

Psychic Powers

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Sensitive Powers

(Elfin appearance)

Referee Notes

Some of these powers require a great deal of input from referees, therefore great care should be exercised here. Quite often there will not be a referee handy to adjudicate the use of these powers, so the players will have to come and find one. In any event, there is a minimum amount of time that it takes to use these powers. Quite often, the power will produce no “real” (i.e. game effecting) result. That does not mean that there will be no effect, just that the effect has no real meaning for example, object reading a goblin’s knife – the knife is not important to the plot and the “read” will not matter, but it still must be taken seriously). It is important that referees report these incidents.

Sphere of Aura Sensing

Aura Reading

Lets a character examine a person’s aura to obtain useful information such as health, race, magic, whether they are a changling, presence of spells, unlife issues, curses etc. The more skilled the character is the more information that they get and the quicker the discipline works. Importantly this does not allow reading objects (this is a separate discipline).

Level 1 The character concentrates on the aura of the subject. The subject’s aura reveals whether the subject is currently under the effect of any mind influencing or spirit influencing magics but not exactly what these are. It also reveals a curse or possession effect. There is no visible effect. *This may not be used in combat, always requires the presence of a referee and may not be used more often than once per hour.*

Level 2 The character concentrates on the aura of the subject. The subject’s aura reveals whether the subject is currently under the effect of any mind influencing or spirit influencing magics and the disciplines or schools of magic involved and a clue as to the source, but not exactly what these are. It also reveals a curse or possession effect and shows the reader the cause of the effect. There is no visible effect. *This may not be used in combat, always requires the presence of a referee and may not be used more often than once per hour.*

Level 3 The character concentrates on the aura of the subject. The subject’s aura reveals details of the mind influencing or spirit influencing magics, curses or possession effects on the target as well as how the effect came to be and may reveal clues as to how to remove them. There is no visible effect. *This may not be used in combat, always requires the presence of a referee and may not be used more often than once per hour.*

Truth Reading

Basically a series of spells: detect lies (you know if the person speaking is being straight forward and truthful or evasive and lying), force truth (you can command a target to answer one single concept question truthfully, yes or no), know truth (you can command

a person to answer one single concept question, in detail). As these effects are not magical, they cannot be resisted by magic. It could however, be blocked by willpower.

- Level 1 The character concentrates on the reply to a question and at the end may “Detect Lies”. The target must reply “truth” or “evasive”. The psychic may request a referee to assist if required. There is no visible effect.
- Level 2 The character may command a truthful answer to a short single concept question by saying “answer me with truth” and then asking the question. The target must answer “yes”, “no” or “unknown” truthfully if possible. The target will be aware of the power.
- Level 3 The character may command a detailed answer to a Level 2 question. The victim must be as honest as possible and not evasive. The command phrase is “answer me with full truth”.

Sphere of Temporal Senses

Prescience

This skill allows you to see into the future, a frankly unpredictable ability at best. At the most basic level, you receive warnings of danger, then possible warnings of major occurrences and finally the ability to view future.

- Level 1 Danger sense. A referee may warn you of danger. It also prevents a “Waylay” or “Coup de Gras” attempt, the effect simply fails.
- Level 2 Warnings of major events. A referee may give you a vision of future possible events. This level also allows a character to use ‘luck’ (as the spell effect) once per encounter.
- Level 3 View future. You must notify a referee who will call a time freeze and ask everyone to remember where they are. If you are knocked unconscious, badly injured or desire to transmit a warning about the future to others, you call ‘I deny that future, time freeze’. You pass out (uninjured) having pulsed the image of what happened to all about you. The referees will ask everyone to go back to their positions where the time freeze was initially called so that everyone has a chance to change the result. You remain unconscious for the rest of the encounter.

Psychometry

This allows you to examine an object to determine its function and history. The more skilled that you are the better that you are at this.

- Level 1 You learn of the most recent important event in which it was involved (e.g. the person it killed if it is a dagger).
- Level 2 You learn of the item’s creation, creator and purpose.
- Level 3 You learn pretty much anything about the item, including how to use it (if, for example, it is magical and what it does).

Viewing the Past

Being able to see what occurred in a place viewing past events of importance. The degree of skill determines the effectiveness of the results and the level of control.

