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Version 2018.03.28 (unfinished)

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Inspirations from Film and TV:

Babylon 5, Carrie, Chronicle, The Dead Zone, Dredd, Firestarter (1 & 2), The Frighteners, Momentum, Next, Push, Red Lights, Scanners, The Sixth Sense, The Speed of Thought, Suspect Zero, Unbreakable

Notes:

- 1) No God Machine rules, yet. You will need the WoD Core book and maybe "Second Sight".
- 2) This document is unfinished and not ready for play testing.
- 3) Any text that is red is planned for change and/or is not completely accurate.
- 4) Any text marked out is planned to be removed and only remains in case some of it can be reused. Please ignore.
- 5) Everything else is still a work in progress. Try not to expect perfection.

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Chapter One: The Mindscape

The Mindscape is the landscape of all perceptions, emotions, thoughts memories of every thinking creature. Imagine it as a movie screen. Every individual would be a projector shining their own perceptions, emotions, thoughts and memories onto the screen. After the second projector, the screen begins to blur with too much information. No longer can you make out separate images. Brighter projectors overpower dimmer ones, but it is all still a mess. Psychics see this movie screen ALL THE TIME. They have to work very hard to keep out the extra information. Think about how difficult it is to have a conversation in a crowded and noisy room. That's the kind of thing a Psychic has to deal with on a regular basis.

The Mindscape is so invasive that many Psychics try running away. While getting away from people does help, the Mindscape reacts like the surface of a lake. Every perception, emotion and thought is like a rock dropped into the water with ripples expanding out across the surface of the lake. The ripples get smaller and smaller the further they travel, but they can travel very far. Even in the most remote parts of the world, the buzz of Mindscape reverberates in the mind of a Psychic.

Birthing Pains

It was my second visit to the clinic. I was part of a drug trial, but no one would say what the drug was supposed to treat. They would simply give me my injection and ask me how I felt while watching a person in obvious pain. I didn't feel anything. Well, that's not true. What I meant to say is that I didn't feel anything different. I saw the man was in pain and I felt sympathy for him, but that wasn't what the testers were looking for since they furrowed their brows, shook their heads and made notes in their books.

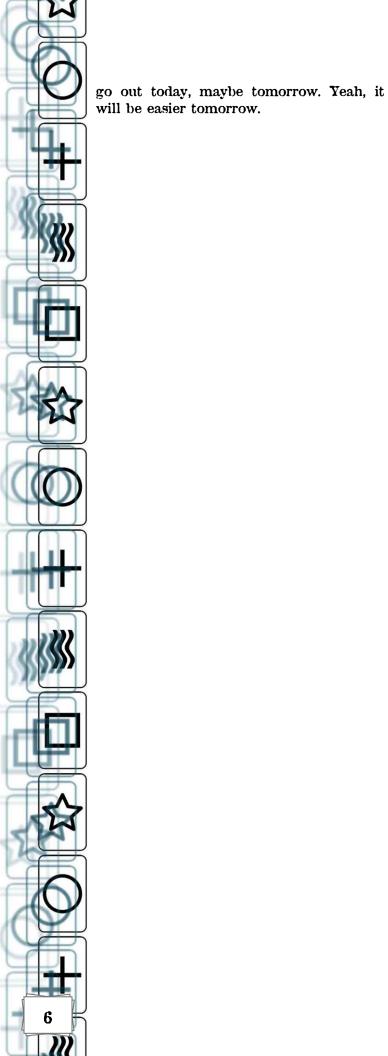
Gradually the murmur grew louder and louder. It started as a low whisper as I left the clinic. I thought that there may be some strange side effect that was affecting my hearing and I almost turned around and went back to the clinic, but it all but went away as I was walking down the sidewalk alone. Not until I got to the subway did it get worse.

I must have been imagining it. That was the only thing I could think of as an explanation. Everyone on the train was so loud, but no one was speaking. I covered my ears with my hands, but that only made it worse. The word "crazy" popped into my head again and again as I looked around at the people looking at me strangely. "Migraines", I said hoping that it would make them stop looking at me that way. Many nodded and they all turned away and the murmur turned back into static.

A woman and her crying baby got on at the next stop. I almost felt relief that I would not be the focus of attention, but that changed as the relief was preempted by annoyance, embarrassment, anger and hunger. I was cold and hungry. I was angry with the noise. I was embarrassed in front of all of these people. I was annoyed that the woman wasn't taking care of her child. I felt all of these at once, but knew they weren't my own feelings. My own feelings were of confusion and fear. What was happening? It felt like a dream... or a nightmare.

I couldn't take it anymore. I screamed for quiet and all of the lights in the train car exploded with glass and sparks raining down on the passengers. Panic and fear filled my head; more confusion and darkness. The train slowed for the next stop. I had to push my way past others to get off of the train and when I did, the whispers and emotions grew stronger.

That was nearly a month ago. I feel I'm in more control now. I've covered my apartment walls and windows with aluminum foil now like a crazy person, but it helps. I've been feeling a lot better. I even had a thought that I might



Lexicon

Acceptance: A Mindset where the Psychic has fully embraced his Gift and left all desire for normalcy behind.

Antipathy: A Mindset where the Psychic is angry at even having the Gift. Usually blames someone for bringing it upon him.

Awareness: A grouping of Phenomena based on perceptions. The common Phenomena for the Demise Inception.

Compromising: A Mindset where the Gifted manages to merge his Psychic and normal lives in a mutual beneficial way.

Connection: A grouping of Phenomena based on mind to mind communications. The common Phenomena for the Converted Inception.

Concentration: A specialization of a Phenomena.

Mindset: A path chosen by a Psychic as a method of dealing with his Gift.

Circles: A small group of Psychics working together for a common purpose, usually survival.

Converted: A Psychic Inception where another Psychic forced open the new Psychic's Third Eye.

Crystals: Items that hold Psychic energy or Phenomena.

Cursed: A name used by some Psychics to describe themselves.

Demise: A Psychic Inception where the person died and came back with the Gift.

Denial: A Mindset where the Psychic refuses to admit having the Gift, perhaps even to himself.

Depression: A Mindset where the Psychic avoids others in order to cope with his Gift in private.

Ego: A substitute for Morality. How a Psychic keeps his sanity.

Flare: An uncontrolled manifestation of a Psychic's abilities. It is usually a bad thing.

Foundation: A large group of like minded Psychics. It is optional for a Psychic to become a member.

Gift, The: What some Psychics call the power they have. Also called "The Curse" by some.

Inception: How a Psychic's Third Eye opened when he gained his Gift.

Inherited: A Psychic Inception where the person developed his Gift from his family lineage.

Kinesis: A grouping of Phenomena based on affecting the physical world with the mind. The common Phenomena for the Trauma Inception.

Mindset: How a Psychic sees his Gift and how he deals with it in his life.

Mindscape, The: A tempest of emotions, memories, thoughts and perceptions. Similar to the Astral Plane, but harsh on Psychics because they perceive it in some way all the time.

Noema: Psychic energy used by the Gifted to fuel their powers.

Norms: Normal human beings. A slang term used by Psychics to identify those without "the Gift".

Proprium: A grouping of Phenomena based on affecting the Psychic directly. The common Phenomena for the Revelation Inception.









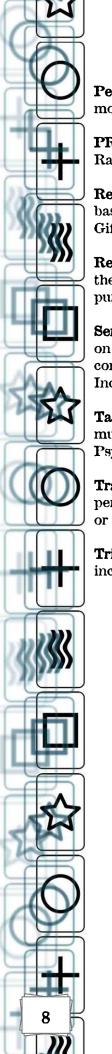












Perceptual Range Modifiers: Dice pool modifiers based on distance from Psychic.

PRM: Abbreviation for "Perceptual Range Modifiers"

Reinforcement: Effects on Phenomena based of the Psychic's attitude toward his Gift. Each Mindset has a different one.

Revelation: A Psychic Inception where the person opened his own Third Eye purposefully.

Sensum: A grouping of Phenomena based on affecting the Mindscape directly. The common Phenomena for the Inherited Inception.

Talent: A "power score" rating of how much the Mindscape has altered the Psychic's mind.

Trauma: A Psychic Inception where the person was injured physically, emotionally or mentally; causing his third eye to open.

Trigger: The cause of a Flare. Examples include: Drugs and Emotions.

Chapter Two: Character

The Gifted

Psychics are notoriously sarcastic, with good reason. People rarely say what they mean. Sarcasm is the art of saying one thing, while meaning the opposite. Nearly every Psychic considers himself to be cursed, at least in some way; yet they refer to themselves as "The Gifted" in a mockery of their own pain.

Character Creation

Use the character-creation rules from the World of Darkness Rulebook, and add the following template to Psychic characters during Step Five.

Choose an Inception (See: Inceptions)

Choose a Mindset (See: Mindsets)

Starting Talent rank is one.

For beginning Phenomena, allocate four dots, three of which must be applied to the chosen Natural Phenomena.

Psychics can have additional Merits from a special list (See: Merits).

Morality is now called Ego in Psychic: The Gifted (See: Ego).

Psychics begin play with a full Noema pool at the beginning of the story.

1: Character Concept

Where does your Psychic come from? What is his history? How did his third eye open? Has he come to terms with it? Is he accepting or denying his power? Are his family and friends still in the picture? If not, what happened? Did he accidently hurt someone? Did he alienate himself? What are his plans?

2: Select Attributes

(See World of Darkness Core Rulebook)

3: Select Skills

(See World of Darkness Core Rulebook)

4: Select Skill Specialties

(See World of Darkness Core Rulebook)

5: Add Psychic Template

When a person gains "the Gift", it usually turns his life upside down. Sure, there are benefits, but there are also many detriments. While the Psychic may be able to see faraway places at will, he may have trouble turning it off and keeping it off.

Note that a character cannot possess multiple supernatural templates, and some Merits are unavailable to supernatural characters. A Vampire, Mage or Werewolf cannot be one of the Gifted as well, and they cannot possess many of the new Merits presented here.

Inception

The beginnings of the Psychic

Demise: The Gift came back with him from the "other side", usually after a "Near Death Experience".

Inherited: The Psychic was passed his Gift through heredity from a parent or ancestor.

Converted: Someone purposefully opened the Psychic's Third Eye, quite possibly without his consent.

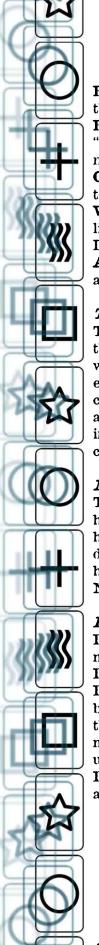
Revelation: The Psychic went looking for the enlightenment and found it.

Trauma: Physical or psychological damage has activated the Psychic's dormant Gift.

Mindset

How the Psychic deals with his "Gift"





Rejection: The Deniers attempt to refuse their Gift in order to be "Normal" again.

Resenting: The Angry dislike their "Curse", but aren't afraid to use it when needed.

Compromising: Bargainers do their best to balance their Gift with a normal life.

Withdrawing: Psychics who avoid normal lives and people all together, become the Depressed.

Approval: The Accepting enjoy their Gift and are very proud of it.

Talent

This trait represents the extent to which the Psychic has changed and senses the world. With it, the Psychic gains his extraordinary abilities. All Psychic characters receive the Talent advantage at one (1) dot for free. Talent can be increased by spending Experience after creation.

Noema

The energy that a Psychic uses to employ his gifts is called Noema. All Psychics have a pool of Noema which is sized dependent upon his Talent rating. The higher his Talent rating; the larger the Noema pool.

Phenomena

Phenomena are the gifts of a Psychic that manifest their link to the Mindscape. Psychics begin play with four (4) dots in Phenomena. Three (3) of these dots must be spent on the Natural Phenomena of the Psychic's Inception. The remainder may be spent on any other Phenomena or used to increase an existing Natural Phenomena. The lists and descriptions of available Phenomena are in Chapter 3.

Inception - Natural Phenomena

Demise – Awareness Converted – Connection Inherited – Sensum Revelation – Proprium Trauma – Kinesis

Concentrations

By focusing on specific aspects of his Phenomena, a Psychic can manipulate or create new effects using his gifts. Character's do not automatically start with any Concentrations, they must be purchased separately.

Reinforcements

Because of the Psychic's attitude toward his Gift, each Mindset affects his Phenomena differently.

Mindset - Reinforcement
Denial - Hidden
Antipathy - Force
Compromising - Accelerated
Depression - Endurance
Acceptance - Refinement

6: Select Merits

There are new Merits in the Merits section.

7: Determine Advantages

Ego

Morality, from the World of Darkness core rulebook, is replaced by Ego for Psychics. Ego works much like Morality does, although it has been expanded.

Experience Costs			
Natural Phenomena	New dots x 5		
Other Phenomena	New dots x 7		
Concentrations	10		
Talent	New dots x 8		
Ego	New dots x 3		
Starting Points			
Talent	1		
Phenomena	4		
Concentrations	None		
Ego	7		

Inceptions

The situation surrounding the opening of the Third Eye affects the Gifted's psychic development much like the mental, social and physical development of a new born. The Inception of the Gifted is, in effect, how he became a Psychic. While there are many different specific causes, there are only a few short general root origins. Gifted do not organize themselves by Inception any more than people born in September group together. To Psychics, sharing a similar origin is of little importance in the scheme of things.

Nickname: The proper Inception names listed in this chapter are not used by most Psychics. They are not likely to be known by many who do not have a scientific outlook on the whole process. Instead, Inceptions have simple names that Psychics use to describe other Gifted from the Inception. Nicknames are often ironic or plain and can change depending on who you ask.

Natural Phenomena:

Every Psychic has a group of Phenomena that comes naturally to him that is based on his Inception. Each Inception has its own group and these groups are called Genera (or Genuses). There are five Genera: Awareness, Connection, Kinesis, Proprium and Sensum. While a Psychic may have Phenomena from any Genus, those that are not from their natural Genus do not come as easily and are more difficult to learn.

Susceptible Trigger:

The Gifted cannot always control their powers. Uncontrolled manifestations of their abilities are called "Flares" and can be triggered by many different circumstances. Each Inception has its own pre-disposed excessive vulnerability to certain circumstances.





Demise

"They sent me back for a reason. Now, I just have to figure out what it is."

It is understood that death changes a person. They are dead. That is definitely a change from being alive. Sometimes, just sometimes, death loses its grip and a person comes back to life moments later. That's another big change. A near-death experience like this can alter the life of an individual in many ways and becoming one of the Gifted is just one. When some people die and are revived, they speak of tunnels of light and floating above their own bodies. The transformation from life to death and back again can bring with it power from the other side. Psychic Inception from an NDE (Near Death Experience) is one of the most heated debates among the Psychic community. So little is known about what happens to the mind once the body dies that it can only be theorized as to why some people come back to life with the Gift. Some Mediums think that the person would have become a ghost. but transformation was interrupted when he was revived. Others believe that the energies of the other side (Heaven or even Hell) saturated the disembodied and soul Psychic. of the empowering it with divine (or damning) forces. In fact, many Psychics that have had these NDEs believe to have been touched by Heaven and sent back to Earth in order to better themselves and others by spreading what they believe to be messages from a higher power.

Those Psychics that believe their abilities are divine gifts, tend to congregate more with like minded Gifted. Those that don't see their Gift as "divine" are more likely to distance themselves from those that do. However, the "divinity" portion of the Inception is much larger and is considered the common impression that normal people and other Psychics have of this Inception. Although many Gifted of this Inception believe they received their Gift from a celestial source, it does not mean they all believe they need to use it

for good. Many have the misconception that these Psychics are "goodie-two-shoes", bible thumping, religious zealots. While there are many devoted advocates among them, those that see the Gift as a curse aren't always supporters of such thoughts.

Nickname: Reborn

Natural Phenomena: Awareness

After spending time on the other side, the Reborn come back with a hypersensitivity to both the observed and unobserved worlds.

Susceptible Trigger: Drugs

Due to their effects on the Reborn's sensitive perceptions, drugs have a powerful effect upon them.

Concepts: Drowning victim that relives his own death when confronted with too much water. Lung cancer survivor who watched from above while they removed one of his lungs, now he gasps for air in stressful situations. Another man that is scared to death by something he is not ready to come to grips with, his hair now white as a ghost.

Stereotypes

Demise: Fluff Converted: Fluff Inherited: Fluff Revelation: Fluff Trauma: Fluff

Converted

"This isn't the way I was told it would be. Not at all."

Psychics of this Inception have had their Third Eye opened forcibly by another Psychic. This process may have been consensual or not. In either case, the process was probably long and painful to the new Psychic.

Not all attempts to create a Psychic result in success. It is tremendously difficult to pry open a person's Third Eye. Most attempts fail, keeping the Psychic population low enough to maintain its secrecy. Extreme failures can make slobbering vegetables, but most results simply cause the person to become more or less sensitive to Psychic Phenomena instead.

There are the (un)lucky few whose Third Eye has opened accidentally while under deep hypnosis instead of another Psychic. Many of these accidentally converted Psychics try to reverse the process though further hypnosis, but once opened, the eye refuses to shut.

Converted Psychics are pitied by those that do not appreciate their Gift. There they were, lucky to be normal. They were just living their lives and BAM, some sadist decides to force this new life on him. Some even see it as a crime, like murder as opposed to a disease or old age. Sure, they are still alive, but what kind of life will they be able to live? Other Gifted see these Converted souls as proof that the world will someday be filled with Psychics. They will be the norm and will be able to step into the light without fear.

Nickname: Pried

Natural Phenomena: Connection

Because they were created by another Psychic using a mind to mind link, it is easier for the Pried to use mind to mind contacts.

Susceptible Trigger: Physical Contact If one of the Pried is in physical contact with another person (or being with a mind), he is more likely to have a Flare. Concepts: mid rank cult member

Stereotypes

Demise: Fluff Converted: Fluff Inherited: Fluff Revelation: Fluff Trauma: Fluff





Inherited

"Sorry mommy. I just wanted to show the clown that my balloon animals were better, but he ran away."

Some Psychics never really had an event that activated their Psychic powers. They just happened to develop them for no apparent reason, but there is always a reason. Their abilities can be inherited from their parents, grandparents or greatgrandparents. Psychics may have received their abilities through a mutation or from a strange DNA combination between their parents. Perhaps it is an aptitude that skips a generation or two every now and then or it came directly from one or both parents. However the Psychic received his abilities, they usually take some time before they become active. Puberty is a potent catalyst, but some powers can also become active early in a child's life. Psychics that have inherited their power from a Psychic parent (or two) usually develop those same abilities, but there are those that acquire completely different powers.

Nickname: Nats

(short for "Naturals")

Natural Phenomena: Sensum

Because their Gift comes from a parent or ancestor, they are tuned to the Mindscape greater than most. Thus, Sensum Phenomena are easier for them to learn than the others.

Susceptible Trigger: Dreams

Naturals are tied to the Mindscape more than most Psychics and dreams are made of Mindscape stuff.

Concepts: street performer, celebrity recluse

Stereotypes

Demise: Fluff Converted: Fluff Inherited: Fluff Revelation: Fluff Trauma: Fluff

Revelation

"This took five years of meditation under the Yogi Kahashi on a calm mountain lake in the middle of nowhere to achieve enlightenment. What have you done with your life?"

An Opening caused by will alone is rare, but it does happen. Only a small percentage of the population can reach the mental (or spiritual) level required to activate the Gift and very few of them actually seek Revelation.

Self-opening of the Third Eye requires a person to reach deep within his own mind, using a form of self-hypnosis, meditation and experimentation.

Most Psychics don't know how much hard, boring, and disappointing work it is to open your own Third Eye. It is like practicing to sing when you don't have a voice. Day after day of trying new methods of visualizations to know what card will be turned over next. Night after night of pushing and pulling with their mind to make that damn coin move even just a little bit. The frustration involved in repeated failure drives nearly all potential Monks to give up early. However, there are those rare few that push on past the mountain disappointment and manage to activate their Gift.

The time required for a person to open their own Third Eye varies, but it occurs more quickly for those with a strong will and especially fast for those with the knowledge that the supernatural is real. Those that know the truth behind the world are much more likely to Gift themselves than those who simply believe that it is possible.

Monks are respected by other Psychics who see their abilities as actual gifts, because of the work and dedication involved in forcing open their own Third Eye. Of course, those who see it as a curse do not understand why anyone would seek such a thing.

Nickname: Monks

Natural Phenomena: Proprium

The fact that they opened their own Third Eye shows their personal control and allows them to easily continue to affect their mind and body.

Susceptible Trigger: Pain

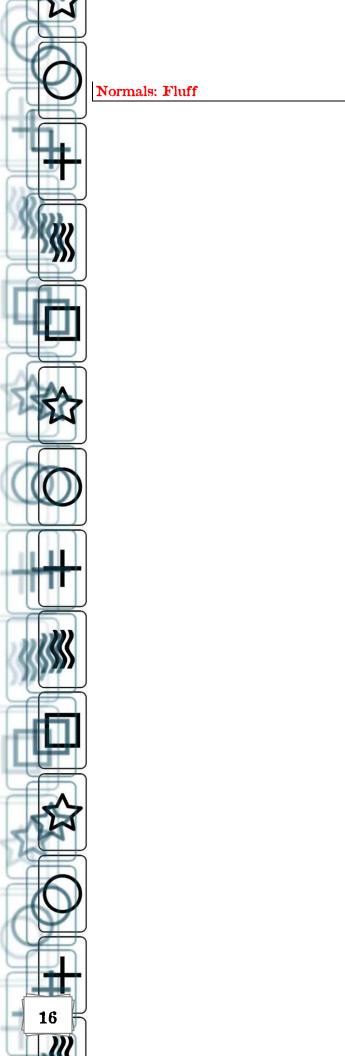
The Monks may have enlightened their own minds, but their bodies betray them. **Concepts:** Buddhist teacher, mysterious wanderer

Stereotypes

Demise: Fluff Converted: Fluff Inherited: Fluff Revelation: Fluff Trauma: Fluff

Vampires: Fluff Mages: Fluff Werewolves: Fluff





Trauma

"Stop it! Stop it! Stop, or I'll make you stop."

When the brain is damaged, it does its best to heal by forming new connections around the damaged areas. Sometimes this "rewiring" of the brain results in unexpected abilities beyond what most humans believe is possible. Head injuries, fever induced brain damage and experimental brain surgeries are all possible brain traumas capable of opening the Psychic's Third Eye.

Sometimes the trauma isn't created by actual physical damage, but emotional or "spiritual" trauma as some Gifted refer to it. While technically, the brain doesn't receive damage, it does "rewire" itself to deal with the trauma. At least, that is what the science minded like to use to explain this Inception.

The Shaken are an accident and that makes some of the other Psychics feel sorry for their predicament. They never asked for the Curse, in fact, whatever trauma that opened their Third Eye was likely not their doing either. However, most of the Gifted are either from this Inception or, at the very least, sympathize with it.

Nickname: Shaken

Natural Phenomena: Kinesis

Trauma done to the mind, either because of physical damage or mental pain, causes some to lash back out at the world in new ways. Ways that most people would say is impossible.

