is important to note that spell guards (normal, greater and true) do not block psychic effects and lift and dispel magic will not remove them. Immunity to an effect (including the ward spell) prevents psychic effects and the resist gained from Will III can be used to resist a psychic effect.

- ⌚ A psychic who knows the psychic defence skill can resist incoming psychic effects (but not master effects unless they have the master psychic defence skill).
- ⌚ A psychic who knows the counter psychic skill can use it to block an incoming effect (but not master effects unless they have the master counter psychic skill).
- ⌚ A psychic who knows the remove psychic effect skill can use it to remove a continuing psychic effect of any sort.