- Level 1 You are able to ‘wind back’ time to a specific event in the recent past (since the nexus last cycled) and view the event as if you were present. *This may not be used in combat, always requires the presence of a referee and may not be used more often than once per hour.*

- Level 2 You can wind back time further, going back many years to see a particular event in the past. *This may not be used in combat, always requires the presence of a referee and may not be used more often than once per hour.*
- Level 3 At this level of skill, you may wind back time in a different place to the one in which you stand, provided that you have a suitable connection to link to the event. *This may not be used in combat, always requires the presence of a referee and may not be used more often than once per hour.*

Sphere of Spirit

Necromancy

Abilities related to communicating with the spirits of the dead, who may be friendly or helpful. It is not generally any use against the undead as these are creatures of the unlife and not the truly dead per say. At its strongest level it would permit you to journey to the world of the dead.

- Level 1 Able to communicate with the spirits of those who have died. At this level, you are only able to communicate with the recently dead or with ghosts who have a wish to communicate. Those who have been dead longer are too difficult to reach. The limit of time is generally the next cycling of the nexus when the dead will pass on. *This may not be used in combat, always requires the presence of a referee and may not be used more often than once per hour.*
- Level 2 Communication becomes easier and more powerful. It is now possible to communicate up to a week after death. Also able to allow the spirits to possess your body in certain circumstances; must first open communication and then if the spirit is willing, possession is possible for a single encounter. *This may not be used in combat, always requires the presence of a referee and may not be used more often than once per hour.*
- Level 3 Communication is possible over much longer periods of time. The psychic can pull anyone back. Possession is possible for much longer periods; it can be maintained for one hour at a time and may be recast. Able to journey to the spirit world of the dead (possibly with others); circumstances must be right and referee permission is required. *This may not be used in combat, always requires the presence of a referee and may not be used more often than once per hour.*

Contact the Sidhe

Abilities related to communicating with the spirits of the land, who may be friendly or helpful. It is not generally any use against active sidhe (that is those who are walking around manifest) as they are both very powerful and also able to communicate with who they choose. It will identify the user as friendly, a sidhe is likely to think of the changeling as a 'little brother' and react positively toward them. At its strongest level it would permit you to journey to the world of spirit.

- Level 1 Able to communicate with the spirits of the land, the sidhe. At this level, you are only able to communicate with spirits in the immediate area (for example the spirit of a mighty oak or a forest pool) who have a wish to communicate. Powerful spirits or those who are further away cannot be reached. The communication will last only so long as the spirit wishes it. *This may not be used in combat, always requires the presence of a referee and may not be used more often than once per hour.*
- Level 2 Communication becomes easier and more powerful. It is now possible to communicate with sidhe at range, so it is now possible to communicate with

the spirit of the wood from anywhere in the wood. It is also possible to force communication on a weaker spirit although this is likely to anger it. Forced communication lasts a maximum of five minutes. It is also possible to allow the spirits to possess your body in certain circumstances; must first open communication and then if the spirit is willing possession is possible for that encounter. *This may not be used in combat, always requires the presence of a referee and may not be used more often than once per hour.*

Level 3 Communication is possible over any distance but not over water. The psychic can reach any sidhe, although powerful sidhe may refuse to communicate. Possession is possible for much longer periods. Able to journey to the spirit world (possibly with others); circumstances must be right and referee permission is required. *This may not be used in combat, always requires the presence of a referee and may not be used more often than once per hour.*

Astral Projection

When 'projecting', you leave a body behind and wear a clear marker (headband?) to show that you are astral. The level of skill determines duration (and hence distance) and may also help you if you get in trouble. You cannot walk through walls or interact with physical objects.

You can interact with others who are also Astral as well as certain types of Astral monster. It is important to note that very few objects can come with you onto the Astral Plane and that the rest of your equipment must be left behind.

It is the player's responsibility to supply the props required (body and headband).