Susceptible Trigger: Emotions

When most people get angry, they have the desire to hit something. For the Shaken, that desire quite often manifests as Flares.

Concepts: socially tortured student, experimental super soldier, ex-football player with one too many concussions

Stereotypes

Demise: Fluff Converted: Fluff Inherited: Fluff Revelation: Fluff Trauma: Fluff





Mindsets

When a person's Third Eye is opened, he instinctively finds a way to deal with his new-found state. This method is rarely chosen consciously, but is instead a factor of his personality.

There are five Mindsets and they are quite similar to the five stages of grieving defined by psychologists. Dealing with the Gift is like dealing with a loss or death; a Psychic may deny his Gift, he may be angry about it, try to balance it, he could be depressed, or he could completely love it.

Centering

Centering is a form of meditation used by Psychics to regain Noema, but instead of focusing inward the Psychic focuses on the outer things that make him who he is. Each Psychic is different and they can all Center themselves uniquely based on Mindset, but all Centering rolls have a pool identical to dice Meditation (Composure + Wits + equipment distractions). Unlike regular Meditation, each roll takes a varying amount of time based on the Psychic's strength (see: Talent rating). Each success on the Centering roll yields the Psychic a point of Noema. Centering can be done as an Extended action and may consist of several rolls in the attempt to regain more Noema, but a Dramatic Failure causes the Gifted to lose all Noema gained from the attempt.

The Gifted cannot perform any unrelated actions while Centering. He cannot defend himself, activate or maintain Focus on anv Phenomena. However. if his Centering includes something like repairing a car engine, he can do both simultaneously. If the Psychic is unable to avoid or dismiss interruptions while Centering, the roll will automatically fail. Only by ignoring distractions will the Psychic be able to Center himself.

Mindset Reinforcements

The attitude that a Psychic holds for his Gift affects it directly, changing a base function or allowing for options other Psychics do not normally have. This effect exhibits itself in varied Phenomena properties that the Gifted refer to as Reinforcements.

The list of Reinforcements is in the Phenomena section of Chapter 3.

Changing Mindsets

While a Gifted's Inception is how he became a Psychic, his Mindset is how he deals with the Gift and like any belief, it can be changed. It is a rare instance when someone who completely denies the existence of something one day to embrace it wholeheartedly the next. However, the Psychic may have a life changing experience or it may be a gradual transformation; so sometimes, his attitude can change. However the change occurs, it is not likely to happen more than once in his life. Genuine epiphanies do not happen to the same person every day. In order for a Psychic to change his Mindset, he must actually change his approach to dealing with his "Gift". This may mean that he finally stops blaming his parents for doing this to him when he realizes that they have suffered as much as he has from the Curse.

Unlike the 5 stages of grief, there is no normal progression through to the end for a Psychic (some would say the same for grief, but this isn't a Psychology course). Each Mindset is as valid as the next and those that change Mindsets do not need to move on to the next stage.

Example: A Psychic who has fully accepted his Gift could accidentally make a mistake that cost many lives, bringing up hate and resentment of his power within himself.

When a Psychic changes his Mindset, his old Reinforcement is lost and he gains his new Mindset's Reinforcement.

Note to Storytellers

If a player is not playing a Mindset appropriately, warn him that continuing to do so will lead to a Mindset change. Mindsets are the attitudes of the character not the player. If a Psychic hates his power, he won't likely use it for fun.

A Storyteller can force an appropriate Mindset, if needed; but the Player and Storyteller should try to work it out first.





Rejection

"I'm just a good guesser."

These Gifted do not like to admit that they are different. They see the Gift as something that makes them a "freak", and they don't like it. Some Psychics deny themselves of their Gifts, only using them unconsciously or under extreme circumstances. Some of these Deniers may not even realize they are Psychic and may even deny irrefutable proof of their Gift. However, those radicals are few and far between. Most Deniers simply do their best to keep their Gift buried and try to live a normal life. They know they are not normal, but they want to at least appear as though they are.

Background: Most Psychics who have this Mindset have had at least one very bad experience with their Gift. Either something went horribly, horribly wrong; or nothing ever went right. Family and friends may have considered them a monster and treated them so. Now, they suppress the Gift as much as they can just to make friends or even just to hold a real job.

Then there are the few who don't know or don't want to believe. To them, it is just crazy talk and they want nothing to do with it. Most likely, they were brought up in a very close-minded household.

Nickname: Deniers Reinforcement: Hidden

By suppressing their Gift under layers of defiance and repression, their subconscious finds other ways to manifest Phenomena.

Centering: While a Denier may refuse his Gift, without the necessary Noema he can still feel empty inside. These Psychics center themselves by focusing on normal things; the simpler the better. Enjoying the taste of a fine cigar, or an hour sitting in front of a TV enjoying their favorite sitcom; these are both good examples of Centering for a Denier. Unfortunately, even though it is very normal, sleeping is not one of the centering methods available to Deniers.

Appearance: Those that deny their Gift usually do their best to appear "normal"; average clothing, haircut, car and house. They do whatever it takes not to stand out.

Inceptions: Most Psychics of this Mindset come from the Demise and Trauma Inceptions. It is easier to deny the power when it feels like it was an accident. The Converted and Inherited Inceptions are less likely to have this Mindset as they spend much of their time around those that are comfortable with the Gift. Revelation is a rare Inception for this Mindset, but it is not unknown for Psychic that purposely opened his own third eye to regret the action and attempt to "close it back".

Concepts: a skilled cop, a lucky gambler, circus daredevil

Resenting

"Don't make me angry. You wouldn't like me when I'm angry."

These Psychics truly see their Gift as a curse. Sure, every now and then, it may come in useful; but most of the time, it is the worst thing that ever happened to them. For many of the Angry, someone is to blame for this curse and they have to pay, even if the Psychic himself is the culprit. Self loathing is not below the limits of an Angry Psychic.

When the Psychic blames some other person, persons, or organization; they may take direct action against them, or they may simply bitch and moan. It all depends on the Psychic.

It is important to point out that while these Psychics may resent their "Gift", it doesn't stop them from using it when needed. They will use it to further their own goals as well as help others. They just don't like it. This is comparable to getting help from a person you despise. If you need to, you'll accept the help; but you'll probably grumble about it later.

Background: Like the Denier, a horrific misuse of his Gift is a likely cause for this Mindset, but not the only cause. It could be that the Psychic just doesn't like his gift. Maybe he sees ghosts and they are always asking him to do things. It could also be that he just isn't very good at controlling it and it frustrates him to no end.

Nickname: Angry Reinforcement: Force

These Gifted are more emotional than the average Psychic, and stronger power can come from stronger emotions.

Centering: These Psychics center themselves by focusing on who or what they blame for their condition. Whether it is by stalking the driver that put them in a coma or simply ranting at his local bar about how God cursed him; as long as he is focusing on some sort of revenge or blame, he reinforces his Mindset and centers himself.

Appearance: Many of the Angry have the "Crazy eyes" or always seem to have at

least one of their hands clenched up in a fist. Their clothing usually seems thrown on as if in a rush and without regard of what they may look like.

Inceptions: Most of the Angry come from the Inherited and Converted Inceptions. They have the most obvious targets for blame, parents or the Psychic that opened their third eye.

The Demise and Trauma Inceptions can give a target for blame as well, but most of these Angry criticize God or the Universe for doing this to them.

The Angry of the Revelation Inception sometimes (rightly) blame themselves for their condition, but some are unable to take the fault and will attempt to hold others accountable.

Concepts: vigilante, street corner preacher, stubborn politician





Compromising

"Sorry about that. I hope it doesn't weird you out too much."

When one of the Gifted enters the Compromising Mindset, he is trying to find a balance between his Psychic and normal lives. These Psychics do not resent nor do they fully accept their Gift. They simply "make due".

Many Psychics fall within this Mindset. Their power is simply a part of them that they can use and sometimes need to deal with when it goes bad. If they are lucky, they have found some sort of balance in their lives.

<need more>

Background: Their powers may not be the life altering Gift or Curse that it can be for many Psychics. More than likely, they have their power under some control. Maybe it isn't perfect, but it doesn't go wacky on a daily basis. If it doesn't affect their lives too much, they can deal with it easier and balance it with normal everyday stuff.

<need more>

Nickname: Bargainers Reinforcement: Accelerated

Due to their desire to combine their normal lives with their Gift, they can easily do both at the same time.

Centering: Bargainers seem to have the widest variety of Centering methods.

Appearance: While fairly normal in dress, these Psychics usually have that one strange thing about them. Perhaps it is a chakra tattoo down their back or maybe they just wear a lot of crystal jewelry.

Inceptions: description

Concepts: eccentric store owner, quirky musician, strange stock broker

Withdrawing

"Is it too much to ask to be left alone?"
Psychics of this Mindset are unhappy with their predicament. You could even say that the simple fact that they are Psychic makes them feel bad. No. Not all Psychics with this Mindset are actually depressed. They simply don't like their "Gift" all that much. Their abilities probably cause confusion or problems and they may not seem worth it to them. In fact, many of these Depressed Psychics, feel they have surrendered to their Gift. Most believe they cannot stop it from manifesting, so why bother.

Having a belief that they are a slave to their powers leads many to avoid society altogether. They withdraw from normal people the most. It takes extreme depression to get a Psychic to withdraw from other Psychics, especially those that can feel their pain.

One thing is certain, these Gifted don't like to be around other people that much.

<need more>

Background: It is likely that the Depressed have had way too many Flares to feel that they are in control at all. The weak willed make up a large majority of this Mindset as they are less likely to be able to stop a Flare and more likely to give up on trying.

Nickname: Depressed Reinforcement: Endurance

After conceding to their Gift, they tend towards directing Flares rather than resisting them.

Centering: The Depressed are happiest (more like "least unhappy") when they are alone, completely alone. Whenever they can get away from everyone and enjoy the silence, they are able to Center themselves and regain Noema.

Appearance: Not all of the Depressed look like bums. In fact, while they may not be the best dressed, they look rather unremarkable and they like it that way. Clothing is almost always out of style as they do not keep up on fashion. It may be a little raggedy since they don't like to go to the store, but online shopping has

opened up a whole new world to these Psychics.

Inceptions: description

Concepts: urban hermit, quiet cubicle

worker, solitary biker





Approval

"Look, I don't expect you to understand. You're only human."

Even with all the sarcasm of calling it a Gift by most Psychics, there are still a few that see their abilities as a true blessing. Many of them actually sought out the Gift and worked hard to open their Third Eye. Others simply believe above all other Psychics that the Gift is more than part of them. It is who they are and it makes them happy.

When asked "What do you do?", most people would answer with their job description. These Psychics would tell you that they read minds or see the future.

Background: These lucky Psychics have probably had the best of times with their Gift. There isn't likely to be any horror or pain from their abilities in the Gifted's past. If there is, they have either forgotten it or put it behind them successfully.

Many of these Gifted revel in their power. They feel like gods among men and thank the stars for what sets them apart from normal humanity.

Nickname: Accepting Reinforcement: Refinement

When a Psychic fully accepts what he is and what he can do, his power can flow freely.

Centering: The Gift is what makes these Psychics happy. They identify themselves as their Gifts. Psychics can technically use their Phenomena while Centering, but the Noema costs usually outweigh the gains. These Gifted focus on their Gifts in order to Center. They think about the what they can do, what new things they may be able to do. They remember the feelings of using their Phenomena. Some like to talk about their power or show it off. While most Psychics focus more on understanding their power than using the power.

Appearance: No, they don't wear superhero costumes, well, at least most of them don't. However, they make no attempt to look normal whatsoever. In fact, many endeavor to stand out. Flashy clothes and jewelry are common. Colorful and sparkly. They usually get a second glance for awful or gorgeous attire.

Inceptions: The Psychics that open their own Third Eye through Revelation make up a large percentage of this Mindset. They sought out the Gift and are happy to have it. Many of those who inherited their Gift also possess this Mindset, if they are brought up right. It is rare for a Psychic created through a traumatic event to have this Mindset. The price is just too high for most to accept.

Concepts: telepathic professor, extraordinary archeologist, supernatural leader

Modified Advantage: Ego (Morality)

All Psychics have opened their third eye and can now sense the Mindscape. While each Psychic develops their own methods of focusing their third eye, they all feel the world in a way the average person cannot understand. It is something that can ruin their lives or even drive them mad, for they cannot turn it off. Psychics deal with this problem by focusing on their own internal existence, their own sense of self or Ego as they call it. They focus on their own thoughts and emotions, enabling them to block out the images, thoughts and emotions from the Mindscape that flood into them.

Ego is an Advantage rated 0-10. The higher the character's rank in Ego, the surer he is of his own thoughts and emotions. On the flip-side, the lower the character's Ego rank, the harder it is for him to block out the noise of the world. Other people's random thoughts, perceptions and emotions pound against the Psychic's mind making it more difficult to concentrate.

Benefits of Ego

Self-Image

Psychics with a high Ego rating have an extremely strong sense of self. They are exceptionally aware of their own thoughts and feelings and are able to tell when they are being manipulated. A Psychic with an Ego of 8 or higher gains a +2 dice bonus to resist any attempts of mind control or emotional control through any supernatural or mundane means.

Drawbacks of Ego

Overwhelming Mindscape

The lower a Psychic's rating in Ego; the harder it is for him to differentiate between his own thoughts and those in the Mindscape. Other people's thoughts/perceptions/emotions (even echoes of his

own thoughts) overcome the Psychic, distracting him from moment to moment. The Psychic suffers a cumulative -1 dice penalty to all Mental and Social rolls (including Restraint rolls) for every 2 points below Ego 6: thus, -1 at Ego 4-5, -2 at Ego 2-3 and -3 at Ego 1.

Zero Ego

Psychics with an Ego of zero are unable to block out the thoughts, perceptions and emotions of others around them. They commonly end up in psychiatric hospitals or try to avoid the conquering Mindscape by leaving society. Most try anything in an effort to "make the voices stop"; excessive drinking, tin-foil hats, isolation and, in a few cases; mass murder has been used as an attempted remedy. Psychics that reach a zero Ego go completely bat shit bonkers and become one of the Cursed (See: "The Cursed" in Chapter 4).

Ego Rank	Lapse
10	Empathizing. Selfish thoughts. (Roll five dice.)
9	Lying. Minor selfish act (with holding charity). (Roll five dice.)
8	Going against Mindset. Injury to another (accidental or otherwise). (Roll four dice.)
7	Having a Flare. Petty theft (shoplifting). (Roll four dice.)
6	Failing to Direct a Flare. Grand theft (burglary). (Roll three dice.)
5	Purposefully triggering a Flare. Intentional, mass property damage (arson). (Roll three dice.)
4	Joining a Linked a Circle. Impassioned crime (manslaughter). (Roll three dice.)
3	Harvesting the Mindscape. Planned crime (murder). (Roll two dice.)
2	Opening another's Third Eye. Casual/callous crime (serial murder). (Roll two dice.)
1	Ripping. Utter perversion, heinous act (mass murder). (Roll two dice.)



New Advantage: Talent

Psychics are those who perceive, know and understand things beyond that which they should have knowledge or understanding. This supernatural perception and understanding is measured by Talent, the quality separating the Gifted from Norms. Talent marks a psychic's connection to the Mindscape which is the perceptions, thoughts and emotions of everyone.

As part of the Psychic Template, psychics receive one dot of Talent as a result of their Third Eye opening during their Genesis. Additional dots may be acquired with the expenditure of experience points, or initial Merit dots can be spent to add extra Talent (See: Merits).

As the Psychic gains in power, he opens his mind further and further, unlocking a potential that exceeds normal human limits. Talent is the ability that Psychics have to understand, sense, know or even affect something beyond normal human limitations. Talent is a trait rated from 1 to 10 dots. Talent has the following game effects.

- Talent grants the Psychic extra dice when resisting the supernatural powers of other entities. When a resistance roll is called for to resist another's supernatural ability, the Psychic may add his Talent score to the dice pool where another supernatural would add its Primal Urge, Blood Potency, or Gnosis.
- Talent affects a Psychic's ability use his pooled Noema, governing how many points of Noema a player can spend in a single turn. Talent also limits how much Noema the character can hold in his Noema pool. The higher his Talent, the more Noema he can store.
- Psychics with Talent 6 or higher can increase their Attributes and Skills past 5 dots. The Psychic has much more raw power, allowing the Psychic to bring his Mental, Physical and Social capabilities to inhuman degrees.

Drawbacks of Talent

• The higher a Psychic's Talent rating, the more likely a Trigger will cause A Flare. (See: Triggers)

Table: Talent Progression

Talent Rank	Attribute/Skill/ Phenomenon Maximum	Max Noema	Max Noema per Turn	Max Focus	Restraint Penalty	Centering Time
1	5	10	1	1	0	1 Hour
2	5	11	2	1	0	1 Hour
3	5	12	3	2	0	1 Hour
4	5	13	4	2	0	1 Hour
5	5	14	5	3	0	1 Hour
6	6	15	6	3	-1	30 Minutes
7	7	20	7	4	-2	20 Minutes
8	8	30	8	4	-3	15 Minutes
9	9	50	9	5	-4	5 Minutes
10	10	100	10	5	-5	1 Minute

Attribute Max: This is the maximum rating that the character can have in any Attribute.

Skill Max: This is the maximum rating that the character can have in any Skill.

Phenomena Max: This is the maximum rating that the character can have in any Phenomena.

Max Noema: This is the maximum Noema pool that the character can have.

Max Noema per Turn: This is the maximum number of Noema points that the character may spend per Turn.

Max Focus: Number of Phenomena the Psychic can keep active that require him to Focus.

Restraint Penalty: Dice penalty to Retraint rolls to avoid Flares.

Centering Time: Amount of time needed to Center oneself to regain Noema.

New Advantage: Noema

Noema is the emotional and thought energy that flows through people and around objects and places of strong emotional events. Psychics are able to collect it from many different sources. Each Psychic has a pool of Noema that they use to fuel their mental powers. This pool size is based on the character's Talent rating.

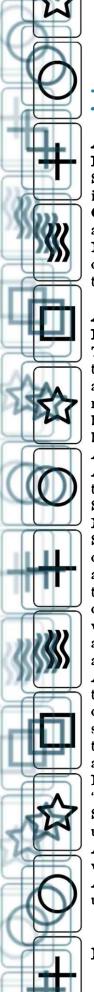
Spending Noema

- The Psychic can use Noema to fuel Phenomena.
- Noema may be spent on Reinforcements and Concentrations to alter the effects of Phenomena.
- Noema may be spent to charge Crystals.

Regaining Noema

- Psychics regenerate Noema automatically throughout the day.
 Every day, usually after a good night's sleep, they receive 1 point of Noema.
- The Psychic can harvest Noema from to the Mindscape by spending a Willpower point to lower his defenses and allow the Mindscape to flood his psyche. Roll Wits + Manipulation, each success yields one point of Noema. He can do this a number of times a day equal to his Talent rating. Harvesting the Mindscape forces a Restraint Roll to avoid a Flare (See: Triggers in Chapter 4).
- The Psychic can Center himself based on his chosen Mindset. Roll Composure + Wits + equipment for each hour of "meditation", each success yields one point of Noema.
- Crystals can hold Noema and Psychics are able to claim this stored Noema.





Merits

Anti-Psi (••••)

Prerequisite: Non-Psychic

See page 64 of Second Sight for information on this Merit.

Characters with this Merit are referred to as Nullers just like those with the "Psi-Null" Merit. However, this Merit is not compatible with the "Psi-Null" Merit. The two are mutually exclusive.

Asylum (• to •••••; Special)

Prerequisite: Gifted

The Psychic has a safe place to hide from the world. The Mindscape there is hushed and the thoughts of the multitudes are more like whispers than shouts. It gives him a place to think clearly and practice his Phenomena in private.

All Asylums are not the same. An Asylum has three characteristics in which to allocate dots: Size, Security and Shield. Size and Security work the same as a Mage's Sanctum or Vampire's Haven. The Shield rating of an Asylum rates how calm and safe the Mindscape is in the area. A high rating in Shield may mean that the Asylum is located far from civilization or maybe it is downtown and wallpapered in tin foil. The character adds the Shield rating to his Ego to act as an effective Ego rating while in his Asylum. For some, the hermit's cave or tin foil apartment is the only place they can feel sane in a world of shouting silence. This effective Ego helps protect them from an overwhelming Mindscape as well as protecting them from other Psychic's attempts to "remote view" or "mind control" them. Each dot in the Shield trait subtracts from any dice pool used to affect the Psychic while in his Asylum. Unfortunately, this modifier only works against those outside of the Asylum. Once inside, the attacker is unhindered by the Asylum's Shield.

Believers (• to •••••)

See page 64 of Second Sight for information on this Merit.

Compartmentalized (• to •••)

Maybe he keeps a song running in his head over and over or he forms a maze of thoughts and memories in his mind. However he does it, the character is able to bury certain thoughts and memories so that he can keep secrets from mind readers.

While resisting things like mental probes or memory scans, subtract a number of dice from the attacker's dice pool equal to the level of this Merit.

Crystal Brandisher (••)

Prerequisite: Non-Psychic

Normally only Psychics can use Crystals. For some reason, Tuned Crystals work for the character. It may be natural, but is more likely the work of a Psychic attempting to create a more powerful ally. This Merit does not provide the character with any Tuned Crystals or the ability to create them. It only allows him to use any that are possessed. character Willpower substitutes Noema and Talent rating on charging, use of the stored activation and Phenomena.

See the Crystal section in chapter 4 for more information on Crystals.

Differentiation (• to •••)

Prerequisite: Gifted

The Psychic is able to distinguish between the Mindscape and the real world more easily than most Psychics. Each level of this Merit reduces the penalties to dice rolls based low Ego ratings. (See: Ego) This Merit has no effect for Gifted characters with Ego ratings 6 or higher.

Doubting Thomas (•)

See page 65 of Second Sight for information on this Merit.

Drug Tolerance (***)
Prerequisite: Gifted

The Psychic has taken a lot of drugs. Much more than is safe and as a result he developed a tolerance to the Flare Triggers that result from them.

Drug Trigger ratings are reduced by 1 for the character (possibly reducing it to zero). If he spends a Willpower point, the Trigger rating is reduced by 2. See Triggers in Chapter 4.

Gifted from the Demise Inception cannot purchase this Merit.

Hypnotic Voice (••••)

See page 66 of Second Sight for information on this Merit.

Pain Threshold (***)

Prerequisite: Gifted

With a slightly higher threshold for pain, the Psychic is able to avoid Pain Flares a bit easier.

Pain Trigger ratings are reduced by 1 for the character (possibly reducing it to zero). If he spends a Willpower point, the Trigger rating is reduced by 2. See Triggers in Chapter 4.

Gifted from the Revelation Inception cannot purchase this Merit.

Increased Talent (•••)

Prerequisite: Gifted

(Character Creation Only)

The Psychic is more powerful than the average beginning Psychic and the character starts play with one additional point of Talent. This Merit may be purchased up to two times at character creation (for a total of 6 Merit points), giving the starting character a Talent rating of 2 or 3.

Linked (Varies; Special)

Prerequisite: Gifted; Circle Member

The Gifted character is a member of a very distinctive type of Circle, one that has linked their minds together in a special ceremony. This Merit is a shared Merit. Add every Circle member's rank of this Merit to determine the Circle's Link rating.

This Merit can be purchased multiple times in order to represent connection to more than one Linked Circle.

See Linked Circles in Chapter 4 for more information.

Lucid Dreamer (• or •••)

Prerequisite: None or Gifted

See page 67 of Second Sight for information on the 1-dot version of this Merit.

With the 3-dot version, the knowledge of dreaming helps the Psychic prevent Flares triggered by dreaming. Dream Trigger ratings are reduced by 1 for the character (possibly reducing it to zero). If he spends a Willpower point, the Trigger rating is reduced by 2. See Triggers in Chapter 4.

Gifted from the Inherited Inception cannot purchase the 3-dot version of this Merit.

Prepared Contact (***)

Prerequisite: Gifted

It is hard to live in this world and avoid all physical contact with every other person. Handshakes are rare for a Psychic, but when they happen, they are brief and awkward. These Psychics have learned to deal with limited contact much better than other Gifted.

If a Psychic is given a moment to prepare before the physical contact (an Instant Action requiring the Psychic to take a few deep breaths and steady themselves), he is able to brace himself to resist the Trigger. Physical Contact Trigger ratings are reduced by 1 for the character (possibly reducing it to zero). If he spends a Willpower point, the Trigger rating is reduced by 2. See Triggers in Chapter 4. Gifted from the Converted Inception cannot purchase this Merit.

Psi-Null (••, •••, •••••)

Prerequisite: Non-Psychic

The character is a "Nuller" created by a psychic for various purposes. Nullers naturally resist or cancel Psychic abilities within a certain range.



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With 2 dots in this Merit, the character is a Level 1 Nuller, a Level 2 Nuller with 3 dots and Level 3 with 5 dots. See the "Nullers" section in Chapter 4 for more information.

This Merit is not compatible with the "Anti-Psi" Merit (Second Sight, p64). The two are mutually exclusive.

Reach (• to •••••)

Prerequisite: Gifted

The Gifted has put a lot of practice into using one of his Phenomenon at great distances and it has paid off. He can now use it farther away with greater ease.

Pick one of the character's Phenomena. It works as normal, except that the Gifted adds his rating in this Merit to his "Close" range on the Perceptual Range table. This modifies all derived ranges. (See the Perceptual Range Modifiers under Phenomena in Chapter Three for more information.)

This Merit may be purchased multiple times. Each separate purchase represents a different Phenomenon.

Tuned Crystal (• to •••••)

Prerequisite: Gifted or Crystal Brandisher Crystals can hold psychic power and the Psychic possesses one. This crystal can amplify a power the character already possesses or provide a new ability.

Each dot possessed in this Merit allows the Psychic to acquire an equal Grade Tuned Crystal. One dot equals a Grade 1 Tuned Crystal. Four dots equal a Grade 4. See the Crystal section in chapter 4 for more information on Crystals.

This Merit can be purchased more than once in order to represent more than one Tuned Crystal.

Unfeeling (•••)

Prerequisite: Gifted

For some reason, the Psychic is less emotional than the average person. Maybe he detaches easier or has had his heart broken too many times. Whatever the cause, the Psychic is able to resist Emotional Flares a bit easier. Emotional Trigger ratings are reduced by 1 for the character (possibly reducing it to zero). If he spends a Willpower point, the Trigger rating is reduced by 2. See Triggers in Chapter 4.

Gifted from the Trauma Inception cannot purchase this Merit.

Chapter Three: The "Gift"

The Gift is different for every Psychic. Sometimes they get "feelings". Sometimes they hear thoughts that aren't their own. Sometimes the world around them catches fire. These abilities are seen as gifts or curses, but they are anything but normal.

Psychics have theorized on the origins of "the Gift". What is it? Where does it from? Why me? come Common speculation is that Psychics are advanced humans; either more evolved mentally, or spiritually. Of course, when you consider yourself cursed, you don't think of being "advanced". The point is pretty much moot as there aren't a whole lot of Psychics willing to be tested, prodded and (possibly) held captive by scientists in order to put the debate to rest.

Synergies

Psychics can form special bonds with other Gifted. Groups of Psychics can share powers between them called Synergies.

See "Linked Circles" in Chapter Four for more information on Synergies.

Phenomena

At the heart of every Psychic are the forces that constitute their Gift. They are called Phenomena, the raw power of every Psychic.

Parapsychologists have tried to classify Psychic Phenomena for many years to very little satisfaction. Fortunately, the Gifted have devised their own classifications thanks to their intimate knowledge that they refer to as Genera.

There are five Genera of Phenomena: Awareness, Connection, Kinesis, Proprium and Sensum. Each Genera is composed of specific related aspects of Psychic abilities. For example: Connection has to do with Mind-to-Mind communications like telepathy or speaking with the dead.

Each Phenomena has levels like Attributes, and Skills. Once a character's Talent rating exceeds five, ranks in Phenomena may increase above five. See the Talent Progression table for more information.

Gaining Phenomena

Each Psychic character begins play with a number of Phenomena defined in the character creation rules of Chapter 2.

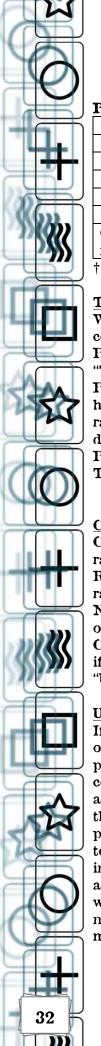
New Phenomena can be purchased with experience points. Training from another Psychic is not required to learn a new Phenomena, but it may help. The power comes from within and the application of a Phenomena is as unique as the individual Psychic.

Perceptual Range

Most Phenomena have ranges based on perception. While perceptual range sounds like it could be virtually limitless (since you can see the stars at night), what it really represents is perceptual accuracy. Just like you could not normally read a newspaper on the street from the third floor of a building, it is unlikely you could read the aura of someone on the ground while you're in a plane overhead. Sure, you can see him, but you can't "really" see him.

The table below lists the Perceptual Range categories. Each range modifies the dice pool of a Psychic's Phenomena roll. These ranges work similarly to firearms range penalties.





PRM - Perceptual Range Modifiers

+3	Touch (physical contact)	
+()	Close (Wits + Composure + 5 yards)	
-2	Far (2 X "Close" Range)	
-4	Distant (2 X "Far" Range)	
-6	Extreme (2 X "Distant" Range)	
-3	Unperceived (invisible, etc) †	
Continue penalizing dice pools by two		
and dies for analy devaluing of manage		

more dice for each doubling of ranges.

† Additional Penalty to Other Modifiers

Touch

Whenever the Psychic is in physical contact with the target of Phenomena, his range is considered "Touch". This does not mean that Phenomena directly affecting the Psychic himself are considered within Touch range. Although, some Phenomena that do things like create objects in the Psychic's hands are considered in his Touch range.

Close, Far, Distant, Extreme

Close is the Psychics base Perceptual Calculations based on "Close" Range are used to determine extended ("Far", "Distant", "Extreme"). ranges Normally, Phenomena require perception of the target; but while a target is within Close range, a Psychic may affect it even if it is not actually perceived. "Unperceived" below.

Unperceived

If attempting to target an invisible, obstructed or target that cannot be perceived by the Psychic (like around the corner or behind your back); there is an additional penalty to the Phenomena roll that is cumulative with the normal range penalties. Note that a target being touched is perceived, even if it is invisible. In fact, any perception counts as a way to perceive a target, if they are within Close range. If they are making noise or have a distinct odor, it doesn't matter if they cannot be seen.

Perceptual ranges can be affected by optical assistance such as binoculars or a telescope. video even a camera. Depending upon the strength of the magnification or clarity of the image, the storyteller can decrease the Perceptual Range Penalty down to zero. binoculars reduce the penalty by 1-3, while telescopes can reduce it by 3-5. Electronic surveillance does not reduce penalties as well as optical magnification, but a reduction of 1-2 is average.

Note: "intangible" Astral and other targets are not normally affected by Phenomena unless it specifically says it is capable of doing so. Even if the Psychic is capable of seeing into the Twilight or another realm. Phenomena do not normally reach those "places".

Preexisting effects are also affected by Perceptual Range. As an effect moves from one range to another, the Psychic can lose Focus. If a target of a Focused effect moves to a further penalized range, subtract the PRM from the successes initially rolled.

Example: If a Psychic is reading the mind of someone he is touching and he loses physical contact, subtract 3 successes (the PRM for touching) from the activation roll if he wants to continue delving into his memories.

If the number of successes reaches zero or less, the Focus is lost and the effect ends. Regrettably, this does not work in The Psychic does not gain 2 successes when the Target moves from "Far" to "Close" range.

Targets

Most Phenomena target people, places Sometimes the target may and objects. even be the effect itself (like when creating an illusion using Figment People (or any self-aware Phenomena). creature) can Resist or Contest most Phenomena.

If the Target is ever the Psychic himself, the above listed Perceptual

Modifiers have no effect. There are no bonuses or penalties to a Phenomena roll based on Perceptual Range even if he is touching his own head or perceiving himself from a distance.

Psychics can affect multiple Targets with most Phenomena. Thev spend Willpower point (in addition to normal Noema costs) and are able to split their successes among several Targets. All or Nothing effects require that each Target receive a Success. The Player must state his intended targets before rolling. If he does not achieve enough successes to affect all targets, the player selects which are eliminated from the Contested or Resisted Target group. effects use the largest Penalty or Resistance Dice Pool of all Targets when the roll is made.

Duration

Many Phenomena have a Duration of "Instant" or other time period. If the Duration is anything other than "Focus", the Psychic does not need to maintain mental effort to keep it in effect.

The "Focus" Duration can last the scene, an hour or until the Psychic drops or loses his Focus, whichever is shortest. The Psychic can only maintain Focus on a limited number of Phenomena at a time. Distractions can cause a Psychic to lose his Focus, but as long as he succeeds in a reflexive Resolve + Composure roll he can maintain his focus on a number of active effects equal to the number of successes after being attacked. Flares cause the immediate loss of Focus of one or more Phenomena (see "Flares" in Chapter 4).

Once the Psychic stops focusing on the Phenomena for any reason, the effect ends even if the effect's Duration hasn't expired. See "Talent" in chapter 2 for more information on how many Phenomena a Psychic can Focus on at any one time.

If the effect has a Duration that isn't "Instant" or "Focus", the character can pay the Noema cost again when the

Duration ends to keep it going for another Duration length.

Dice Pools: The dice pools for activating the Phenomena are normally made-up of Attribute + Skill + Phenomena. However, some may have different dice pools and will note if they do in their descriptions.

If a Phenomena is Contested, roll the stated dice pool versus the target's listed traits unless the description has an exception.

Resisted Phenomena are similar, listing the target's traits to subtract from the Psychic's dice pool.

Roll Results

Dramatic Failure: As per normal failure and the character suffers from pushing too hard by receiving a point of Bashing damage.

Failure: The attempt fails. Any costs paid to activate the Phenomena are lost.

Success: Success, as per the Phenomena's description.

Exceptional Success: Success, as per the Phenomena's description.

Cost

Activating Phenomena usually has a cost in Noema. If the Noema cost for any Phenomena (including additional costs from some Concentrations or Reinforcements) is more than the Psychic can spend per Turn, the roll is not made until the last point is spent; possibly after many Turns.

Concentrations

While Phenomena are the root of the power behind Psychic abilities, the capability to focus that power must be learned and practiced. Concentrations are the specific applications of those realized capabilities. Concentrations are organized under their related Phenomena.

Concentrations expand the possible effects and add flavor to the game. There are two general types of Concentrations: Those that add to the existing Phenomenon and those that are an alternate function of said Phenomenon.





Concentrations must be learned and developed for Phenomena by purchasing them with experience points separately. It is possible for a character to possess multiple Concentrations for any Phenomena they have, but they are not required.

To use a Concentration's effect, there may be a different or additional cost upon activation. If the cost is added to the Phenomena cost it will have a plus sign (+) in front of the cost. If there is no plus sign, the listed cost replaces the Phenomena's cost. If the Psychic possesses multiple Concentrations that modify their Phenomenon, he is able to use them all concurrently on the same activation of the Phenomena (or alternate function Concentration) as long as he can pay the costs (the usual Noema expenditure restrictions still apply).

It is possible that similar (or exactly the same) Concentrations exist for different Phenomena. Having a Concentration for one Phenomena does not mean the character also has it for the other Phenomena. Concentrations are always gained for an assigned Phenomenon.

Reinforcements

The different Mindsets that Psychics choose have underlying effects upon their Phenomena which manifest as Reinforcements. Mindset Reinforcements are listed in each of the Mindset descriptions from chapter two. Descriptions of these Reinforcements are listed below.

Reinforcements work similar to Concentrations and the Psychic can choose when to apply them, but they apply to all Phenomena possessed by the Psychic. It is possible that some may perform slightly different than described here for the various Phenomena; if so, any differences are included with the Phenomena explanation.

Reinforcements can also be purchased as Concentrations by Psychics of other Mindsets, but they only work with the Phenomenon for which they were purchased. If the player wishes to have the Reinforcement work for more than one possessed Phenomenon, he must purchase it for each of them.

Accelerated

Even though they are mental actions, Phenomena take a moment of concentration to activate. With this Reinforcement, the Bargainer can use his Gift while performing another task.

Cost: None or +1 Noema

Action: Reflexive

The Psychic can activate the Phenomena Reflexively while carrying out a "normal" action. Both occur simultaneously, but the Psychic does not need to split dice pools for multiple actions.

Example: Gina's Psychic is surprised by gunfire from behind and she takes one in the leg. She is able to use her Regen Phenomenon in the same Turn she fires back at her attacker. Without this Reinforcement, it would require two Turns to heal and attack at full dice pools.

Note that it is possible to activate a second Phenomenon instead of taking a "normal" action, but it costs the Psychic an additional Noema point past any Noema costs associated with activating The both Phenomena. second even be the same Phenomenon can Phenomenon (if using different a Concentration).

When purchased as a Concentration, activating 2 Phenomena at once is not possible unless both have the Accelerated Concentration and the player pays the additional Noema cost for each (+2 Noema to activate 2 Phenomena at the same time, +3 Noema for 3 Phenomena, etc.).

Endurance

The Depressed have surrendered to their Gift and usually seek solitude. Because of this, they rarely resist Flares and that makes it easier for them to direct them when they occur.

Cost: NA

Action: NA

When attempting to direct a Flare (see Flares in Chapter Four), the Gifted does not need to spend a Willpower point. Other than that, Flares work normally, whether they are resisted or not.

As a Concentration, the removal of the Willpower point cost only works for Flares in the connected Phenomena.

Force

Angry Gifted are much more potent than other Psychics when using their Phenomena. Their emotion helps to fuel their Gift, creating much more powerful effects than anticipated.

Cost: +1 Noema Action: Reflexive

This Reinforcement boosts the basic Phenomena's "strength". Double the character's Phenomena rating for determining any effects of the Phenomena other than dice pool size.

Example: Telekinesis rank is used as a Strength rating when used to lift objects. This Reinforcement allows a Telekinetic to lift heavier objects than normal.

Hidden

Psychics of the Denial Mindset typically refuse to use their Gifts, but their subconscious has learned to use them in subtle ways; often without knowledge of Deniers themselves. the The manifests itself in normal actions; appearing to be great skill or luck to everyone unable to sense what is really going on.

Cost: None Action: NA

This Reinforcement provides an alternate function to the basic Phenomena. The Psychic can add his Phenomena rating to the dice pool of an appropriate non-Phenomena action. Detecting the Phenomena usage requires Exceptional Successes on whatever Supernatural perception ability is being used.

It is up to the player and Storyteller to work out fitting Phenomena/Skill combinations.

Examples:

Boosting an Academics roll with Claircognizance when navigating the local library to find a particular book.

Using Mediumship to add to Investigation rolls when examining a murder scene.

Using Pyrokinesis to boost the blasting power of a Firearms attack as if the shotgun shells have larger amounts of gunpowder.

As a Concentration, the cost changes to "1 Noema"; but the Skill bonus will last the scene instead of just one action.

Refinement

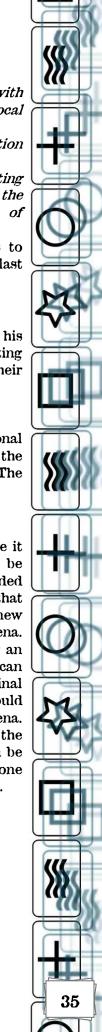
An Accepting Psychic allows his Phenomena to flow freely, permitting those with more skill to save their psychic reserves longer.

Cost: NA Action: NA

Whenever the Gifted gets Exceptional successes on his Activation roll, the Noema cost is reduced by one point. The cost is never reduced below zero.

New Phenomena

Players like to create new things. While it may be possible that there could be completely new Phenomena not included in this book, it is more likely that anything new would fit better as a new Concentration for an existing Phenomena. If a new idea would not fit well under an existing Phenomena and the player can think of at least three decently original Concentrations, a Storyteller probably allow it as a new Phenomena. Just make sure that it doesn't step on the toes of any existing Phenomena or can be easily replicated by using more than one Phenomena or Concentration at a time.





Awareness

These Phenomena are the epitome of what most non-psychics refer to as the Third Eye. Most Psychics are believed to have the ability to see that which is unseen. While all Psychics can "feel" the world in ways beyond normal man, these Phenomena give them the ability to focus on those sensations to actually understand what is bombarding their minds. With them, Psychics have the ability to filter the perceptions of the Mindscape into understandable pieces of useful information.

Claircognizance

There are those Psychics that simply know things they should not. They can know what is inside sealed envelopes, behind closed doors, etc.

Psychics with this Gift know things about the target that they may or may not have been able to know even if they were physically there, like knowing if a door is locked or if an apple is made of wax. It does not let the Psychic know of past or future events, but guesses can always be made.

Cost: 1 Noema

Dice Pool: Resolve + Empathy +

Claircognizance

Action: 1 Turn; Extended

Target: One "Thing"
Duration: Instant

It works like a game of "20 Questions" with the Storyteller. Each success on the roll gives the player the answer to a "yes or no" question on the specified target. The Target must be within Perceptual range (use the PRM table), but it does not actually need to be perceived (ignore "Unperceived" condition on table). Trying to figure out what is inside an envelope in your hand is considered "Touching" range. The information gleaned cannot be about the future or past (only present)

In effect, the player asks the Storyteller the "yes or no" questions and the character gets the "jist of it".

For example, if the Psychic wants to know if someone is in his neighbor's home, one success will tell him "yes". If he wants to know how many people are there, more successes are needed for questions like "Are there 2 or more people there?"

It is important to note that the Psychic doesn't actually see or hear anything; he simply knows things about the target. This knowledge is similar to knowing that two plus two equals four, but it is not infallible; the Psychic must interpret the results correctly. One success on the roll may tell the Psychic that someone is in the house; but he has no idea if it is his neighbor, an intruder, a pet or if they are even alive.

The Action can be Extended (paying the cost for each roll), but a Failure at any time ends the activation, while a Dramatic Failure corrupts the information gleamed.

Concentrations

Clairvoyance

Some Psychics have the ability to extend their actual senses past and through their normal ranges. They receive real-time perceptual feedback like sight hearing, but from locations external from the Gifted. This Concentration is named for the primary sense that is extended, but any and all of the five can be used with it. Psychics that extend their sight. are said to be Clairvoyant; hearing is considered extending Clairaudience. Taste, touch and smell are rarely used; so they have never actually been classified.

Cost: 1 Noema

Dice Pool: Intelligence + Investigation +

Claircognizance **Action:** Instant

Target: One Target Point

Duration: Focus

This Concentration provides an alternate function to the basic Phenomena. Each success extends one sense to the target. A single success is usually all that is required, since most send only their sight. Once activated, the Psychic is able to move his point of perspective from the target point in order to change view angles or search room to room of a house. The speed of this "movement" is limited to the sum of the character's Claircognizance and Talent ranks.

The roll is still penalized according to distance on the Perceptual Range table, as normal; but his Perceptual range is not limited by any walls, doors, box lids, etc for this effect. Once his senses shift, his point of origin for further Phenomena shifts as well.

Example: Patrick is worried about what may be on the other side of a door, but he doesn't want to accidentally alert anyone that may be there. He uses Claircognizance to extend his senses into the other room and is now able to see two guards and a dog in the next room. From this new perspective, since he can now see the guards, Patrick can more easily read one of the guard's minds if he wishes.

When using this Phenomenon, the Psychic's perception actually shifts to the new location and he is no longer able to use the perception from his physical location.

Remote

No longer is the Psychic limited to the short reach of his normal perceptions when using this Phenomenon. He can now target far locations with ease.

Cost: +3 Noema Dice Pool: NA Action: NA Target: NA Duration: NA

This Concentration adds elements to the Phenomena. Each success works as normal, except that Perceptual Range table is measured in miles instead of vards.

Divergences

The Gifted can tell when there is "something wrong" with the Mindscape. Whether a Psychic has used a recently Phenomenon another or supernatural has employed some other unusual ability, it affects the Mindscape in peculiar ways. A perceptive Psychic can pick up these anomalies in the Mindscape.

Cost: None

Dice Pool: Wits + Composure +

Claircognizance **Action:** Reflexive

Target: The Psychic Himself

Duration: Scene

This Concentration provides an alternate function to the basic Phenomena. The Storyteller can call for a Reflexive Claircognizance + Investigation roll whenever a Psychic character is in the presence of some supernatural ability that is being used. One success only gives the character a feeling (like the Unseen Sense Merit), while five or more successes may tell the Psychic what/where/when/who of it all

Note that this only detects current effects (or those that have occurred since the Psychic arrived in the area). Actions in the past or future are not sensed unless the Psychic is using another Phenomena granting him past or future sight.

Divergence Modifiers:

Invergence	e modhlels:
Variable	Perceptual Range Modifiers
-1	The Divergence is being
	created by something other
	than Psychic Phenomena
-1 to -3	The supernatural ability has
	little effect on the
	perceptions, emotions or
	memories of the instigator or
	those around him
+1	Someone besides the
	instigator is witnessing the act
	as "supernatural"
+1 to +3	The effect is extremely
	powerful





















Auras

These Psychics can see and interpret the colorful auras that surround the living (and unliving). These auras are invisible to most, but a Psychic with this Concentration has learned to open his sight to the Mindscape and see emotions, moods and more of his subject.

Cost: 1 Noema

Dice Pool: Intelligence + Occult +

Claircognizance
Action: Instant
Target: One Person
Duration: Instant

This Concentration provides an alternate function to the basic Phenomena. Each success on the roll yields another piece of information to the Psychic beginning with confirming or disproving a suspicion (such as checking for lying). Use the "Aura Signifiers" table from any World of Darkness book (such as page 120 in the Vampire: The Requiem core book). Auras are read immediately upon use of this Phenomena.

A Pyschic's Aura

When viewing the Aura of another Psychic, the Aura appears with ripples extending off into ever diminishing amplitude. While many Psychics would say that everyone's Aura ripples into the Mindscape this way, only the Gifted's Aura is obviously rippling as it affects the Mindscape greater than other creatures.