Level 1 Maximum duration is only five minutes. *This may not be used in combat, always requires the presence of a referee and may not be used more often than once per hour.*

Level 2 Maximum duration is fifteen minutes. *This may not be used in combat, always requires the presence of a referee and may not be used more often than once per hour.*

Level 3 Maximum duration is one hour. *This may not be used in combat, always requires the presence of a referee and may not be used more often than once per hour.*

Communicative Powers

(Reptilian appearance)

Sphere of Control

This sphere grants control over others; there are three types: control, befriend and terrorise. These effects are all just a series of spell effects. Since they are not spells, they cannot be blocked by magic but effects and immunities which prevent them from working (including spells) are fully effective.

Command Others

- Level 1 [no effect]
- Level 2 Creates an effect the same as the 'Obey' spell: compels the victim to obey the next single concept instruction received from the caster, which must come immediately after the spell is cast. The duration is for the length of the encounter (or about fifteen minutes).
- Level 3 Creates an effect the same as the 'Dominate' spell: the victim of the spell will obey any instruction that they are given by the caster. They will follow the spirit of the caster's wishes not the letter of what he says. This includes killing themselves if they are specifically ordered to do it (although they may struggle a bit to actually succeed). The effect lasts until the next dawn.

Befriend Others

- Level 1 Creates an effect the same as the 'Befriend' spell: the target becomes friendly towards the caster for the duration of the effect. This does not make the victim stupid – he will not suddenly behave in an irrational fashion, except in so far as he will believe the caster to be his trusted old friend and will not believe anything to the contrary. He will not attack the caster, nor permit others to do so and is likely to help the caster depending on circumstances. The spell does not allow the caster to command the victim. The effect lasts for the rest of the encounter.
- Level 2 [No effect]
- Level 3 Creates an effect the same as the 'Charm' spell: the victim will behave as if he trusts the caster completely. If the caster does something to prove that this should not be the case (for example, attacks the victim), then the victim may defend himself but will quickly come back to trusting the caster once again, making up reasons for the casters actions or just forgetting them. For example: the caster attacks the victim who fights back disabling the caster. The victim will then try to seek help for the caster or to heal them themselves as it must have all been a misunderstanding. The effect lasts until removed but will wear off naturally over time unless re-enforced.

Terrorize Others

- Level 1 Creates an effect the same as the 'Fear' spell: the victim to become terrified of the caster. The victim will probably run away from the caster but will definitely not be able to attack him in any way. The victim must act appropriately considering the circumstances. In all cases, the players should have regard for safety first; if cowering on the ground would make

more sense than charging off in the dark and possibly running off a cliff, the player should use their common sense. The effect lasts for only 30 seconds.

Level 2 Creates an effect the same as the 'Terror' spell: the victim must immediately flee from the caster and will run for the duration of the effect (thirty seconds) at the end of which (if the spell has not been lifted and the victim is still conscious) the victim will collapse with a heart attack (immediately go to life clock with a chest wound and pass out cold). If the target is immune to "Fear", this spell is treated in all ways as a "Fear" spell (i.e. the effect is reduced).

Level 3 Creates an effect the same as the 'Death Fugue' spell: this terrible spell causes the victim to imagine that he is dying in some horrible and immediate fashion. The victim should play out his death scene for thirty seconds and if still conscious at the end of this time, (if the spell has not been lifted and the victim is still conscious) the victim will collapse with a heart attack (immediately go to life clock with a chest wound and pass out cold). During the death fugue, the character is unable to interact with the world around him at all and is completely unable to defend himself, cast spells etc.

Sphere of Matter

Telekinesis

These are a further series of spell effects. Since they are not spells, they cannot be blocked by magic but effects and immunities which prevent them from working (including spells) are fully effective.

Level 1 Creates an effect the same as the 'Drop' spell: causes the victim to immediately drop the named item. It must be allowed to fall to the ground (or may be placed on the ground if delicate or dangerous). The victim may then retrieve it if they wish. This spell affects the target not the object being dropped.

Level 2 Creates an effect the same as the 'Knockdown' spell: causes the victim to be knocked to the ground as if struck by a massive weapon. The victim will be driven back several feet away from the caster and knocked to the ground. The spell is instant and has no duration. This spell causes a physical effect and as such is indirect and does not target a living target or object. This means that it cannot be prevented by the various types of spell shield. It is essentially the same as the spell 'Knock Back' but more powerful.