Postcognition

Knowledge of the past doesn't sound that special, unless it is a knowledge that you couldn't possibly have.

By focusing on the echoes of past events at his location within the Mindscape, the Psychic can see into the past.

Cost: 1 Noema

Dice Pool: Resolve + Empathy +

Postcognition

Action: 1 Turn; Extended

Target: One "Place" Duration: Instant

Just like Claircognizance, it works like a game of "20 Questions" with the Storyteller. Each success on the roll gives the player the answer to a "yes or no" question on the specified target.

For example, if the Psychic wants to know if anyone has been through a particular door in the last 5 minutes, one success will tell him "yes". If he wants to know how many people went through the door, more questions (and successes on the roll) are needed.

The Psychic's "vision" is limited to where he actually is (unless using another Phenomena). He doesn't see events that occur outside of "Close" range.

This Phenomena tells the Psychic nothing about the present or the future, only the past. In fact, it can only give the Gifted information that he would have gleamed if he had been there at the time. The Action can be Extended (paying the cost each roll), but a Failure at any time ends the activation, while a Dramatic Failure corrupts the information gleamed.

Time and Perceptual Range

The further in time the Psychic attempts to "see", the more difficult it is. In addition to the normal Perceptual Range Modifiers, apply the following penalties based on the difference in time.

-0	Hours (Talent rating in hours)
-2	Days (Talent rating in days)
-4	Months (Talent rating months)
-6	Years (Talent rating years)
-8	Decades (Talent rating)

Further than that will always result in a Chance roll, no matter the Dice Pool.

Concentrations

Perfect Memory

The Psychic can see his own past easier than the past of others. He taps into the memory of the Mindscape and perceives his history as it happened.

Cost: None Dice Pool: NA

Action: Extended (1 Turn)

Target: Personal Duration: Focus

This Concentration provides an alternate function to the basic Phenomena. The Psychic can recall anything he has experienced with perfect clarity. This is similar to the Eidetic Memory Merit, but requires no roll and can allow the character to re-experience the events in an instant.

Because the Psychic is not simply relying on his own personal memories, but that of the Mindscape, altered memories can be seen through to the truth.

Psychometry

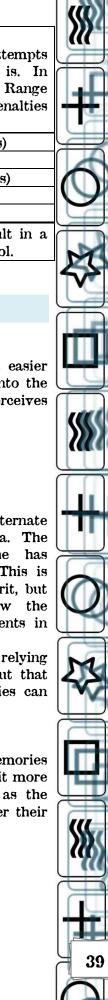
Like places, objects can retain memories of their past as well. They are a bit more difficult to read than a location as the current location tends to overpower their energies.

Cost: +1 Noema

Dice Pool: Resolve + Empathy +

Postcognition

Action: 1 Turn; Extended





Target: One "Thing" or person

Duration: Instant

This Concentration adds elements to the Phenomena. The Psychic is able to select an object and know things about its past. This works similar to the base Phenomena, but adds the ability to target a "Thing" instead of just a "Place". By focusing on an object or person instead of his surroundings, the Gifted can "see through its eyes". Use the basic rules for Postcognition, but knowledge gained is about the object (or person's) past and its location in the past instead of the Psychic's current location.

Witness

Activating this Concentration allows for the Psychic to perceive the past directly and even use some other Phenomena on those past events.

Cost: 2 Noema

Dice Pool: Resolve + Empathy +

Postcognition
Action: 1 Turn
Target: One "Place"
Duration: Instant

This Concentration provides an alternate function to the basic Phenomena. Nothing beats seeing it for yourself. This Concentration allows the Gifted experience the past as if he were there. His perceptions actually shift into the past. He can see, hear, touch, taste and smell everything that happened. Because of this, some of his Phenomena can be That Phenomena is obviously used. restricted to those that would not affect the past. The Psychic could read the Aura or mind of a person that he is seeing two days ago, but he cannot send him a message or set him on fire.

Due to the Psychic's perceptions shifting into the past, he is subject to environmental problems and pains. Viewing a pitch black room may not yield much information and a room on fire will feel as though it is burning the Gifted, although no real damage is being done.

Precognition

Within the Mindscape, echoes travel backward from the future as well as forward from the past.

Some Psychics think that the Mindscape is self aware. Since it is made up of every thought, perception, emotion, and memory; it knows everything about the past and present. All of this information would make up a supreme intelligence that would be able to easily deduce the future by knowing what everyone would do in a given situation. While this may or may not be the reason a Psychic can see the future, it is currently the dominant theory.

Cost: 1 Noema

Dice Pool: Wits + Investigation +

Precognition

Action:

Target: One "Place"
Duration: Instant

Views of the future are hazy, mainly because of all the possible outcomes from decision. The more successes anv achieved, the more details gleaned and sharper Gifted's the the sight. Unfortunately for the Psychic, he sees only the most likely events from the future. Events can be changed, but changing them can be difficult. This means that unless the Psychic tries incredibly hard, the event he foresees will occur as "known". The Storyteller is encouraged to allow some changes to the future, but also limit knowledge of events leading up to the prediction so that actions taken to avoid something may even be the cause.

Use the base rules for the Claircognizance game of "20 Questions". Once known, changing the future is possible, but once events take place differently from what the Psychic "knew would happen", a Flare Trigger occurs with a rating determined by the Storyteller and weighted by the change. Preventing a single death could trigger a level 3 Flare, while saving an entire building full of people would be a level 5.

Concentrations

Expectation

The Gifted seems to know exactly when and where a punch would hit, so he moves perfectly to have it miss. He keeps a channel open to the immediate future, experiencing it in the back of his mind just a few moments ahead of reality to give him an edge in a fight.

Cost: 1 Noema

Dice Pool: Wits + Empathy +

Precognition
Action: Instant
Target: target
Duration: Focus

This Concentration provides an alternate function to the basic Phenomena. The Psychic gains a point of Armor for each dot in the Phenomena (three dots would yield 3 Armor). Unlike some other armor effects, this armor stacks with any regular Armor the Psychic is wearing.

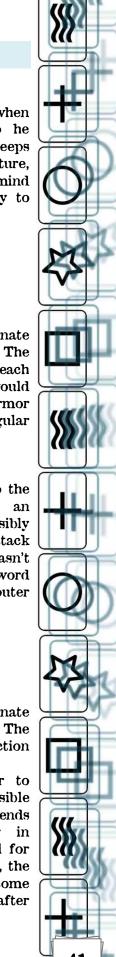
Options

By looking a very short distance into the future, the Psychic can "test" an immediate course of action and possibly change his mind. Maybe he will attack high instead of low where it wasn't expected. Maybe he will guess a password before he gets locked out of a computer on his third try.

Cost: 1 Noema
Dice Pool: Special
Action: Varies
Target: Personal
Duration: Varies

This Concentration provides an alternate function to the basic Phenomena. The effect is only useful on the next action the Psychic plans to take.

Rather than cursing the Storyteller to come up with a number of possible futures for that action, the player spends the Noema and adds his rating in Precognition to a mundane dice pool for the action. To keep things interesting, the Storyteller and player may want to come up with a few alternate possibilities after





the fact, just to give the feeling of "choosing a possible future".

Preview

Activating this Concentration allows for the Psychic to perceive the future directly and use some other Phenomena on those future events.

Cost: 2 Noema

Dice Pool: Wits + Empathy +

Precognition
Action: 1 Turn
Target: One "Place"
Duration: Instant

This Concentration provides an alternate function to the basic Phenomena. Like Witness Concentration for the Postcognition, this Concentration allows the Gifted to experience the future as if he were there. His perceptions shift into the future and he can see, hear, touch, taste and smell everything that will likely happen. Because of this, some of his Phenomena be used. can That Phenomena is restricted to those that would not actually affect the future. The Psychic could read the Aura or mind of a person in the future, but he cannot send him a message or set him on fire.

Due to the Psychic's perceptions shifting into the future, he is subject to environmental problems and pains. Viewing a pitch black room may not yield much information and a room on fire will feel as though it is burning the Gifted, although no real damage is being done.

Connection

Second only to Awareness as the most commonly thought of "Psychic Ability" is Connection. Communication without words using "Mind to Mind" transmission is a familiar staple in the Psychic world. Some Psychics communicate directly with others while some feel the Mindscape becomes the interpreter. Either way, the effects are the same; transfer of thoughts, emotions and perceptions from one to another.

Open Connections

Existing "telepathic" connections to another makes it slightly easier to perform more Connection Phenomena on that person (+1 dice to rolls).

Mediumship

Mediums are able to communicate with a ghost or spirit through technique using and paper commonly called pen "Automatic Writing". Ouija boards. pendulums, rune stones and tarot cards are other common tools used with this Phenomena to communicate with the dead. The Psychic simply clears his mind, asks his questions and receives his answer in whatever method used. Mediums of this level do not perceive the ghost or spirit directly. The ghost or spirit responds with the answers into the Psychic's unconsciousness resulting in messages from beyond.

Cost: 1 Noema

Dice Pool: Presence + Empathy +

Mediumship

Action: Extended (10 minutes per roll)

Target: One spiritual type being

Duration: A number of Questions based

on Successes

Each success yields one answer from the being. Answers are short and can be confusing for complex questions. There is no guarantee that the answers are truthful, just that they will be answered. Most ghosts and spirits have no reason to lie, but occasionally one will have a secret to hide.

Note that if there are no spiritual beings in the area, the effect automatically fails. Note: This Phenomenon is an exception in that it can affect Twilight beings and those in other realms.

Spirits

Most Mediums tend to not use the "G" word. While Spirts and Ghosts are different in the details, they fall under the general term of "Spiritual Entity" (or spirit for short). In general, any being without a physical form is considered a to be a spirit to Mediums and are treated similarly. In game terms, Mediumship works the same on a Ghost or Spirit, and possibly other similar creatures.

Concentrations

Call

Normally, a Psychic can only work with spiritual beings who are already there. This Concentration allows the Psychic to call out and summon one to his presence. Some beings may not appreciate this, while others may actually enjoy it.

Cost: 1 Noema

Dice Pool: Presence + Persuasion + Mediumship - Spirit's Resistance

Action: Instant Target: One Spirit Duration: Instant

This Concentration provides an alternate function to the basic Phenomena. Summoned spiritual beings can take anywhere between 1 Turn and 1 minute before they appear, depending upon their attitude and distance they need to travel. The more successes on the roll, the less time it takes before it arrives.

Spiritual beings can choose not to resist the call if the Storyteller believes they would want to be summoned to the Psychic. These are usually friendly beings,



















although curious spirits are possible as

Note that unless he has a particular being in mind, the call goes out to any. Specific beings can be selected, but it requires that the Psychic to have interacted with it before or know personal details of it. If he has successfully summoned the being before, add 1 die to the roll. If the Psychic knows and calls out the being's name, he gets a 3 dice bonus to the roll.

The Perceptual Range Modifiers are not used to affect the dice roll for this Concentration. Instead, successes on the roll are decreased by one for each step. Once successes are reduced to zero, the distance threshold has been reached. If there are no spirits to answer the call within that range, the effect fails.

Command

These Mediums know spiritual creatures well and can force their will upon them. Spirits can be commanded to perform tasks, answer questions truthfully and even use known Numina.

Cost: 1 Noema

Dice Pool: Presence + Intimidation + Mediumship - Spirit's Resistance

Action: Instant Target: One Spirit Duration: Special

This Concentration provides an alternate function to the basic Phenomena. Each success requires the spirit to perform one simple task such as attack a foe or answer a question. Three simple tasks can be exchanged for a complex task such as going across the city to deliver a message and return the reply.

Simple tasks are usually short, while complex tasks can take up to a day.

Even though they are "spiritual" any creature that has temporarily become Twilight cannot be commanded with this Concentration. This includes those like Mages, Werewolves and other Psychics that are normally material beings.

The Psychic can temporarily merge with a willing or Commanded spirit. A willing spirit is free to help or not help as it wishes although the psychic can bribe, plead or threaten it to help to the best of his ability. Commanded spirits will do what they are told.

Cost: 1 Noema

Dice Pool: Stamina + Occult + Mediumship - Spirit's Power

Action: Instant
Target: One Spirit

Duration: 1 Turn per Success or Scene

This Concentration provides an alternate function to the basic Phenomena. When used in combat, the Duration is very short, lasting only 1 Turn per success. Out of combat, it can last the Scene or end earlier if the Psychic wishes.

While they are merged, the spirit can spend one Essence to make a Teamwork roll on any action and the Psychic can reflexively spend one Noema to give the spirit one Essence up to their maximum limit per turn.

The Psychic may also allow the spirit to use any known Numina while they are merged.

This Concentration does have significant drawback. Once the Duration expires, the spirit gains number of bonus dice to possess the Psychic equal to the number of Turns they were merged (maximum of 5 dice). Even spirits without the Possession Numina gain a Chance roll to possess the Psychic. This bonus is only to the first Possession attempt; subsequent rolls are as normal. See page 212 of the Core World of Darkness rulebook for more information on Possession.

Add the Psychic's rating in Mediumship to his Resolve + Composure to resist Possession by the merged spirit (or any other spirit that attempts to possess him. When you're used to letting in spirits, you get good at forcing them back out.

Host Sense

With this Concentration, the Psychic has the ability to see, hear and even touch spirits. "Normal" conversations may be possible and many spirits of the dead have a lot to say. Hopefully they know how to speak a language that the Psychic understands.

Cost: None

Dice Pool: Wits + Occult + Mediumship

Action: Reflexive

Target: The Psychic Himself

Duration: Focus

This Concentration provides an alternate function to the basic Phenomena. A single success is all that is needed for the Psychic to sense the spirit with this Concentration. More successes make the sense clearer and may yield more information.

Senses: Sight, Hearing, Smell, Taste, Touch, Emotional, Intention

While the first 5 senses are pretty self explanatory, the others go beyond. Emotional sense will tell the Medium what the spirit is feeling. Intention sense will give basic knowledge of its nature, like who they were, what binds them to this plane or simply what they want.

The Perceptual Range Modifiers are ignored when using this Concentration, since the Psychic himself is the target of the effect.

Note: This Concentration is brought forth fairly often in Flares and can cause a Psychic many problems when spirits suddenly appear or when he starts up a conversation with the lunch lady ghost at school.





Siphon

Also called Psychic Vampirism by those in the know, these Gifted are able to drain and use mental energies from others.

Cost: 1 Noema

Dice Pool: Manipulation + Larceny + Siphon - Target's Resolve + Supernatural

Tolerance Action: Instant

Target: Another Psychic

Duration: duration

Each success steals 1 point of Noema from Target and gives it to the Psychic. The character's Noema pool can temporarily exceed its maximum rating by the Psychic's rank in this Phenomena for the remainder of the scene. When the scene ends, all excess Noema is lost.

Concentrations

Theft of Will

fluff

Cost: 1 Noema

Dice Pool: Manipulation + Larceny + Siphon - Target's Resolve + Supernatural

Tolerance
Action: Instant
Target: target
Duration: Instant

As Base, but Willpower is stolen.

Shared Knowledge

fluff

Cost: 1 Noema

Dice Pool: Manipulation + Larceny + Siphon - Target's Resolve + Supernatural

Tolerance
Action: Instant
Target: target
Duration: Instant

Knowledge Skills in Target can be used

by Psychic.

Clone Merit

Dice Pool: Resolve + Larceny + Siphon

Target: target Duration: Scene Dot rating of Merit limited by rank of Connection.

Mental Merits only.

Note that the Psychic must still meet the Prerequisites in order to use the stolen Merit.

Suppress Derangement

fluff

Cost: 2 Noema

Dice Pool: Manipulation + Medicine +

Siphon

Action: Instant

Target: Willing Target with Derangement

Duration: Instant

Success suppress the Derangement for a number of Scenes equal to successes. Exceptional successes also shift the Derangement down one level. Severe becomes Moderate. Moderate becomes Mild. Mild is removed entirely.

Skillful Theft

Dice Pool: Manipulation + Larceny + Siphon - Target's Resolve + Supernatural

Tolerance
Target: target

Steals a Skill from the target. Dots less

than or equal to rank in Connection.

Psychic can only use the Skill dots (instead of his own) in a Turn the target

hasn't used the Skill yet.

Target cannot use Skill dots in a Turn the

Psychic uses the stolen Skill.

Borrow Skill

fluff

Cost: 1 Noema

Dice Pool: Manipulation + Larceny + Siphon - Target's Resolve + Supernatural

Tolerance

Action: Instant
Target: target
Duration: Instant
description

description

<u>Scan</u>

Surface thoughts are broadcast regularly into the Mindscape by those that are creating them. With this Phenomena, the Psychic is able to filter out most of the jumble that they regularly try to ignore and actually read the surface thoughts of a specific individual.

Cost: 1 Noema

Dice Pool: Wits + Empathy + Scan vs. Target's Composure + Supernatural

Tolerance

Dice Pool: Perception + Empathy + Scan vs. Target's (Composure + Supernatural

Tolerance)
Action: Instant
Target: 1 person

Duration: Turns equal to successes

Success indicates that the Psychic can read any surface thoughts that the target is currently thinking. These are the current thoughts of the target not memories. Note that just because a Psychic can read a target's surface thoughts, doesn't mean he is thinking about what the Psychic may wish to know. A successful Manipulation and Subterfuge roll vs. the Target's Wits + Empathy can lean a Target into thinking about what the Psychic desires. Thus, the information would be on his mind and available to read using this Phenomena.

Funny note: Not everyone thinks in the same language. Reading someone's mind may also require that the Psychic know another language or have the language dictionary on hand.

Concentrations

Defensive Read

The Psychic has learned to use his subconscious to skim the surface thoughts of those nearby for "hostile intentions". This gives him a form of danger sense, helping him avoid being hurt in combat situations.

Cost: 1 Noema

Dice Pool: Wits + Empathy + Scan

Action: Instant

Target: The Psychic Himself

Duration: Focus

This Concentration provides an alternate function to the basic Phenomena. Success on the activation roll adds his Phenomena rank to his Defense rating. This added Defense can even be used against ranged Firearm attacks. Perceptual Range Modifiers do not affect the activation roll, instead the bonus to Defense is lowered by 1 against possible attackers for every PRM increment beyond Close Range until the bonus is lowered to zero, due to the minds being too far away to get much of a read on intentions.

If activated outside of combat, it can be used to know if an attack were about to happen; allowing the Psychic to dodge a surprise attack with his full modified Defense.

Deep Scan

When a Psychic needs to delve deep into a person's mind to look at his memories, this is the Phenomena he uses. Deep Scans go past the target's surface thoughts and explore the inner mind. The mind instinctively resists this intrusion even if the person is unaware of (or even willing to) the probe.

Cost: 2 Noema

Dice Pool: Intelligence + Empathy + Scan vs. Target's Resolve + Supernatural Tolerance

Deep Scans are not quick and easy. Each roll takes one minute and the more important the memory, the more difficult it is to pry it from a target's mind. It may be easy to determine what someone had for lunch vesterday, but something like a password is protected. More successes on the roll yield more information. The Storyteller determines the number successes required based on the information desired. A quick rule of thumb: 1 or 2 successes for something the target would willingly admit to just about anyone. 3 or 4 successes for a secret that would be admitted to friends or under





duress, 5 successes for a secret the target would die to protect.

If the target is aware of the probe and willing to fight with everything he has, he may take Bashing points of damage equal to the attacker's successes to completely deny the scan.

Memory Rework

Alters targets memories.

Dice Pool: Manipulation + Larceny + Scan

vs. Target's Resolve + Supernatural

Tolerance Description

Non-Human

Human beings are no longer the limitation for **Psychics** with this Concentration. They can now target other creatures such as animals, insects and even spirits. As long as there is a mind. the Psychic can use Phenomena on it.

Cost: +1 Noema
Dice Pool: NA
Action: Instant

Target: Any One Mind

Duration: Focus

This Concentration adds elements to the Phenomena. By spending an additional point of Noema, the Psychic is able to read non-human minds. The farther from human the target is, the more difficult it is to translate into something the Psychic can understand. Subtract 1 from the dice pool for mammals, 2 for reptiles and birds, 3 for insects and 4 or more for even more alien minds.

For other supernatural templates; such as Vampires and Werewolves, consider them human as long as they originated from a human mind and still think that way.

Note that while ghosts and spirits do have minds, their minds are very alien (minus 5 dice), they must be in the material world (Twilight works, but spirit realms do not).

Telepathy

This is the poster child of Psychic This is what most people Phenomena. think of when you use the word "psychic". This is communication with no words or gestures required; just mind to mind transfer of information. The Psychic simply transmits and receives thoughts in a much clearer fashion than what bombards most **Psychics** from the Mindscape.

Cost: 1 Noema

Dice Pool: Resolve + Expression + Telepathy vs. Target's Composure +

Supernatural Tolerance

Action: Instant

Target: One Human Mind

Duration: Focus

Targets that are used to or expecting telepathic messages from the Psychic can choose to not resist the effect, if they recognize the attempt (Wits + Empathy roll modified by the Psychic's Talent rating as a bonus).

More success on the roll allows clearer communication with the target. One or two Successes yield the general idea of the messages sent back and forth, while three or more allow word for word transfer between the Target and the Psychic.

Party Line

Like a member of the Secret Service with their ear bud connecting them to the others on their team, Psychics have the ability to communicate with their team as well. A Psychic can create a telepathic network between his allies, allowing all of them to communicate as if they had an open radio channel without the radios.

Cost: 1 Noema

Dice Pool: Resolve + Expression +

Telepathy

Action: Extended (10 Minutes per roll) Target: One Group of Human Minds

Duration: Focus

This Concentration provides an alternate function to the basic Phenomena. The Psychic is able to create a telepathic link between a number of minds, not just between him and another. The Psychic must spend at least 10 minutes in meditation with the people he is wishing to connect with. The telepathic network is formed between all participants. This Concentration cannot be used on an unwilling target. Any resistance by the target will prevent him from being included in the network.

Once the network is established, the effect will last as long as one Psychic in the network maintains Focus. If there is only one Psychic in a network including non-Psychics, he must maintain Focus alone.

The number of people that can join the network is limited to the Psychic's rank in the Phenomenon + the number of successes on the Activation roll. action can be Extended (10 minutes per roll) to add more people to the telepathic link, but Noema must be spent for each roll.

Non-Human

Human beings are no longer limitation **Psychics** with for Concentration. They can now target other creatures such as animals, insects and even spirits. As long as there is a mind. the Psychic can use Phenomena on it.

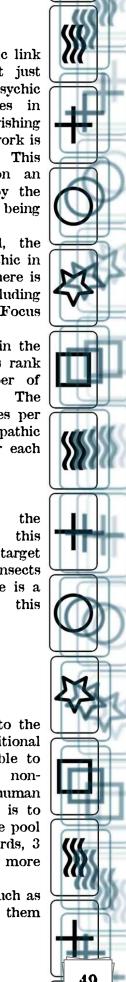
Cost: +1 Noema Dice Pool: NA **Action:** Instant

Target: Any One Mind

Duration: Focus

This Concentration adds elements to the Phenomena. By spending an additional point of Noema, the Psychic is able to telepathically communicate with nonhuman minds. The farther from human the target is, the more difficult it is to link minds. Subtract 1 from the dice pool for mammals, 2 for reptiles and birds, 3 for insects and 4 or more for even more alien minds.

For other supernatural templates; such as Vampires and Werewolves, consider them





human as long as they originated from a human mind and still think that way.

Note that while ghosts and spirits do have minds, their minds are very alien (minus 5 dice), they must be in the material world and manifested (Twilight beings and those in spirit realms cannot be reached).

Possession

Control a human mind.

Cost: 2 Noema

Dice Pool: Manipulation + Expression +

Telepathy
Action: Instant

Target: Any One Mind

Duration: Focus

This Concentration provides an alternate

function to the basic Phenomena.

Mental Blast Mind Breaker

Eyes of a Stranger

Allows the Psychic to see through the eyes of another person.

Kinesis

<need more>

Action through desire alone is the hallmark of these Phenomena. People see an object move and believe that they saw the movement because it moved. Many Psychics are even unaware that cause and effect don't always work the way we think. For Psychics with these Phenomena, perception can be the cause. By perceiving a ball flying across the room, the ball moves.

Since Kinesis is the Phenomena that directly affects "real world" objects, the speed of those effects may come into question. Unless specifically noted, the "movement speed" of any effect is equal to the sum of the Psychic's Kinesis Phenomena and Talent ratings.

Gestures

A flick of the wrist to knock a gun from an opponent's hand, a crushing fist to squeeze the breath out of an enemy, raising the arms over the head to fuel the fire burning down the house; these are the gestures of Kinetics. While hand and body gestures are not required to perform the Kinesis Phenomena, it is more difficult to bring forth the power without them. A person is raised to believe that one movement causes another. Even though he requires only thought to affect the world physically, the Psychic is still used to it. When performing a Kinesis Phenomena without gesturing (because of for immobilization or stealth). Phenomena's dice pool receives a -2 dice penalty.

Electrokinesis

<need more>

Concentrations

Name fluff

Cost: 1 Noema

Dice Pool: Stamina + Brawl +

Electrokinesis
Action: Instant
Target: target
Duration: Instant
description

Generate fluff

Cost: 1 Noema

Dice Pool: Stamina + Brawl +

Electrokinesis
Action: Instant
Target: target
Duration: Instant
description





Telekinesis

From bending spoons to levitation, Telekinetics have the power to move things in the real world by simply thinking about it. While this may sound like a lazy man's dream come true, many come to realize that the mental effort can sometimes outweigh any physical exertion for the same results.

Psychics with this Phenomenon can be physically dangerous to those around them; not just to their opponents, but even friends can get caught up in the effects of a powerful Telekinetic Flare.

Cost: 1 Noema

Dice Pool: Resolve + Stamina +

Telekinesis **Action:** Instant

Target: One Object or Person

Duration: Focus

As long as the Strength requirement to perform the action is no more than the Psychics rating in the Phenomena; one success is all that is required to bend, lift, push or pull the Target as if the Psychic were physically doing the same. If his Phenomena rating does not meet the requirement, Strength subtract the difference from the successes. If successes are reduced below 1, the effect fails. Any action that would normally require a Skill roll is not possible with the base Phenomena as it does not grant the fine control needed.

See the Strength table on page 47 of the World of Darkness core rulebook for the information on Strength requirements to lift and move objects.

While it is possible to lift a person in the air using this Phenomena, any active resistance negates this Phenomena; such as attempting to lift an unwilling and struggling person.

Normally, objects under control can only be moved at a speed equal to the sum of the Psychic's Telekinesis and Talent ratings. If extra speed is needed, successes on the roll may be traded for increased Speed, doubling the Speed by using one success or tripling the Speed by using two successes, etc.

Concentrations

Deflect

The Psychic may use his Telekinesis to defend against attacks by creating a kind of force field around himself or others. Bullets and explosions are deflected, while fists and blades glance away.

Cost: 1 Noema

Dice Pool: Resolve + Wits + Telekinesis

Action: Instant

Target: One Object or Person

Duration: Focus

This Concentration provides an alternate function to the basic Phenomena. The Psychic gains a point of Armor for each dot in the Phenomena (three dots would yield 3 Armor). Unlike some other armor effects, this armor stacks with any regular Armor the Psychic is wearing.

If an attack causes no damage due to this armor and the character has not taken his action for the Turn, the character can Reflexively catch and hold on to deflected projectiles or weapons (such as bullets or swung clubs) in order to affect the object on his Turn using further Telekinetic effects.

Note that the Psychic does not have to form the "force field" around himself. He can use it to protect others as long as he knows of the threat, but he can only target one person for protection.

Fluid

Normally Telekinesis can only affect liquids like water a "globule" at a time, like picking up water with your hands. Even air can't generally be affected by basic Telekinesis. Luckily for the Psychic, by learning this Concentration, he can siphon liquids and gases from point to point as if using a pump. Even material such as sand or loose dirt can be drawn from place to place. These Psychics create arcs of water from fire hydrants in order to extinguish fires in burning buildings, alter lava flows around villages and clear rooms of choking smoke.

Cost: 1 Noema

Dice Pool: Resolve + Science +

Telekinesis
Action: Instant

Target: One Body of "Fluid"

Duration: Focus

This Concentration provides an alternate function to the basic Phenomena. Any material that can flow like a fluid or gas can be controlled with this Concentration; except for plasmas (such as flames) as their high-energy state is too chaotic and forceful for Telekinesis to handle directly. The volume of liquid, loose material or gas that can be moved per Turn is based on the rank of the Phenomena multiplied by the number of success on the roll. The Psychic can move liquid and loose material "X" number of cubic foot per Turn, while gas is in cubic yards per Turn. For example, with 2 dots in Telekinesis and 3 successes on the dice roll, 6 cubic feet of sand or water can be moved per Turn or 6 cubic yards of smoky air. The Storyteller may impose a dice penalty due to the mass of liquid material (like molten lead).

Note that the Psychic cannot be very specific when moving the volume of material. He cannot choose to move only the green jellybeans out of a jar or only the oxygen out of a room. That is beyond the ability of this Concentration.

Vacuums can be created with this Concentration by removing air, but the Psychic must focus to continually remove the air from a location. This can be used to starve a fire or even suffocate a person given enough time. Such use would require constant attention and the Storyteller is encouraged to modify the roll based on fire intensity or a person's erratic movement.

Levitation

The basis of Telekinesis is the moving of objects. Unfortunately, Telekinetic Gifted cannot quite grasp the idea of moving himself until he gains this Concentration. By learning he doesn't need to be the

center point from which he moves "other" items, the Psychic can use his Telekinesis to actually lift himself into the air and

move around. Cost: 1 Noema

Dice Pool: Resolve + Athletics +

Telekinesis
Action: Instant

Target: The Psychic Himself

Duration: Focus

This Concentration provides an alternate function to the basic Phenomena. The Psychic lifts off of the ground or hovers instead of falling with no visible support. He can move in any direction, but only at a base Speed equal to the character's Telekinesis + Talent ratings. Each success achieved on the activation roll can be used to increase his movement speed. Multiply the number of successes by the base speed for the maximum speed he can move per Turn.

If the character's rating in Telekinesis is not high enough to lift his own weight, subtract the difference in successes as the base Phenomena describes. Three ranks in Telekinesis is normally sufficient. Additional weight carried can count against his successes as well.

PK Skill

The Psychic has developed the "fine motor control" necessary to use his Telekinesis to perform many regular physical actions from a distance, making them Psychokinetic actions.

Cost: 1 Noema

Dice Pool: Resolve + Skill + Telekinesis

Action: Varies
Target: Varies
Duration: Varies

This Concentration provides an alternate function to the basic Phenomena. Essentially, the Psychic can psychokinetically do anything that a normal person can do physically with his hands.

Most Skills will not work as a PK Skill, "Academics" or "Socialize" for example. The most likely Skills are: Athletics, Brawl, Crafts, Drive, Firearms, Larceny, and Weaponry. A Storyteller may allow





other Skills, if there is a good explanation.

As long as the Strength requirement to perform the action is not more than the Psychics rating in Telekinesis, each success counts as a normal success for the action. If his Phenomena rating does not meet the Strength requirement, subtract the difference from the successes. If successes are reduced below 1, the effect fails.

Generally, the Skill works as if the character was performing it normally; except Resolve replaces the Attribute in any dice pool or calculation. This usually creates a Resolve + Skill + Telekinesis dice pool. Calculations using more than one Attribute like "Strength + Dexterity + 5", become "Resolve + Telekinesis + 5". Skill Specializations work as normal when relevant to the Telekinetic action. In fact, the character may purchase the new "PK" (Psychokinetic) Skill Specialization to represent his practiced and unique use of the Skill.

The Storyteller usually determines Modifiers to any effect's dice roll as if the action were normal; meaning that Armor, Defense, weapon's damage, Cover, darkness, rain, equipment modifiers, wound penalties, etc. can still affect the dice pool.

The Duration of this Concentration depends upon the action being taken. Most actions are Instant, but some may be Extended.

Individual example actions are described below in detail, but these are not the only actions that can be performed telekinetically. The player and Storyteller should use the above rules to determine dice pools and effects for additional applications. Used mainly for throwing things, the Psychic only has control of the object momentarily. Once thrown, normal physics take over again. See the throwing rules on page 67 of the World of Darkness core rulebook for the information on throwing, but substitute this Concentration's dice pool.

Brawl

Dice Pool: Resolve + Brawl + Telekinesis The Target's Defense is usually ignored as he cannot see the attack. Grappling moves can be performed as well and after a successful immobilization, targets may be lifted into the air if desired.

Any damage using this Concentration is Bashing damage.

Existing Fighting Style maneuvers are not possible with this effect as they are based on using the physical form, but the Storyteller may allow new maneuvers to be created.

Weaponry

Dice Pool: Resolve + Weaponry + Telekinesis + Weapon Modifier

Any object or weapon can be used to attack an opponent psychokinetically. Armor and Defense apply as normal against this melee attack (the Target can see the weapon).

Existing Fighting Style maneuvers are not possible with this effect as they are based on using the physical form, but the Storyteller may allow new maneuvers to be created.

This Concentration can be purchased multiple times. Each purchase represents a new Skill that can be used psychokinetically.

PK Skill Examples:

Athletics

Dice Pool: Resolve + Athletics +

Telekinesis

Slice

The Psychic can focus his telekinetic power into a pinpoint of energy that can cut or rip apart people and objects. The concentration required to achieve this effect is strenuous on the Psychic and cannot be kept up for long.

Cost: 1 or 2 Noema

Dice Pool: Resolve + Wits + Telekinesis -

Target's Armor or Durability

Action: Instant

Target: One Object or Person

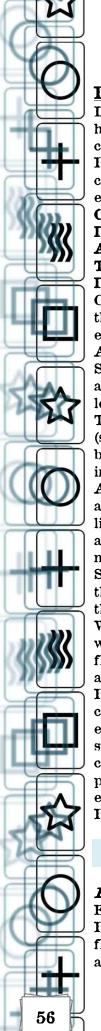
Duration: Instant

This Concentration provides an alternate function to the basic Phenomena. Spending 1 Noema allows the Psychic to focus his telekinetic energy into a fine point, the Psychic can slash into opponents, cut ropes, etch glass and carve wood. When focused so tight, each success causes one level of Lethal Damage to the Target as if he were attacked by a bladed weapon.

Once the character gains his third dot in the Concentration, he can inflict Aggravated damage by spending a second point of Noema. This creates multiple tiny slices that cut apart small bits of targets and cause terrible damage.

The Target's Defense is normally ignored for either of these invisible attacks, but Armor is still effective.





Pyrokinesis

Like the Telekinetic moving objects with his mind, the Pyrokinetic is able to control fire itself. With this ability, a Psychic can make flames part like a curtain, jump from candle to candle and even reshape the flames as desired.

Cost: 1 Noema

Dice Pool: Wits + Science + Pyrokinesis

Action: Instant Target: One Fire Duration: Focus

One success is all that is required unless the player wishes to go beyond the base effects listed below.

A fire's Damage rating is the sum of its The Pyrokinetic can Size and Heat. affect any flame with a Damage rating less than or equal to his Pyrokinesis rank. Thus a rank of 4 can affect a bonfire (size 2) that has the heat of a Bunsen burner (+2), but not a bonfire with the chemical fire intensity of a Additional successes dedicated from the activation roll can increase these limitations on a one-for-one basis and allow the Psychic to control larger and more intense flames.

See the fire damage tables on page 180 of the World of Darkness core rulebook for the information on fire Size and Heat.

While many effects can be accomplished without removing the flame from its fuel, flames can be temporarily detached from a fuel source and continue to burn by the Psychic's Will alone. A flame will continue to burn for a number of Turns equal to the Phenomena rank. Additional successes dedicated to this maintenance can increase the Duration by one Turn per success. This Duration can be extended even further by reactivating the Phenomena.

Concentrations

Flame Resistance

Even though the base effect of Pyrokinesis can protect the Psychic from flames by moving them away, sometimes a Pyrokinetic wants to jump through a wall of flame to avoid pursuers or maybe surround himself with flame in order to hide or defend himself from attack. While the flame may lick at his flesh, its bite is dulled.

Cost: 1 Noema

Dice Pool: Pyrokinesis + Wits

Action: Instant

Target: One Object or Person

Duration: Focus

This Concentration provides an alternate function to the basic Phenomena. The Psychic gains a point of armor for each dot in Pyrokinesis (three dots would yield 3 armor) against fire and heat. This armor only works against damage from fire and heat. It is worthless against things like bullets and knives. Unlike some other armor effects, this armor stacks with any regular armor the Psychic is wearing.

The flame retardant shield extends far enough away from the character's skin that clothing is protected as well, although a long feather boa is bound to take some damage.

Note that the Psychic does not have to protect himself. He can use it to protect others as long as he knows of the threat, but he can only target one person for protection.

Heat Manipulation

Some Pyrokinetics believe that flame control is really just the power over concentrated visible heat and by learning this Concentration the Gifted can now control the hidden and dispersed heat around himself. Flames are just the first step. Once learning this Concentration, the Psychic can move heat around in order to increase temperatures of areas or objects.

Cost: 1 Noema

Dice Pool: Wits + Science + Pyrokinesis

Action: Instant

Target: One Area, Object or Person

Duration: Focus

This Concentration provides an alternate function to the basic Phenomena. By spending a point of Noema and rolling their dice pool, each success can increase the ambient temperature of an area by 5 degrees F per Pyrokinesis rank. The area's size is roughly a sphere with a radius equal to the Phenomena's rank in yards. The temperature increase is not instant and will take 5 Turns to reach the full effect. If Focus is lost before that time, the full temperature increase is not reached.

If desired, the Psychic can concentrate the effect on a specific target like a knife, gun or a person. Focusing the heat on an individual target can damage said target. if the number of successes exceeds its Durability; or it can increase effectiveness of a weapon, by having it sear an opponent. For example, if a sword's blade were heated just below its melting point, say 3 successes against a Durability of 3, that sword could gain 3 dice. This searing damage is considered fire damage. Once successes exceed the Durability of an object, it begins taking damage as normal.

Living beings do not immediately take damage from the increase in temperature, but are affected both physically and mentally by high temperatures. targeted on a living being, the activation dice roll is Resisted with their Stamina + Talent ratings. Targets suffer a -1 penalty to Dexterity, Strength and Wits for each success on the Psychic's activation roll. Derived abilities like Speed and Defense are affected as well. Once all 3 Attributes are reduced to zero. the Target will begin taking Lethal damage on a one-for-one basis with further successes.

By continued use of this Concentration, great increases in temperatures are possible. Once the Psychic discontinues Focus, temperatures return to normal naturally over a short amount of time.

Kindle the Blaze

One of the most feared Psychokinetic abilities that exists is the ability to create fire. Under the gaze of the fire starter, combustibles burst into flame as if they were lit by a torch. The more combustible

the target, the easier it caches fire. Even fire resistant materials can be ignited by a powerful Pyrokinetic.

What's more, is that the Psychic can also increase the magnitude of existing fires, making them burn hotter and larger.

Cost: +1 or +2 Noema

Dice Pool: NA
Target: One Fire

This Concentration adds elements to the Phenomena. By spending additional Noema when the Phenomena is activated, the Psychic can create a simple flame under his control; or increase the Size and Heat of any flame he controls.

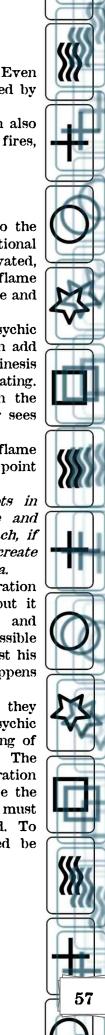
To use this Concentration, the Psychic spends an additional Noema and can add a number of points up to his Pyrokinesis rank to an existing fire's Damage rating. The points are divided up between the Size and Heat ratings as the player sees fit.

If the Pyrokinetic is creating a flame from nothing, it costs an additional point of Noema to invoke this power.

Example: A character with 2 dots in Pyrokinesis can increase the Size and Heat of a controlled flame by 1 each, if he spends 1 Noema. Or he could create the same flame by spending 2 Noema.

The Gifted can use this Concentration more than once on a given fire, but it requires a new Phenomena roll and Noema expenditure. Thus, it is possible for a Pyrokinetic to boost a fire past his ability to control it. Usually, this happens out of desperation or inexperience.

Flames don't have to be increased; they can also be reduced, if the Psychic desires. Decreasing the Damage rating of a fire is easier than increasing. The Gifted is not limited by his Concentration rating in how much he can decrease the Size and Heat of the flame, but he must still pay 1 Noema per rank decreased. To put out a fire, only the Size need be decreased to zero.





Cryokinesis

The Psychic can decrease the ambient temperature; dropping it to freezing temperatures quite quickly.

Cost: 1 Noema

Dice Pool: Resolve + Science +

Cryokinesis **Action:** Instant

Target: One Area, Object or Person

Duration: Focus

By spending a point of Noema and rolling their dice pool, each success can decrease the ambient temperature of an area by 5 degrees F per Cryokinesis rank. The area's size is roughly a sphere with a radius equal to the Phenomena's rank in yards. The temperature decrease is not instant and will take 5 Turns to reach the full effect. If Focus is lost before that time, the full temperature decrease is not reached.

If desired, the Psychic can concentrate the effect on a specific target like a knife, gun or a person. Focusing the cold on an individual target can make it very brittle, by lowering its Durability; or it can increase the effectiveness of a weapon, by having it freeze an opponent. For example, if a sword's blade were chilled just enough, say 3 successes against a Durability of 3, that sword could gain 3 dice. Each success past the Durability lowers the object's Durability by 1, for the duration.

Living beings do not immediately take damage from the decrease temperature, but are affected both physically and mentally by chilling effect. When targeted on a living being, the activation dice roll is Resisted with their Stamina + Talent ratings. Targets suffer a -1 penalty to Dexterity, Strength and Wits for each success on the Psychic's activation roll. Derived abilities like Speed and Defense are affected as well. Once all 3 Attributes are reduced to zero, the Target will begin taking Lethal damage on a one-for-one basis with further successes.

By continued use of this Concentration, incredibly freezing temperatures are

possible. Once the Psychic discontinues Focus, temperatures return to normal naturally over a short amount of time.

Concentrations

Cold Shield

The cold is home to this Psychic. Freezing temperatures or cold attacks are shrugged off by the Gifted. Even fire and heat can be resisted due to the cold nature of his shield, albeit with a reduced result.

Cost: 1 Noema

Dice Pool: Wits + Science + Cryokinesis

Action: Instant

Target: One Object or Person

Duration: Focus

This Concentration provides an alternate function to the basic Phenomena. The Psychic gains a point of armor for each dot in Cryokinesis (three dots would yield 3 armor) against cold or freezing attacks. The armor is at half rating (rounded down) for fire and heat based attacks. This armor only works against damage from heat or cold. It is worthless against things like bullets and knives. Unlike some other armor effects, this armor stacks with any regular temperature resistant armor the Psychic is wearing.

Note that the Psychic does not have to protect himself. He can use it to protect others as long as he knows of the threat, but he can only target one person for protection.

Deposition

The air itself condenses and freezes directly into solid forms of the Psychic's desire. He may create a statue, wall, cage, weapon or slides. These objects are extremely cold and can injure anyone that comes in contact with them.

Cost: 1 Noema

Dice Pool: Wits + Crafts + Cryokinesis **Action:** Instant (or Extended, see below)

Target: One Object Duration: Focus

This Concentration provides an alternate function to the basic Phenomena. The

player must accumulate at least a number of successes equal to the size of the object being created. The larger the object, the longer it can take the Psychic to generate. A dagger may only take one Turn to create, but a wall meant to close a passage may take several Turns before it is complete. The player must pay the cost each Turn he wishes to continue. If he quits before he has reached the desired Size, the object is incomplete but may still be functional at the Storyteller's discretion.

Objects created have a Durability equal to the Psychic's Cryokinesis, although the Gifted can reduce this if desired. Normally, weapons created with this Phenomena have damage ratings equal to the lower of their Durability or Size. However, if the Psychic gets Exceptional Successes on the activation roll, he has made a quality weapon and may add 1 to the weapon's damage rating.

Weapons created with this Phenomena can be used the Turn they are created and are usually thrown (or dropped after an attack) immediately because they are very cold. Every Turn someone is in contact with one of these objects they need to soak 1 point of Bashing damage by rolling Stamina. This includes opponents struck by a created weapon and the Psychic that created it as well (unless he has some form of protection, such as "Cold Shield").

At the end of the duration, the created object sublimates back into a gas. If the object is contained in some way, explosive results may occur.

Shaping

By controlling the cold, existing ice can be manipulated as if it were being moved. The ice appears to move to where the cold moves and disappears from where the cold has moved away. Ice can be made to "slide" up a wall or even envelope a person.

Cost: 1 Noema

Dice Pool: Resolve + Science +

Cryokinesis
Action: Instant

Target: One Piece of Ice

Duration: Focus

This Concentration provides an alternate function to the basic Phenomena. By spending a point of Noema, the Psychic can "move" an amount of ice with a Size equal to his rank in the Phenomena. If the size of the ice is larger, only a portion of it is moved unless the Psychic spends additional Turns moving the remaining ice. The speed at which the ice moves is equal to the number of successes multiplied by the Phenomena rank.

Objects cannot be moved by the ice as the ice isn't actually moving. It is reforming. The ice can trap a target or even free an already trapped object or person. To trap an unwilling target, treat the Concentration as an attack and subtract the target's Defense from the Psychic's dice pool. The number of successes determines how many points of damage to the ice are required to free the trapped target.

Ice cannot "fly" through the air unless the speed of its movement is at least 20. Otherwise, the ice must always have contact with some support.

This Concentration affects ice made from liquids or gasses. As long as it is solid because of the extreme cold, the Psychic can move it. Ice made by other Cryokinesis Concentrations are the typical targets of this one, although any ice will do.

Solidify

By focusing his power on dropping the temperature of a liquid, the Psychic can freeze it solid. Water, alcohol and even gasoline can be frozen with this Phenomena.