Level 3 Creates an effect the same as the 'Teleport Item' spell: [TBA]

Matter Manipulation, Living

These are a further series of spell effects. Since they are not spells, they cannot be blocked by magic but effects and immunities which prevent them from working (including spells) are fully effective.

Level 1 Creates an effect the same as the 'Trip' spell: causes the target to fall to the ground. The target is not injured in any way by this. If you are running when this spell is cast at you, please take care to stop before falling to the ground to avoid injuring yourself or others. The effect is

- instant. This spell affects the ground or objects on the ground and not the person being tripped.
- Level 2 Creates an effect the same as the 'Entangle' spell: this causes the victim to become entangled in the named object. Because the spell is cast at an object and not at the victim, it cannot be resisted. The object is assumed to move magically to trap the victim who will become unable to move about, unable to move his arms or possibly become blinded depending on the circumstances and the nature of the object. The effect wears off after 30 seconds after which the victim may disentangle himself. The effect may be lifted or dispelled. It is indirect and so may not be resisted. This spell affects the object which is doing the entangling (e.g. the cloak or whatever) and not the person being entangled. (The caster can only entangle in living objects such as plant life).
- Level 3 [no effect]

Matter Manipulation, Dead

These are a further series of spell effects. Since they are not spells, they cannot be blocked by magic but effects and immunities which prevent them from working (including spells) are fully effective.

- Level 1 Creates an effect the same as the 'Warp' spell: (he can only shatter or warp non-worked materials such as wood or stone not metals as they have been worked)
- Level 2 Creates an effect the same as the 'Shatter' spell: (he can only shatter or warp non-worked materials such as wood or stone not metals as they have been worked)
- Level 3 Creates an effect the same as the 'Heat' spell:

Empathic Powers

(Plant like appearance)

Sphere of Healing

Psychic Healing (Self)

- Level 1 When wounded you may drop into a trance state which holds your wounds stable but does not heal them. This is only possible if you are conscious (i.e. not incapacitated by wounds or shock).
- Level 2 When wounded you may drop into a healing trance. This is only possible if you are conscious (i.e. not incapacitated by wounds or shock). The trance lasts for ten minutes during which time all your wounds heal and poisons and diseases are driven from your body. This must be cast once per wound or poison or disease.
- Level 3 When wounded the above powers activate automatically event if you would normally be in shock or unconscious. The initial cost is 4 after which the level 2 cost applies.

Psychic Healing (Other)

- Level 1 Able to heal a limb, takes 30 seconds
- Level 2 Able to heal a body or head wound, takes 30 seconds. A Limb heal is now very quick (10 seconds).
or (costs an extra two DPs)
Able to drive out all diseases and poisons from the body, takes 30 seconds.
- Level 3 Able to perform an all heal curing all injuries and driving out all poisons and diseases, takes 30 seconds. Limb and body heals are now very quick (10 seconds).

Empathic Healing

Allows you to take the wounds of others onto yourself. Due to the self sacrificial nature of this discipline, it is often possible for the psychic to recover from transferred wounds which would normally kill (referee input required).

- Level 1 Can transfer a physical wound onto yourself including poisons and diseases.
- Level 2 Can transfer more complex problems such as a lost limb or brain damage. This is likely to require a referee.
- Level 3 Can transfer curses and possessions. This always requires a referee.

Sphere of Self Improvement

Psychic Physical Boost (Self)

Only one effect of each level can be in place at any one time (so a Master could have Vigour I, Agility II and Toughness III, costing 7 to cast). All of these effects are lost immediately if the caster is knocked unconscious or goes into shock. You cannot regain psychic power while they are in effect.

- Level 1 Able to boost one of your physical characteristics (agility, strength, toughness or vigour) to level 1 as per the spell.

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- Level 2 Able to boost one of your physical characteristics (agility, strength, toughness or vigour) to level 2 as per the spell (can be a different one to the level 1 ability).
- Level 3 Able to boost one of your physical characteristics (agility, strength, toughness or vigour) to level 3 as per the spell (can be a different one to the level 1 and level 2 abilities).

Further versions of this sphere exist which allow further boosts or bodily transformations, such as 'Iron Guard'.