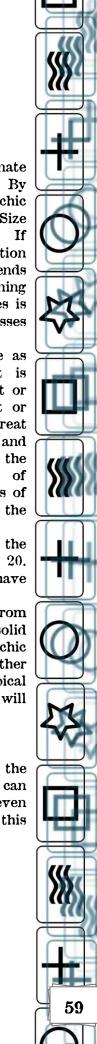
Cost: 1 Noema

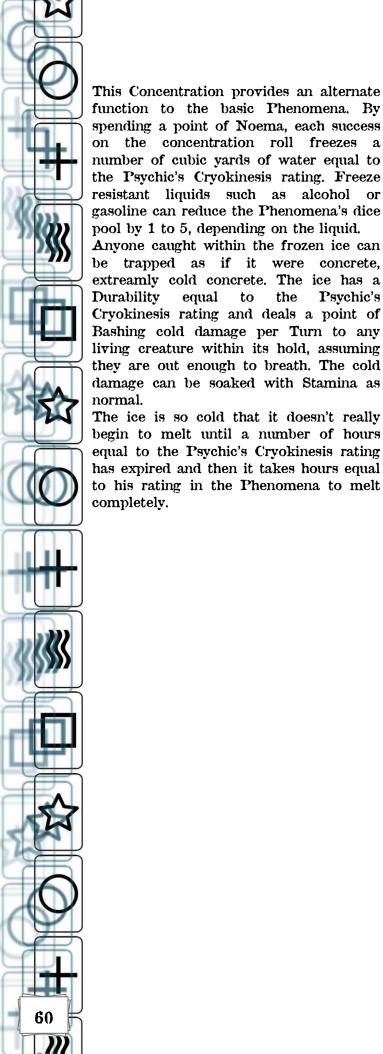
Dice Pool: Resolve + Science +

Cryokinesis
Action: Instant

Target: One Volume of Liquid

Duration: Focus





This Concentration provides an alternate function to the basic Phenomena. By spending a point of Noema, each success on the concentration roll freezes a number of cubic yards of water equal to the Psychic's Cryokinesis rating. Freeze resistant liquids such as alcohol or gasoline can reduce the Phenomena's dice pool by 1 to 5, depending on the liquid. Anyone caught within the frozen ice can be trapped as if it were concrete, extreamly cold concrete. The ice has a Durability equal to the Psychic's Cryokinesis rating and deals a point of Bashing cold damage per Turn to any

The ice is so cold that it doesn't really begin to melt until a number of hours equal to the Psychic's Cryokinesis rating has expired and then it takes hours equal to his rating in the Phenomena to melt completely.

Proprium

A Psychic can perceive his own reflection in the Mindscape. This reflection of self can be altered just like a person using biofeedback can alter his own heartbeat. By changing the reflection, the Psychic himself changes. Little changes at first, but larger changes are possible with

greater power.

Nearly everv Phenomena and Concentration of the Proprium Genera has a target of the Psychic himself. Because of this, the concept of Perceptual Range does not come into effect. All Perceptual Range Modifiers are reduced to zero (or Close) when affecting himself. Some may think that this overpowers Proprium Phenomena, but it is balanced by the fact that the Psychic cannot normally use these Phenomena on others. When he can use them on others, the effect is limited to touch. Even though he is touching the target, the Perceptual Range modifier is never "Touch" it remains "Close".

Most Proprium Phenomena also affect clothing worn or items carried. In these cases, items must be touched (or in a pocket) and have a total size less than or equal to the Psychic's Rank in the Phenomena. Creatures such as small animals or children as well as larger objects are too much "other" and are unaffected by the Phenomena. <need

more>

Biokinesis

Fluff

Cost: 1 Noema

New Dice Pool: Attribute + Skill +

Biokinesis **Action:** Instant Target: target **Duration:** Focus

Rules

Merit Fluff

Additional Cost: 1 Noema

New Dice Pool: Attribute + Skill +

Biokinesis Action: Instant Target: target **Duration:** Focus

Rules





Recovery

Description

Cost: 1, 2 or 3 Noema

Dice Pool: Attribute + Skill + Regen

Action: Instant

Target: The Psychic Himself

Duration: Lasting

Each success can heal one point of Bashing damage. Two successes heal one point of Lethal damage. Five successes are required to heal Aggravated damage. The Noema cost to perform this Phenomena is dependent on the the type of damage being healed and only one type can be healed with each use. Bashing damage costs 1 point. Lethal costs 2 points. Aggravated damage costs 3 points to heal.

Concentrations

Downgrade

The Psychic can instantly transform damage he receives into a lesser effect. A cut is still a cut and a burn is still a burn, but they might be treated as simple bruises.

Cost: 1, 2 or 3 Noema

Dice Pool: Attribute + Skill + Regen

Action: Instant

Target: The Psychic Himself

Duration: Lasting

By spending an additional point of Noema, the Psychic can reflexively roll to downgrade damage. Aggravated damage becomes Lethal and Lethal damage can become Bashing. Each success downgrades one point of damage. If the damage is downgraded from Bashing, simply ignore it as if it never happened. The Psychic can only downgrade damage a number of times equal to his Proprium rating per Scene. After that, this Concentration no longer functions for the remainder of the Scene.

Proxy

Under normal circumstances, all Proprium Phenomena only affect the Psychic himself. By realizing the interconnectedness of all things, the Psychic is able to learn to use his Proprium Phenomena on others as well.

Cost: +1 Noema Dice Pool: NA Action: NA

Target: 1 Object or Person

Duration: NA

This Concentration adds elements to the Phenomena. The Gifted must touch the person to be affected by the Phenomena. The Psychic can choose whether or not to include himself in the effect when using this Concentration, but it must be decided upon activation.

A person can Resist the effect by subtracting his Stamina + Supernatural Tolerance.

Objects too large to be affected by the normal use of the Phenomena can also be targeted using this Concentration, but the cost can be high. Spend 1 additional Noema per Size difference without this Proxy. For example, if the Psychic's rating in the Phenomena is 4, but he is trying to affect an object of Size 6, he must pay 2 additional Noema beyond the Concentrations normal cost.

Phase

This Phenomena allows the Psychic to temporarily become insubstantial and passes through material objects, like doors and walls. He can even pass straight through a person, if need be.

Cost: 1 Noema

Dice Pool: Stamina + Athletics + Phase

Action: Instant

Target: The Psychic Himself

Duration: Phenomena Rank, Focus

Denser materials are more difficult for the Psychic, slowing him down and even preventing progression. He can only Phase through objects with a Durability score equal to or lower than his ranks in this Phenomena. Additional Successes on the Activation roll, past the first, can be used to increase the maximum object Durability he can Phase through on a one-for-one basis. The Gifted can move through physical objects at a speed limited to the sum of the character's Phase and Talent ranks, minus the material's Durability rating. Whatever the result, he cannot travel faster than he is normally physically capable of traveling.

The power also affects small items carried and clothing worn, but anything with a Size larger than the Psychic's Phenomena rating cannot be affected. Other living creatures or larger objects cannot be Phased with the Psychic.

A Phased Psychic is not immune to all forms of attack. Any weapon with a Durability rating higher than the Gifted's Phase rank will hit him normally. He can also be affected by anything that can affect Twilight beings.

If the Gifted is still within any physical object when the Duration expires, he will remain in a semi-phased state. This is very painful to the Psychic as his body tries to reintegrate within another object. He takes Aggravated damage in dice equal to the Durability of the material each Turn he remains within it. Luckily, the Psychic can extend the Phenomena's Duration as it is about to expire by reactivating it (paying the cost and rerolling his dice pool).

Example: Matt's Psychic character is trapped in a cave-in. He doesn't know how far it is to get past the blockage, but he has to get out now. He has 3 dots in Phase, more than enough to allow him to travel through the rock (Durability 2). Luckily, the mine entrance is close and his Speed of 5 is enough to reach open air in 1 Turn. If it had been farther, he would have needed to reactivate partway through. Failing that, he would have begun taking damage from the rocks.

Concentrations

Proxy

Under normal circumstances, all Proprium Phenomena only affect the Psychic himself. By realizing the interconnectedness of all things, the Psychic is able to learn to use his Proprium Phenomena on others as well.

Cost: +1 Noema Dice Pool: NA Action: NA

Target: 1 Object or Person

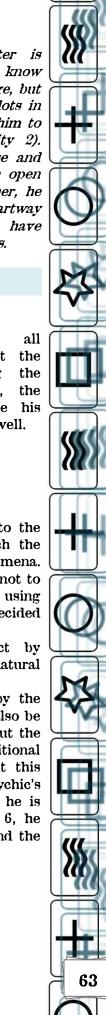
Duration: NA

This Concentration adds elements to the Phenomena. The Gifted must touch the person to be affected by the Phenomena. The Psychic can choose whether or not to include himself in the effect when using this Concentration, but it must be decided upon activation.

A person can Resist the effect by subtracting his Stamina + Supernatural Tolerance.

Objects too large to be affected by the normal use of the Phenomena can also be targeted using this Concentration, but the cost can be high. Spend 1 additional Noema per Size difference without this Proxy. For example, if the Psychic's rating in the Phenomena is 4, but he is trying to affect an object of Size 6, he must pay 2 additional Noema beyond the Concentrations normal cost.

Ghosting





The Psychic can Phase partly out of the material world for an extended amount time to avoid or reduce the effect of an attack. A knife or fist can pass harmlessly through him even while he is punching the wielder in the face.

Cost: 1 Noema

Dice Pool: Wits + Athletics + Phase

Action: Instant

Target: The Psychic Himself

Duration: Focus

This Concentration provides an alternate function to the basic Phenomena. The Psychic gains a point of Armor for each dot in the Phenomena (three dots would yield 3 Armor). Unlike some other armor effects, this armor stacks with any regular Armor the Psychic is wearing.

The effects of this type of Phasing are quick and highly localized and this Concentration will not allow the Gifted to walk through walls as the base Phenomena does.

Shift

Most uses of the Phase Phenomena simply make the Psychic temporarily insubstantial, possibly fuzzy or ghost like. Using this Concentration, the Psychic leaves his visibility behind as well; becoming completely Twilight.

Cost: 1 Noema

Dice Pool: Stamina + Athletics + Phase

Action: See Below

Target: The Psychic Himself

Duration: Focus

This Concentration provides an alternate function to the basic Phenomena. Shifting to Twilight takes 5 full Turns with each success on the roll decreasing that time by 1 Turn until becoming Instant at 5 Successes. During this time, the Psychic partially exists as both material and Twilight and can be affected by effects from both.

Once fully Twilight, the Psychic is able to travel through material objects and ignore damaging effects from the material world that do not affect Twilight beings. At this point, the Psychic can also interact with other Twilight beings such as ghosts and spirits.

Port

Science guys will tell you that, theoretically, when you have no mass, you can achieve infinite speed. At least, that's how most Gifted explain "Porting". This Concentration gained its name by its similarity to teleportation.

Cost: 1 Noema

Dice Pool: Stamina + Athletics + Phase

Target: The Psychic Himself

Duration: Instant

This Concentration provides an alternate function to the basic Phenomena. Unlike most Proprium Phenomena and Concentrations, the range of this effect is affected by the Psychic's PRM. When "teleporting", the Gifted does not actually disappear from one point and appear at another. He moves, in a straight line, phasing through all obstacles, at the speed of thought. This is extremely quick. So quick, in fact, that he is imperceptible to nearly anything Twilight or capable of perceiving Twilight beings.

Weightless

Psychics with this Concentration have learned that gravity ceases to be a restriction to movement while out of phase. In a sense, the Gifted can now "fly". Technically, it is more like how an astronaut free floats in space. If he can push off from the ground or a wall, he will float off in the opposite direction.

Cost: +1 Noema Dice Pool: NA Action: NA

Target: The Psychic Himself

Duration: Focus

This Concentration adds elements to the Phenomena. While using the Phase Phenomena, the Psychic can ignore the effects of gravity and inertia. To "fly", the Gifted must push off from something when activating the Phenomena with this Concentration.

Note: The Gifted is able to drop the effect for a split second, whenever he desires. This will redirect him to the ground as gravity takes over for a moment. Unfortunately, if the Psychic

loses Focus while "mid-flight" he will fall, possibly to his doom.

Each Adjunct Psychic can spend one point of Noema to add his Connection rating as extra dice to the Base Psychic's dice pool.

Projection

Astral Form. Description

Cost: 1 Noema

Dice Pool: Resolve + Occult + Projection

Action: Instant Target: target

Duration: Turns equal to Sensum

Rules

Concentrations

Dream Wandering

Instead of projecting himself into the Astral realm, a Psychic with this Concentration enters the dreams of others and can even jump from dreamer to dreamer like a person walking from house to house. Yada yada... rules about rolls being resisted... yada yada.

Possession

Inhabitation (possession for objects)

Animal Possession

Psinull

Mental Shield

Psychies are able to resist the effects of other Psychies more easily than normal people. However, Psychies with this Phenomena are able to defend themselves much better than most other Psychies. This Phenomena creates a psychological screen that deflects incoming psychic attacks, attempts at mind control and mind reading.

Cost: 1 Noema
Dice Pool: Normal
Action: Reflexive
Duration: Instant

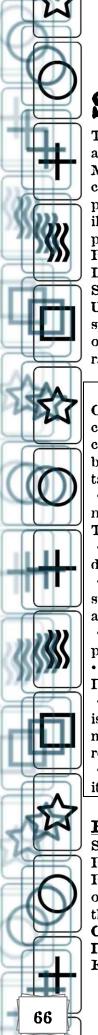
Each success adds one to the Psychic's Resistance Attribute to defend any psychic effect that is resisted or opposed. Derived attributes are not affected by this bonus. It only applies as a defensive bonus against psychic effects.

Concentrations

None

Cooperative





Sensum

These Talents are the only ones that can allow the Psychic to actually affect the Mindscape directly. This manipulation can create, remove or change general perceptions; allow the Psychic to create illusions, hide himself and alter the perceptions of others; and control Phenomena of other Psychics.

Like the Kinesis Phenomena, the speed of Sensum effects may come into question. Unless specifically noted, the "movement speed" of any effect is equal to the sum of the Psychics Phenomena and Talent ratings.

Faux Damage

Creations of the Figment Phenomena cannot normally affect the real world or cause real direct damage. Damage caused by these illusions is not real and affects targets differently than real damage.

- Faux damage does not last as long as normal damage, lasting only a single Turn.
- Faux damage is normally not marked down since it does not last.
- Faux damage cannot kill, but it can stun or even knock a target unconscious as if it were real damage.
- Faux damage causes normal wound penalties just like regular damage.
- Faux damage ignores armor and Defense.
- If the recipient knows that the Figment is not real, he can resist the damage by making a Reflexive Resolve + Composure roll (ignoring one point per success).
- Faux damage cannot affect objects, but it can appear that it does.

Figment

Sensory illusions created with Sensum Phenomena are generated from the Psychic's own imagination and projected on the Mindscape with enough force that they can be perceived by others.

Cost: 1 Noema

Dice Pool: Manipulation + Expression +

Figments

Action: Instant

Target: One Sensory Illusion

Duration: Focus

Figments do not have any real substance. They have no Armor, Health, Durability or Structure. If they receive even one point of damage, they fade away into nothingness.

Figments cannot move on their own, but they can be moved by the Psychic and witnesses as if they were real.

For example, a Figment of a book can be picked up off a table and handed to someone just as a regular book.

A Figment cannot actually affect anything directly. A chair Figment will look and feel like it is there, but it will not support the weight of a man about to sit down on it. An imagined knife blade can cause the perception of pain when it slices across a hand, but it will not actually cut. All direct damage done by a Figment is considered "Faux Damage". See the sidebar for more information. Indirect damage, such as falling through an illusionary bridge and down into a ravine, would be as real as it gets.

Witnesses with a higher Resolve rating than the Psychic's rank in the Phenomena are able to make out that the Figment is not real at first glance, but they still perceive it. Those with an equal Resolve rating must have a reason to believe the Figment isn't real. Those with Resolve ratings below the Pychic's Figment rank are unable to determine that the Figment isn't real, no matter what evidence; but may be convinced once the Duration expires, if given reason.

If the Psychic is trying to duplicate a person, animal or item, the Storyteller should call for a relevant Subterfuge, Animal Talent or Craft roll to determine the accuracy of the duplicate.

Concentrations

Animation

The Psychic can animate his illusions. Animals, creatures, people, flames; any Figment that moves on its own can be created with this Phenomena. Psychic may use this Phenomenon to create guard dogs, while another might surround himself with flying swords. Still another could create a duplicate of himself to confuse his enemies.

Cost: +1 Noema Dice Pool: NA Action: NA Target: NA Duration: NA

This Concentration adds elements to the Phenomena. The Phenomena works as normal, but Figments may be animated and perform any actions the Psychic can imagine.

Convincing Pain

The Psychic knows how to fool a person that he has been hurt by a Figment for much longer than usual. Targets see and feel the blood flowing down their arm or can smell their own burnt hair and flesh.

Cost: +1 Noema Dice Pool: NA Action: NA Target: NA

Duration: Special

This Concentration adds elements to the Phenomena. Faux Damage caused by Figments last a number of additional turns equal to the Psychic's rank in the Phenomenon. The bonus time to Faux Damage is applicable to any "damage" caused by the Figment for the Duration of the Figment.

Counterfeit

The Psychic can change details of objects and people using Figments from the Mindscape. He can alter himself, changing his height, weight, hair color, gaining extra arms, claws, body of a horse; many things are possible. He can change the appearance of other people or objects in a similar fashion, making forgeries or protecting a friend's identity.

Cost: 1 Noema

Dice Pool: Presence + Subterfuge +

Figments - Size Change

Action: Instant Target: NA **Duration:** Focus

This Concentration provides an alternate function to the basic Phenomena. Instead of creating a completely new Figment, the Psychic alters other's perceptions of himself or another. Any alteration is possible, but the greater the change, the more difficult it is to pull off. Size, in particular, is more difficult to change. Appearing smaller (i.e. a mouse) causes witnesses to fill in the rest of the world Appearing larger (i.e. a on their own. semi-truck) forces witnesses to warp the world around the Psychic.

Like the base Phenomenon, high Resolve ratings can realize the Figment isn't real. However, with this Concentration, the Witness can also "see through" illusion to what is real.

Exclusive

Mindscape illusions normally are sensed by all in the area, even if they don't believe they are real. However, sometimes a Psychic may want to limit those who witness his illusion.

Cost: 1 Noema

Dice Pool: Manipulation + Expression +

Figments Vs. Target's Resolve +

Supernatural Tolerance

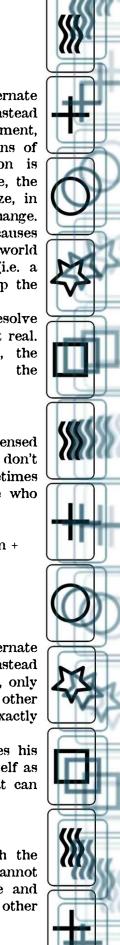
Action: Reflexive Target: One Mind **Duration:** Focus

This Concentration provides an alternate function to the basic Phenomena. Instead of everyone witnessing the Figment, only the Target can sense it. In all other effects, the Phenomenon works exactly the same.

Note that the Psychic always senses his own Figment and he can select himself as the target and be the only one that can sense the Figment, if he so desires.

Solidity

Figments are illusions created with the Mindscape and as such, they cannot physically interact with real people and objects. They do not affect anything other





than the senses and do not cause direct physical damage. However, if the Psychic has this Concentration, his illusions gain some physical presence. In effect, the illusion becomes "real". A person will be able to climb an illusionary ladder or ride an imagined motorcycle.

Cost: +1 Noema Dice Pool: NA Action: NA Target: NA Duration: NA

This Concentration adds elements to the Phenomena. The Psychic can give solidity to an illusion of a size equal to or smaller than the rank in the Phenomena.

Faux damage becomes actual damage and is no longer considered Faux damage. Unfortunately, because the effect is "real", the damage no longer bypasses armor or Defense. Solidified Figments have a Health or Structure rating equal to the number of excess successes devoted to them from this Concentration. If they are damaged past that point, they disappear like regular Figments. Note that this Concentration makes illusions solid. It does not actually make them real. Thus, fire figments cannot grow by setting real fires. They do not actually burn, but they still feel like they do.

Dim

To escape the perception of others is the goal of many Psychics that just want to be left alone. This Phenomena allows a Psychic to erase his projection from the Mindscape, making him unperceived.

Cost: 1 Noema

Dice Pool: Manipulation + Stealth + Dim

Action: Instant

Target: The Psychic Himself Duration: Focus, Special

The Psychic disappears. Not only can he not be seen, he is not perceived by any

natural senses.

Anyone with a Resolve less than the number of successes can no longer perceive the Psychic at all. Those with a Resolve equal or higher than the number of successes are still able to perceive the Psychic, but it is more difficult to notice or find him. For those who are still able to perceive the Psychic, subtract the Psychic's Sensum rating from any dice pools to notice or find him.

Those with supernatural senses may still be aware of the Psychic. If another Psychic is using an Awareness Phenomena to sense the Faded Psychic, use the "Talent Vs." sidebar at the beginning of this chapter to determine if the Psychic can still be sensed.

While "Faded", the Psychic can still be harmed by area affecting damage such as fire or explosions. He is still there, simply unperceived.

The Psychic will stay in this faded state as long as he Focuses on it or until he does something to draw attention to himself (including attacking someone).

Concentrations

Shade

Hides other people, places and objects

Cost: 1 Noema

Dice Pool: Manipulation + Stealth + Dim

Action: Instant
Target: target
Duration: Special

Rules





Inhibit

All Phenomena use the Mindscape in some way. They sense, control and even travel through it. This Phenomena affects the Mindscape in an obstructing way, making it more of an anti-Phenomena. With it, Psychics are actually able to hamper other Psychics use of Phenomena or even aid in preventing Flares.

Cost: 1 Noema

Dice Pool: Resolve + Occult + Inhibit

Action: Instant
Target: Range Effect
Duration: Focus

This Phenomena creates a bubble around the Psychic that actively suppresses all other Phenomena. In order to set the range, modify the Inhibit Dice Pool using the Perceptual Range Modifier table.

Example: Limiting the range to "Touch" will give bonus dice to the activation roll, but require the Psychic to touch targets to suppress their activations of new Phenomena. It will also prevent Phenomena used against him if touched for the effect.

While active, subtract the Psychic's Inhibit rating from a targeted Psychic's Phenomena activation dice pool. Yes, this even affects future Phenomena used by Psychic that activated this Phenomena; although, further uses of Inhibit are unaffected.

This Phenomena can also help suppress another Psychic's Flares. The Psychic's rating in Inhibit is added to Psychic's Restraint dice pools when they are attempting to avoid a Flare, but each use still subtracts from the number affected.

Concentrations

End

This works like the "Meddlers" cancelation effect. They can affect ongoing Phenomena.

Cost: 1 Noema

Dice Pool: Resolve + Occult + Inhibit

Action: Instant
Target: target
Duration: Focus

This Concentration provides an alternate function to the basic Phenomena. When targeted on a Psychic who has ongoing Phenomena effects, each success cancels one preexisting effect created with a Phenomena rank less than or equal to the Psychic's rank in this Phenomena.

Example: A Psychic with 3 dots in Inhibit can roll 2 successes using this Concentration and cancel 2 effects of Phenomena ranked at 3 or less.

Exclusive

Inhibit normally affects all Psychics in the area around the Gifted using it (even that very Gifted); however, this Concentration allows him to affect only a selected Psychic instead.

Cost: +1 Noema per Psychic

Dice Pool: NA Target: target

This Concentration adds elements to the

Phenomena.

Static Zone

Creates a stationary area effect

Cost: +1 Noema Dice Pool: NA Target: target

Duration: Days equal to successes, no

Focus necessary

This Concentration adds elements to the

Phenomena.

Anti-Spirit

Inhibits Spirit Powers as well as Psychic

Phenomena.
Cost: +1 Noema
Dice Pool: NA
Target: target

This Concentration adds elements to the Phenomena. Works as normal, but now it can affect Ghost and Spirit Numina at the same time.

Note: Other versions of this Concentration exist for other supernatural abilities; such as Vampires and Werewolves, but Mage magic outside of Mind is immune.

List of stuff that may be added

Remote viewing

Remote viewing allows a viewer to use his or her intuitive abilities to gather information on a target consisting of an object, place, or person, etc., which is hidden from the physical perception of the viewer and typically separated from the viewer in space by some distance. The "view" is merely a personal impression experienced by the viewer, and is sometimes recorded by another person. This is similar to somebody recording another person's dream memories when first awakened. Classic remote viewing is done in real time, although some remote viewers claim the ability to perform retrocognition and precognition as well.

Telepathy

Communication of information from one mind to another by means other than the known perceptual senses. Considered a form of extra-sensory perception or anomalous cognition

Premonition

Premonition refers to a situation when future events are foreknown or forecast. Premonitions are usually treated as a result of paranormal or supernatural feat. However, it is possible that the human mind is capable of forecasting an accurate view of the future.

Animal Empathy

Animal Possession
Astral Projection

Aura Reading

Automatic Writing

Biokinesis

Channeling

Chimera (Creates hallucinations; Affects 1

person at a time)

Clairvoyance

Cryokinesis

Death Sight

Dowsing

Dream Travel

Empathy

Enhanced Perception (Senses everything around him. Can see inside sealed

envelopes, behind closed doors, etc.)

Ghost Calling

Regen

Mental Blast

Mind Breaker

Mind Control

Mind Reading

Obscure (Hides an object or person)

Postcognition

Precognition

Psi-Null

Psychometry

Pyrokinesis (Light things on fire)

Pyrokinetic Immunity

Pyrokinetic Shaping

Skill Sharing - can share 1 skill at a time

with another person; opens connection

Telekinesis (Move things)

Telepathy

Thermokinesis

Vampirism



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Chapter Four: Storytelling and Antagonists

Flares

Psychics can't always control their power. <need more>

Flares are ranked 1-5.

Flare's rank is based on its Trigger rank minus the player's successes from the Restraint roll.

A Flare's rank is the number of Noema that the Storyteller can spend on activating a Phenomena. These Noema are "free" and do not come out of the Psychic's pool. They may be spent on Phenomena effects, Reinforcements and Concentrations as the Storyteller sees fit without spending limits. The Phenomena need not be one the character knows, but must be from the same Genera (related Phenomena) that the character has access to.

Flares cause loss of Focus for maintaining Phenomena. Rank of Flare is the number of Phenomena that the Psychic looses Focus on. The player chooses which are lost.

Flares cause damage to the Psychic. Rank of Flare is the number of points of unsoakable Bashing damage the Psychic takes when the Flare occurs.

Sequence:

- 1) Storyteller determines Trigger and rating
- 2) Player rolls Restraint pool
- 3) Storyteller picks the Flare Phenomena
- 4) Any Flare damage is marked on sheet as Bashing damage
- 5) Flare occurs or does not based on Restraint roll
- 6) Storyteller rolls for Effect

List of Flare examples based on Phenomena Genera:

Awareness Rank Example

- Mistake something that a person will say in the future for something just said.
- Talking to a person you didn't know was a ghost.
- Grabbing a stranger's hand and telling them that they must go home immediately. Their house is on fire and little Kristy is hiding under her bed crying for her. "Mommy! Mommy! Where are you? I can't see and the smoke is choking me. Cough! Cough!" But Kristy is still just a baby.

Connection

Rank Example

- A random thought from another is perceived as spoken aloud.
- 4
 5 Others begin to act out your random thoughts. Such as attacking your boss or jumping off

Kinesis

3

Rank Example

a bridge.

- 1 2 3
- Did you see the end of "Carrie" or "Firestarter"? Total chaos.

Proprium

Rank Example

1

$\frac{2}{3}$		
4 5		
3		

Sensum Rank Example 1 2 3 4 5

Triggers

There are many different things that can cause a Psychic to lose control and release his power accidentally. Triggers are the causes of Flares for Psychics. Alas, they are a part of normal everyday life for most everyone and are next to impossible to avoid.

Triggers vary in intensity. The stronger the Trigger, the harder it is to resist. Some Triggers, like the drug "LSD", have a higher likelihood of causing a Flare than the pain from a slap in the face. Examples of intensity rank are given with each Trigger type below. With more powerful Triggers, it is more likely that the resulting Flares will be more potent.

Accidental Triggers that plague most Psychics can harm the Ego when Triggers bring about the power because the Psychic loses control.

Vulnerable Inceptions

Depending on the Psychic's Inception, some Triggers are harder to resist than others. Drugs are worse than Emotions for some, while pain may be another's Kryptonite.

Associated Inceptions do not get the 10-Again rule for Restraint rolls and 1's take away from successes.

While it is highly unlikely for a Psychic to be affected by three or more Triggers at the same time, it is possible to be under the effect of more than one Trigger. Usually, two Triggers are the most that will affect the Psychic at a time. A dream may become a nightmare

powerful enough to put the Psychic into an emotional panic or a drunken Psychic might slam his finger in a car door, but shaking hands with a stranger while on PCP and getting angry at a neighbor playing his music too loud is not likely to happen. When this happens, use the highest Trigger rank, but consider it all involved Trigger types when it comes to Vulnerable Inceptions.

Dreams

The unconscious mind can have trouble differentiating between dreams and reality. A threat in a dream can seem as real as a threat when awake and the Psychic can accidentally react and affect the real world. Like dreaming your falling off of a ledge can cause a person to jerk their sleeping body to prevent the fall, a psychic might send out a mental scream that may pop a blood vessel in the brain of his next-door neighbor.

Even the dreams of normal humans touch the Mindscape lightly. For a Psychic, this light touch is more like a direct path to the Mindscape.

Rank Example

- 1 Lucid Dream
- 2 Davdream
- 3 Normal Dream
- 4-5 Nightmare

Vulnerable Inception: Inherited

Drugs

Almost any drug (Alcohol, caffeine, nicotine, marijuana, Ecstasy, angel dust, etc.) can affect a Psychic's control of his Gift. Some drugs, such as caffeine and nicotine, take large amounts to have an effect.

Whenever the character is overcome by some drug to the point where it affects him physically or mentally, the Storyteller should roll for a Flare. It takes very little LSD, but it may take a few double espressos before a caffeine buzz kicks in and starts creating havoc.

Rank Example

- 1-2 Caffeine or Nicotine Buzz
- 3-4 Alcohol Buzzed to Drunk







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5 LSD (Tripping) Vulnerable Inception: Demise Emotions

Psychics get emotional just like everyone else. When a person gets mad, they think about hitting something or someone. Most people don't follow through with the violence, but many think about it. When a Psychic gets angry, his thoughts can also stray toward violence. The only problem is that for Psychics, thoughts are what control their power. Some start fires when they are furious. Others scream into the minds of passersby. Windows break. Thick rage fills a room. Bad things just happen.

Anger isn't the only emotion that can lead to these psychic Flares, although it seems to be the most prevalent. Fear is another dominant emotion that can bring about similar outcomes. When the heart starts racing and the adrenalin is pumping, it is just as easy for a Psychic to lose control.

Whenever things get heated or emotional for the character, the Storyteller should roll for a Flare. This can be anything from the apprehension of being pulled over for speeding to coming face to face the man that murdered character's wife. "Standard" combat does not normally trigger emotions capable of a Flare. causing but thev depending upon the situation.

Rank Example

- 1 Love from seeing fiancée after a long trip
- 2-3 Anger at a driver that cut you off
- 4 Fear from being shot at
- 5 Sorrow of finding a dead lover

Vulnerable Inception: Trauma

Pain

Pain overrides the mind's control of the body. A hot stove causes the arm to jerk the hand back instinctively. Every time a Psychic is injured, his body reacts. Unconsciously, he wants to protect himself at any cost and sometimes he does. Each time the character takes first box of any type of damage (Bashing,

Lethal or Aggravated) for the Scene, the Storyteller should call for a Restraint roll. Any pre-existing wound penalties will penaltize the roll as normal.

It is interesting to note that Flare damage does not cause Pain Triggers. If it did, it would likely create a pain spiral resulting in the Psychic's death. Perhaps it is a "natural selection" thing, but most have other ideas. Many of the Gifted feel that it is because they have experienced the sting of a Flare enough times that they have deadened the Trigger aspect to it. Others insist it is more likely that the mind simply doesn't react with another Flare because it knows that it will cause more even pain or that a Flare wouldn't protect it from that Pain. Unfortunately, Pain Triggers can still cause additional pain from Flare damage, but those are the breaks of being a Psychic.

Rank Example

1-5 Equal to the number of Health levels taken (Bashing, Lethal or Aggravated)

Vulnerable Inception: Revelation

Physical Contact

Psychics don't like to touch for a reason. It is an intimate act that can cause a loss of control. This Trigger is only effective once per person touched per Scene. Touching the same person multiple times in the same Scene does not continue to Trigger the Psychic.

Energy transfers much easier between two objects in physical contact. Heat, sound, electricity, all transfer easier this way. Thoughts, emotions and memories also transfer much easier with physical contact.

Note: Circle members are more familiar with each other's minds and have learned what to expect from physical contact. Psychics within the same Circle are able to make physical contact with each other without this Trigger causing a Flare.

Rank Example

- 1 Passing brush or bump on the bus
- 2 Typical Handshake
- 3 Hug from your mom

- 4 Passionate Kiss
- 5 The Horizontal Hokey Pokey

Vulnerable Inception: Converted

Harvesting the Mindscape

Sometimes the Gifted are in dire need and cannot afford to wait the necessary time to Center themselves and they need a "quick refuel". Any time the Psychic chooses to "refuel" by attempting to harvest Noema from the Mindscape, the Storyteller should call for a Restraint roll.

Rank Example

1+ Equal to the number of Noema harvested

Note there is no max rank of 5. Psychics can cause extremely large Flares this way, although they rarely survive them.

Restraint

When a "Trigger Event" occurs to one of the Gifted, he usually tries to resist it. Flares can have disastrous results and they actually cause pain to the Psychic. Restraining a Flare is difficult; but quite

Restraining a Flare is difficult; but quite possible, trusting it isn't too powerful.

The Storyteller should not go overboard with Triggers at every turn, but he should not underuse them either. Triggers should come up at least once per story, but usually no more than once per scene. Of course, if the situation is extreme, such as the character finding his dead son in one room only to follow a trail of blood to his dying wife and daughter in the back yard, then multiple rolls may be acceptable. Woe to the Psychic that accidentally finishes off his family with fiery waves of grief.

Restraint Roll

The Restraint roll is a Reflexive Action by the Psychic. Once the Storyteller determines that a Trigger has happened to the character, the player can resist it by rolling his Restraint dice pool (Resolve + Ego).

The player must achieve a number of successes equal to or greater than the Trigger rank in order to avoid a Flare. Even if the Flare occurs, each success will weaken its rating by one.

Example: David's Psychic character "Brandon" is interviewing for a new job and fails to avoid the introductory handshake. The Storyteller deems it a rank 2 Trigger (a handshake is typically 2). David rolls his Resolve + Ego and gains 1 success. This isn't enough to stop the Flare, but it does drop it down to a 1-point Flare. Brandon might not get the job, but at least he left an impression.

Dramatic Failure on the Restraint roll, causes the Flare to be one rank higher than the provoking Trigger. Yes, a rank 6 Flare is possible and such an event will have nasty repercussions within the storyline.

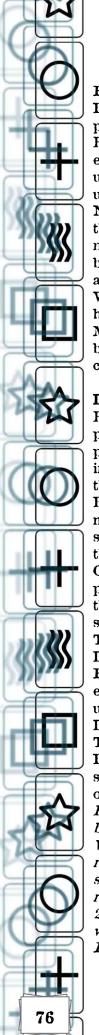
Possible Modifiers: Restraint Penalty based on Inception and Trigger type, Successful Meditation earlier in day (+1), Currently Centering Active (+1),Connection Telepathic with Circle Member (+1 per member), Previous Flare within same Scene (-1), Nuller in the Area (varies; see Nulllers in Antagonist section)

Flare Effects

The Storyteller controls any Flares not suppressed by the Restraint roll. The Storyteller should pick a relevant effect to manifest. Most Flares will be from the character's listed Phenomena and Concentrations, but the Storyteller can choose something outside of that list, if it makes sense (or good story).

The Storyteller rolls the character's Phenomena dice pool as if the player were attempting the effect. Storyteller has a number of "free" Noema to spend on the Flare equal to its Rank (a rank 3 Flare would provide 3 free Noema for the effect). If the Storyteller has decided to Flare a Gift the Psychic cannot normally produce, the dice pool is calculated as if the character has one (1) dot in the Phenomena. These new abilities reduce the "free" Noema pool by one (1). Thus, it is usually powerful Flares that cause unknown abilities to manifest.





Flares may not use Noema from the Psychic's pool, but they make up for it in pain. The Flare causes a number of Bashing points of damage to the Psychic equal to its rank. These points are unsoakable, but are able to be healed using Phenomena at a later time.

Not all Flare effects are immediate and they may take time before they are noticed. However, all Flares manifest before the end of the scene even if they are not noticed until later.

When a Psychic cannot control his power, he is unprotected from its results. Meaning that flying debris, flames, mental blasts, etc all can affect the Psychic causing them.

Directed Flares

Before the player rolls his Restraint dice pool, he may choose to spend a Willpower point in the hopes of directing the Flare instead of suppressing it. After spending the Willpower, roll the character's Restraint pool as normal. The player must achieve the same number of successes needed to completely suppress the Flare, in order to control it. If the Gifted successfully directs the Flare, the player can choose the effect instead of the Storyteller. The effect must be something the Psychic can already do. There are no random new powers from Directed Flares.

Failure to direct the Flare releases the entire Flare as if it were completely uncontrolled.

Directed Flares have ranks equal to their Trigger ranks. They can still damage the Psychic as regular Flares, but additional successes can suppress the Flare damage on a one-for-one basis.

Example: David's Psychic is confronted by a rank 3 Trigger. He spends a Willpower point to direct the Flare and rolls his Restraint pool. He achieves 4 successes, enough to direct the Flare and reduce the Flare damage from 3 down to 2. If he had only garnered 2 successes, he would have had an uncontrolled rank 3 Flare and still be out a Willpower point.

Deliberate Triggering

Sometimes a Psychic may not want to resist, especially when they purposely caused the Trigger. When a Psychic wants to create a Flare, all he needs is the Trigger. He can then suppress or more likely direct the Flare as normal.

Deliberate Triggering is considered an Ego Lapse and may result in a Degeneration roll. Consult the Ego rating table in Chapter 2.

New Gifts

It is important to note that many new abilities of Psychics can begin as unexpected Flare Effects developed into Concentrations, such as a Clairvoyant that suddenly sees the future of someone he touches.

If a Player wishes to gain a new Phenomena, he will still need to spend the Experience points; but the Storyteller is encouraged to "introduce" a Character to new Phenomena through Flares.

Flare-Derangements

Psychics have a worse time dealing with their mental problems. Not only do they have Restraint rolls to prevent unwanted Flares, those with Derangements can also be plagued by more powerful, long term and specific forms of Flares. Flare-Derangements should take precedence over normal Flares when Triggers occur. They require a Willpower point expenditure with a Restraint roll in order to avoid and they cannot be directed.

Listed below are specific Flare-Derangements with their augmenting Phenomena. the Psychic If possesses the listed Derangement, use the description for this advanced affliction whenever his Derangement is active.

Paranoia (severe, psychic):

Phenomena: Telepathy or Mediumship

A paranoid person may think that everyone is after him, but a paranoid Psychic can actually make others "out to get him". People (or spirits in the case of Mediums) around the Psychic become touched by his paranoia and begin to think bad things about him and maybe even act on those impulses.

Those with Wits less than or equal to the Psychic's Phenomena (or Flare rating during a Flare) are affected by the paranoid Psychic.

Anxiety (severe, psychic):

Phenomena: Any Kinesis

Bad luck

While in effect, modify every physical roll that could benefit or hurt the Psychic by his rank in Kinesis.

Unable to interact with others. <need more>

Schizophrenia (severe, psychic):

Phenomena: Figment

The Psychic doesn't just see things, they are real.

<need more>

Multiple Personality (severe, psychic):

Phenomena: Proprium

This combination is commonly called "The Hyde Reproduction" by Psychics, due to its resemblance to the "Strange Case of Dr. Jekyll and Mr. Hyde" story by Robert Louis Stevenson. Those with this supernatural derangement not only take on a new personality, they physically become another person as well.

For each dot of Proprium, the alternate persona changes five dots of Attributes and Skills. The Hyde persona's stats are created at the gain of the Derangement and remain the same for each appearance of the Hyde.

The Hyde's Ego always 1 less than Psychic. If the Hyde personality drops Ego, so does Psychic although the two do not share new Derangements gained by the Hyde persona.

Virtue/Vice gain of Willpower is reversed for Hyde.

This new personality is difficult to be rid of because it wants to live and it usually continues the downward spiral of Ego.

Fugue - Awareness (severe, psychic):

Phenomena: Awareness

When in the fugue state, See only future, past or other location <need more>

Mental Gestalt (severe, psychic):

This Derangement is not linked to any Phenomena: it is an alternate form of Multiple Personality that is unique to Psychics who are part of a Linked Circle. Gestalts can be dangerous and might alter the Psychic's personality more and more as his Ego drops. At one point (zero Ego), the Psychic is no longer himself, but an amalgam of his Circle's personalities. He becomes a unique form of Cursed with many of the knowledge's and abilities of the Circle. Such Gestalts may seek their independence and try to eliminate their Circle to survive. Circle members must either kill their friend in self defense or bring his old self back in some way.

See Linked Circles below for more information.





Circles

The World of Darkness is a scary place, even more so when you have a power you can't always control. For Psychics, the world can be very lonely, even with the Mindscape screaming at them. Who can know the pain that they experience? Who knows their loneliness? Other Psychics know. Luckily for them, Psychics are pretty good at recognizing other Gifted. Not all of them get along, but every now and then they find kindred spirits and form small groups called Circles.

<need more>

Cooperation

There are some Phenomena that can be quite powerful when performed cooperatively by a Circle of Psychics. Most cooperative effects are done by Circles, although it is possible for non-Circle member Psychics to cooperate as well.

Use the Teamwork rules on page 134 of the core rulebook with the following When a Phenomena alterations: performed by a group, one Psychic is the Primary Actor while others are considered Actors. Secondary To cooperate perform a Phenomena, Psychics must be touching and a maximum number of Psychics that can contribute is equal to the Talent rating of the Primary Actor. Secondary Actors need to know the Phenomena that they are performing. They must possess at least one dot the Phenomena, spend the required Noema and roll the relevant dice pool. If the Phenomena is an Extended Action, the Psychics must remain in physical contact for the entire action.

Linked Circles

One advantage psychics have over a regular group of friends is the ability to form a lasting mental connection. Though this provides several potent advantages and provides protection to some of the natural hazards of being psychic it also requires an immense bond of trust and intimacy that is quite rare. Linked Circles are usually formed from a lifetime of trust such as a family with hereditary gifts or from rather unusual backgrounds such as cults or secret breeding programs. A psychic support group made of strangers will rarely form a Linked Circle, unless they survive something horrific like an attack on their kind.

Forming a Link

Forming a Linked Circle takes at least an hour of group meditation, but is fairly simple. Each Psychic spends a point of Noema and rolls his Talent rating as a dice pool. Each Character must achieve a number of successes equal to the number Psychics the Linked Circle will contain. This roll is extended and each roll accounts for one hour of meditation. The Noema cost must be paid for each roll and the total number of rolls is limited to the character's Willpower rating. Failure by any member prevents the Circle from becoming Linked and cannot be attempted again until the next Once every member succeeds in dav. their rolls, they each spend a point of Willpower to stabilize the link. Players must also spend experience to buy the "Linked" Merit at this point, or the Link will fade away quickly.

Leaving a Linked Circle is as simple as spending a point of Willpower and willing oneself to leave the Link. The Circle is not damaged from this as it changes to accommodate the remaining members. Of course, once a Linked Circle is down to two members, either Psychic leaving destroys the Link. Members cannot force out another Psychic. Once a member, they must choose to leave. However, if all other members leave and re-Link a Circle, the effect is the same.

Leaving a Linked Circle is costly. Members leaving a Linked Circle, lose all of their "Linked" Merit dots; and the Circle loses those same dots from its Link points.

If a new member wishes to join the Link, the entire Circle must reform the Link as if creating it from scratch using the rules above.

While it is highly irregular, it is possible for a Psychic to belong to more than one Linked Circle at a time. It is extremely rare for a Psychic to find one group that he trusts enough to form a Link with, let alone two separate groups of Psychics. Even though they may share a Psychic, the Linked Circles do not have any connection to one another.

In order to belong to more than one Linked Circle, the character must purchase separate "Linked" Merits. Each representing a different Linked Circle.

Circles of Two

It is more common for two Psychics to form the smallest Linked Circle. Most likely after falling in love with each other. Many of these Psychics refer to these unions as "Soulmating", instead of Linked Circles. These "Soulmate Circles", are almost as powerful as normal Linked Circles, because the two members are usually more willing to invest in the Link than multi-member Circles. What they lack in quantity, they make up for with quality.

If a Psychic belongs to more than one Linked Circle, it is likely that one of them is a Soulmate Circle. Perhaps it is even a Circle within a Circle, as even Psychics can fall in love with a trusted friend.

Link Rating and Link Points

Each Linked Circle has a rating. It is equal to the lowest of all members "Linked" Merit rankings. The higher a Circle's Link Rating, the stronger their connection is to each other.

For example: If 3 characters each have 2 dots in the Linked Merit, they will have a Link Rating of 2. It would take all of them raising their Merits to 3 before achieving a Link Rating of 3. If a new member were to join with only 1 dot in the Linked Merit, the Link Rating would drop to 1 as the new mind adds confusion to the harmony of the established group.

Link Points are a sum of all Linked Merit dots in the Circle and are used to buy certain abilities called "Synergies" for the Circle. Synergies have no activation roll. They are considered on, but dormant until needed. Each Synergy is listed below with its cost and description. Synergies only work within the Circle they were purchased, even if the Psychic belongs to more than one Linked Circle.

SYNERGIES

Astral Link

Cost: 1 Link point

Like the silver cord that connects an Astral traveler to his body, an Astral tether connects Circle members together. Any member that is traveling the Astral plane, will be able to find any other member, whether or not they are Astral or Material.

Bolstered Restraint

Cost: 2 Link points

Through the link, all members are able to help each other avoid Flares. Restraint rolls gain a bonus equal to the Circle's Link Rating. If all members are in physical contact with each other (usually by holding hands in a circle), that bonus is doubled.

Channel Merit

Cost: 3 Link points

Using the Link, members can know how to do things that another member learned. Once per scene, any member can use another member's Merit. Any Merit that the Storyteller deems appropriate is within reason. "Encyclopedic Knowledge" would be fine, but "Giant" would not be possible. The effect lasts only for one action (Extended or Instant depending on effect), but the Psychic can use this Synergy a number of times per day equal to the Link Rating of his Circle by spending an additional Noema for each beyond the first.

When used, the Psychic picks up some of the personality and mannerisms of the





source. The effect is minor and temporary, like picking up an accent for the remainder of the Scene.

Channel Skill

Cost: 3 Link points

Works like "Channel Merit" from above. Once per scene, any member can substitute another member's rank in any Skill.

Common Perception

Cost: 2 Link points

If members are within Close perceptual range or have an open telepathic connection, they can share perceptions. By spending a point of Noema, a member can perceive the world from another willing member's point of view. This can even be used to extend a member's perceptual range for using Phenomena.

The effect lasts the Scene or until all members "hang up", whichever is first.

Communal Wellbeing

Cost: 4 Link points

The Link has advanced to the point that members feel their bodies are one. In fact, this "oneness" reveals itself in shared injuries. If members are willing, they may share damage from an attack another member receives. original recipient always keeps at least one point of the damage, but remaining damage can be dispersed among willing members. All members involved must be in perceptual range of the injured, or be involved in an open telepathic link. The maximum amount of damage that can be distributed at a time is equal to the Link Rating of the Circle. This Synergy cannot be used post-injury. Shared damage must be shared at the moment of wounding. All injury types (Bashing, Lethal and Aggravated) can be spread out with this Synergy.

Cooperative Harmony

Cost: 3 Link points

When cooperating on Phenomena, only a limited number of Psychics can work together on an effect. A number of additional Circle Members can be added when determining the limit within a Circle. This includes times when the cooperation is with non-Circle members as well. Thus, it is possible for large groups of Psychics to cooperate on powerful Phenomena effects.

Example: If the Primary Actor's Talent rating is 4 and his Circle has a Link Rating of 3, then 7 Circle members can cooperate. If there were only 1 of his Circle members present and many other Psychics, 5 Psychics could cooperate.

Improved Empathy

Cost: 1 Link point

With a Link Rating of 1 to 3, everyone in the Circle gets the 9-again rule when using Connection Phenomena or even the mundane Empathy Skill on other Circle members.

If the Circle's Link Rating is 4 or more, they get the 8-again rule instead.

Share Noema

Cost: 2 Link points

Members can transfer points of Noema through the Circle. All that is needed is for at least two members to willingly conduct the transfer while in Close perceptual range or using an open telepathic connection. This also means that any member can provide Noema in place of another member when using other Synergies or Phenomena.

The Circle's Link Rating is the maximum number of Noema that can be transferred per Turn. Noema spending limits based on Talent ratings are still applicable towards any member sending the Noema.

Share Will

Cost: 2 Link points

Like "Share Noema", but members can share Willpower points instead of Noema.

Sub-Conscious Cooperation

Cost: 3 Link points

By spending a number of Noema a Circle member can benefit from cooperation on Mental or Social rolls through their subconscious low level telepathic connection. One Noema point must be spent by the Psychic for each member he is requesting sub-conscious help from. The maximum number of helpers is equal to the Link Rating of the Circle.

Target Group

Cost: 5 Link points

Any member can target all willing Circle members when using a Phenomena. Any effects that are based on successes are split evenly among the group. Willpower point costs are ignored for adding Circle members with this Synergy.

Telepathic Connection

Cost: 3 Link points

All Linked Circles have a low level Telepathic connection that binds them together. With this Synergy, any member with the Telepathy Phenomenon can use that connection in order to communicate with any other member over any distance, even across into other realms, just by spending a Noema point. Those without Telepathy can spend the point of Noema and "ring" any other member and get their attention. Additional members may be added to the conversation for 1 Noema each. Noema cost is paid by those who initiate the connection or join in on an existing one. The effect lasts the Scene until all members "hang whichever is first.

This Synergy is very useful with other Synergies that are able to use an open telepathic connection.

Other Synergies

There may be many other possible Synergies available to a Linked Circle. New Synergies should be worked out between players and Storytellers using those listed above in order to expand game play and maintain balance.





Harvesting the Mindscape

Psychics can let their defenses down and let the Mindscape wash over them if they desire. Normally, Psychics are not desperate enough to do this unless they are low on Noema and in need of a quick refill. Accepting the Mindscape in this way is likened by many Psychics to taking off your sunglasses and staring at the sun.

A Psychic can harvest the Mindscape a number of times per day equal to his Talent rating. Each time he wishes to harvest, the player rolls the character's Resolve + Talent. Each success yields 1 Noema point. Harvesting is not without dangers, each time the character harvests the Mindscape, there is a chance for a Flare. See "Flares" at the beginning of Chapter 4 for more information.

<need more>

Insight Experience

Psychic characters earn experience points for their activities just like other characters in the World of Darkness do. with one exception. Their constant exposure to the Mindscape tends to impart them with knowledge and understanding beyond their actual personal experiences. When the Gifted interact with the Mindscape they can gain a special type of experience called Insight.

Unfortunately, because Insight experience is gained from the experiences of others floating around in the Mindscape, it cannot be used to purchase Phenomena or Concentrations. There just aren't enough stray thoughts on their workings floating around the Mindscape. However, steady contact with the Mindscape does affect a Psychic's Talent like the sun heating dark rock to searing temperatures; thus, Insight experience can be spent to increase Talent rating.

Storyteller's should award 1 or 2 points of Insight Experience per Story in addition to normal Experience awards.

Crystals

Crystals are the only items that can actually hold or attenuate psychic power. They come in many shapes, sizes and materials. Crystals include inexpensive quartz or lead crystal as well as costly gems such as diamonds, rubies, sapphires and emeralds. There are two major types of Crystals.

Storage Crystals (Grade Zero)

The first type of Crystal simply stores Noema. These Charged Crystals act as batteries for psychic energy and can hold one point of Noema for a very long time. In fact, as far as any Psychic can tell, it can hold the Noema indefinitely. Crystals that touch each other loose there stored Noema instantly. Psychics usually keep charged Crystals individually these wrapped in cloth or leather bags to prevent accidental loss. Charged Crystals are usually made of quartz and can be uncut and unpolished.

Tuned Crystals (Grade 1-5)

The second type of Crystal is rarer and can actually amplify or provide certain Phenomena. Tuned Crystals possess a Phenomena and/or Concentrations. They have a rank that ranges from one to five. If a Tuned Crystal is held by a Psychic, the Psychic gains the Crystal's rank in its tuned Phenomena. These Crystals even **Psychics** perform the tuned Phenomena without knowing them already.

Tuned Crystals are rated by its Phenomena ranking, plus 1 for each Concentration.

For example: Holt has a ring set with a ruby that has been Tuned to the "Pyrokinesis" Phenomena with a Refinement Concentration at rank of 2 (Grade 3 Crystal). When he uses the ring to put out a burning house, he gains a rank of 2 in Pyrokinesis with Refinement as if he had already possessed it. Since he already possesses 3 dots in Pyrokinesis, he can use Refined Pyrokinesis 5.

Tuned Crystals cannot stack upon one another. Meaning that two or more Crystals tuned to the same Phenomena cannot be used to give a greater bonus to a Phenomena roll. If multiple Crystals are used that are tuned to the same Phenomena, only the highest ranking Tuned Crystal gives its bonus to the roll. Crystals that are tuned to different Phenomena have no effect on one another.

Charging Crystals

Charging a Crystal to store Noema is as simple as spending the point of Noema and rolling Talent. The more successes achieved, the faster the process. One success takes one hour, two takes twenty minutes, three takes five minutes, four takes one minute and five or more successes instantly transfers the Noema into the Chrystal. No matter what the size, cost or quality, a single Crystal cannot hold more than one Noema at a time. Tuned Crystals cannot be charged as pouring Noema into the Crystal merely activates it.

Using Crystals

Charged Crystals are easy to use. All the Psychic needs to do is take an Instant Action to roll Talent and physically touch the Crystal.

Tuned Crystals are almost as easy to use. The character merely charges it beforehand as if it were simply a storage crystal. When needed, Reflexively roll Talent while the character touches the Crystal to activate it for the scene. For the remainder of the scene, physical contact is all that is required to use the Crystal. Although, he must still spend Noema and roll a Phenomena's dice pool in order to activate a desired effect.

As long as the Psychic maintains physical contact with the Crystal, he may use it. Any ongoing Phenomena that was activated using a Crystal will stop the moment a Psychic looses contact with the Crystal. At the end of the scene, the





Tuned Crystal goes dormant until it is recharged.

Tuning Crystals

Any Phenomena can be placed within a Crystal as long as the Crystal is of good quality and has been "built" for it. A Crystal is "built" to hold a Phenomena by being the right shape, having the right color, being the right size and having the right quality. Quality and cost is dependent on circumstances. Generally, a good rule of thumb is that it would require a Resources equal to the rank of the Crystal to purchase the Crystal. This leads to many Tuned Crystals being of low rank as they would be cheaper. <need rules for creating tuned crystals> Charged Crystals cannot be tuned without losing their charge.

Example Crystals

The following are a list of sample Crystals that a Psychic may have or find. This is not a comprehensive list, but merely a starting point for players and Storytellers to base new Tuned Crystals upon.

Name

(Grade X Tuned Crystal)

Description

Phenomena: Phenomena rank Concentrations: Concentration

Rose Quartz Crucifix

(Grade 1 Tuned Crystal)

This crucifix has an intricate flower pattern engraved into it by an expert artisan. W

Phenomena: Phenomena rank

Concentrations: None

Ring of Fire

(Grade 3 Tuned Crystal)

A standard looking men's class ring with a nice ruby placement gives any Psychic the ability to control flames as a Pvrokinetic.

Phenomena: Pyrokinesis 2

Concentrations: Refinement

The Horden Necklace

(Grade 5 Tuned Crystal)

This diamond necklace is very expensive and is much sought after. While it is composed of a silver chain holding 5 diamonds, only the large center diamond is special. The Horden Necklace is used to control minds, many minds. A Psychic wielder finds his Telepathy Phenomena much more powerful and very useful against multiple people.

Phenomena: Telepathy 4
Concentrations: Mind Control

Antagonists

Nullers

There are people that quash psychic powers just by being in the area. They can be anywhere and they can be anyone. They can be little Suzy Johnson riding her bike down the street. They can be the TV camera man that a Psychic is trying to have record a séance that isn't calling any spirits. Even a parapsychologist trying to find proof of the paranormal, but he just can't find any.

Psi-Nulls or "Nullers" as they are sometimes called, cancel out psychic powers in the area. Their nullification power varies on strength and type.

There are three Nuller types and they are defined by their level of effect on the Psychic community.

Hinders

A "Hinder" is a level 1 Nuller and only has a slight effect on Psychic Phenomena. Psychics who notice the effect refer to it as "making things harder". If a Hinder is in the area, subtract his Resolve rating from any Phenomena dice pool rolled while he is there. Dice pools penalties are affected by the same Perceptual Range modifiers from Chapter 3. A Hinder that is touching a Psychic penalizes his Phenomena dice pool by much more than one that is 50 feet away. Penalties never turn into bonuses for a Psychic's dice Dice pool penalties cannot be reduced below zero by a Hinder being too far away. Hinders are plentiful in the world. There is almost always at least one Hinder in public areas, science labs or televised broadcast.

Psychics enjoy a side benefit from Hinders in the aid suppressing Flares. The Hinder's Resolve rating is added to Restraint dice pools when a Psychic is attempting to avoid a Flare.

Meddlers

The less abundant "Meddlers" are level 2 Nullers. They can even affect ongoing

Phenomena when they arrive. A Meddler has the same effect as a level 1 Hinder, but they also force Psychics roll Resolve + Composure as if they were trying to maintain Focus. However, the roll to maintain Focus is penalized by the Nuller's Resolve rating. This Meddling effect even works on Phenomena that do not require a Psychic to maintain Focus (like defined Durations). Each success on the roll maintains an ongoing effect.

This effect only occurs when the Meddler gets within close range of a Psychic (see the "Perceptual Range Modifiers" table in Chapter 3 for "Close" range). This roll is made every Turn that the Nuller is within Close range of the Gited.

Siphons

The third type of Nuller is a "Siphon" and they are extremely rare and in some cases dangerous to Psychics. Not only do they cancel Phenomena as a level 1 and 2 Nuller, but they actually draw off power from a Psychic. In addition to the effects listed for Hinders and Meddlers, Siphons drain a point of Noema from a Psychic each Turn unless the Psychic succeeds in a Reflexive Resolve + Composure roll penalized by the Nuller's Resolve. This roll must be made every Turn the Siphon is within Close range (see the "Perceptual Range Modifiers" table in Chapter 3 for "Close" range), although Exceptional success on this roll prevents the Psychic from being drained for the entire Scene and no further rolls are needed.

If there are multiple Nullers within range, their effects are cumulative. This is true whether they are all the same type or not. Nullers can have the "Doubting Thomas" Merit (Second Sight, p65). The Merit's effects are cumulative with his Nuller abilities, but only for obvious Phenomena usage.

The Cursed

While many of the Gifted consider themselves to be cursed, not a one would deny that these poor souls are the truly





cursed. When a Psychic can no longer keep the Mindscape out, he finally gives in to the noise and becomes one of the Cursed.

The Cursed are Psychics that have lost all sense of self. Because of this, they act out the deep dark desires of those around them. The thoughts that people don't act upon, only think about. A man may think about killing his boss, but he only thinks about it. Lust, anger, fear and hatred, they dwell beneath the surface of most everyone. The Cursed feel these emotions and think these thoughts as if they were their own and act upon them. These mad Psychics that can't tell who they are, so think they are everyone (or even God in a rare few instances). Most just want the voices to stop, by any means necessary (usually by killing anyone around them).

The Cursed are the result of a Psychic losing all ranks in Ego. These Zero Rank Ego Psychics are mad and unplayable as a player character.

Gestalts

There is a specific type of Cursed created from Psychics who belong to Linked Circles and have lost their sense of self. Gestalts do not want to leave their Linked Circle. Since a Psychic cannot be forced out of a Circle, they remain. Psychics with Egos less than their Link rating begin showing signs of becoming

rating begin showing signs of becoming Gestalts; but until their Ego drops to zero, they maintain moments of sanity.

The Untethered

A Psychic's mind is a powerful thing. So powerful in fact, that it can exist without the body. The Untethered are Psychic's without bodies. Similar to ghosts or spirits, these bodiless Psychics exist in a Twilight state unable to affect the material world without using Phenomena. Unteathering can happen by an Astral Projecting Psychic's silver cord being severed, but is mainly caused by the same Astral Projecting Psychic's body dying while he is out. Psychics to not create

ghosts as some dying Norms do. A large percentage of Untethered are created from the simple death of a Psychic as his mind manages to escape into the Twilight as if he were becoming a ghost. Not every Psychic becomes an Untethered upon his death, but it happens fairly often.

The Untethered do not have physical bodies, thus they do not have Physical Attributes. However, they do have Mental and Social Attributes. If Physical Attribute values are ever required for calculations (such as resisting an effect or determining Speed) use the Untethered's Talent rating instead.

Being without a physical body is very taxing on the Unteathered. They tend to go mad quite quickly without a material self.

<need more>

Voiders

Leaves no imprint on the Mindscape. Cannot be perceived by normal people. Steal emotions, memories and thoughts from people.

Voiders cause chaos wherever they can. They hate that they are "outside" the world and do everything in their power to have an effect and be noticed again.

Theories abound in the Psychic community about the origin of Voiders. From the limited interactions, the Gifted have had with them, it is known that they were once normal human beings. For some reason, they have fallen from the Mindscape.

<need more>

Ripping and Rippers

Normally a Psychic's mind is well defended; but when he is completely unconscious due to being knocked out or dying, his psyche becomes extremely vulnerable to other Psychics. The Gifted can strip away and steal Skills and Phenomena. Called "Ripping" by some Psychics, doing such a thing usually costs a character some sense of self and is considered one of the worst things a Psychic can do to someone without killing them.

While in physical contact with unconscious Gifted, the Psychic is able to steal a Skill or Phenomena point, but no more than one dot per attempt. Victims resist reflexively and Ripping requires a Contested Resolve + Talent roll vs. the Composure Supernatural victim's + Tolerance. This act is an extended action. Once it begins, it doesn't end until the attacker gives up, rolls a dramatic failure or doesn't succeed in the allotted time. The first to accumulate a number of successes equal to the Willpower rating of the other wins the contested roll. Each represents one Turn of effort roll although it may seem like much more time for the Psychic. Each Gifted has a limited number of rolls equal to his If the attacker hasn't Willpower dots. accumulated the required successes in that many rolls, the victim is just too resistant.

A player may not spend Willpower on the roll, nor do any augmentations of his character's Attributes apply. However, he must spend a point of Willpower to open himself up to absorb the memories of the target.

Ripping can only be attempted once per day due to the mental strain endured from a failed or even successful attack. Nothing keeps an attacker from Ripping the same victim multiple days in a row, but targets build up a resistance after the first Ripping.

System

Cost: 1 Willpower point

Dice Pool: Resolve + Talent vs. Target's Composure + Supernatural Tolerance

Modifiers: +1 to Target's Contesting dice pool for every Rip attempt (failed or succeeded); +1 to Target's Contesting dice pool for every successfully resisted Rip attempt

Roll Results:

Dramatic Failure: The victim is able to defend against the attack and inflicts terrible psychological damage on the attacking Psychic. The Psychic suffers Ego loss automatically (see below) and gains an appropriate derangement of the Storyteller's choice.

Failure: The character makes no further progress in the attack, as his victim resists.

Success: The character makes progress in his psychological attack.

Exceptional Success: The Psychic makes significant headway in Ripping his target. Upon completion, the Ego of the Psychic may drop by one (see: Ego). He also gains the benefits and drawbacks described below.

Benefits of a Ripping

• If the victim had a higher trait (Skill or Phenomena) rating than the attacking Psychic, the attacker strips away one dot of that trait from the victim and increases his same trait by one. Only one dot from one trait is gained, regardless of the difference between any trait ratings. This increase need not be paid for with experience points.

Drawbacks of a Ripping

- As noted prior, when a Psychic rips a trait from another, his Ego may decrease by one. (See: Ego)
 Any Ego loss requires a check for a derangement (See: Morality loss in the WoD core rulebook)
- If the victim of the attack had any derangement and the Psychic acquires one from a loss of Ego above, the Psychic gains the same





derangement from the victim. If the victim had multiple derangements, the choice can be random or assigned by the Storyteller.

 Regardless of success or failure, Ripping is a 5 point Trigger. If a Phenomena is stolen, it is likely to be the focus of any Flare effect.

Psychics aren't the only possible victims of this heinous crime. Skills can be Ripped from just about anyone. For those targets without the Talent Trait of Psychics, substitute their Supernatural Power Score if available.

Rippers

Seeing that any Psychic can Rip abilities from unconscious victims, those known for Ripping are called "Rippers". Ripping is an addictive action and can cause quick degeneration. Many of "The Cursed" (Zero Ego Psychics) were those that picked up the bad habit of Ripping. need more>

Others

There are other creatures in the World of Darkness besides Psychics and Norms. While it is not necessary to use them in your Psychic game, you do have the option of incorporating other World of Darkness games.

Vampires

Vampires are said to contain a beast within them. This beast seems to get stronger as the Vampire becomes less human. This can make it very hard for a Psychic to read or affect a Vampire's mind. The lower a Vampire's Humanity rating, the less he thinks like a human. Thus, it is more difficult for a Psychic to affect his mind directly. For every 2 ranks below 7 Humanity, subtract one dice from the Psychic's dice pool when using any Connection Phenomena on the Vampire.

Drinking from a Psychic

Whenever a Vampire drinks from a Psychic, he also drinks in part of the Psychic's Curse. Vampire players roll Resolve + Composure - the number of Vitae taken.

Critical Failure: The Mindscape overwhelms the Vampire and he receives a 2 die penalty to any Social or Mental rolls for a number of days equal to the points of Vitae taken.

Failure: The chaotic Mindscape is revealed to the Vampire for the remainder of the day. He receives a 1 die penalty to any Social or Mental rolls until the sun sets.

Success: The Vampire withstands the detrimental effects of the Mindscape and is actually able to use it to boost his perceptions. Add 1 die bonus to all Perception rolls until the sun sets.

Exceptional Success: As per Success, but the effect lasts a number of days equal to the points of Vitae taken.

Werewolves

As half spirit creatures, their minds are more alien to Psychics.
<need more>

Mages

Most Psychics look upon Mages with much disdain. Many Mages can easily do what a Psychic can do and more. Plus, they don't have to bear with the Mindscape every day. Sure, they have something they call Paradox, but they can prevent it by not doing the magic that causes it. A Psychic suffers from the Mindscape and Flares even if he avoids purposely using his Gifts.

<need more>

Prometheans

<need more>

Changelings

<need more>

Hunters

Hunters are almost considered normal humans to Psychics. Only a few Hunters within some Compacts and Conspiracies will have any above average defense against a Psychic's power.

Psychics tend to attract the attention of Hunters quite often. Flares are unavoidable and the big ones are noticed by those looking for the supernatural. Most Hunters won't care that a Psychic is unintentionally wiping the minds of most everyone he comes in contact with.

Hunters usually consider the Gifted to be some type of Mage. Unless the Hunter takes the time to learn more about the Psychic and his "Gift", they will most likely be treated as Mages.

There are some Hunters that work with Psychics. These Psychics are usually members of governmental Foundations that have ties to Hunter Conspiracies. <need more>





Sin-Eaters

Mediums seem to deal with Sin-Eaters the most as ghosts tend to introduce them to each other, sometimes intentionally. Sin-Eaters are similar to Vampires in the difficulty Psychics have affecting or reading their minds. Sin-Eaters have a spirit (called a Geist) tagging along and creating a second set of thoughts. The lower a Sin-Eater's Synergy rating, the less "in tune" the two minds are. Thus, it is more difficult for a Psychic to affect his mind directly. For every 2 ranks

below 7 Synergy, subtract one dice from the Psychic's dice pool when using any Connection Phenomena on the Sin-Eater.

Sin-Eaters are not much interested in Psychics, except for those that deal with the dead. Mediums are either greatly appreciated contacts or idiots that get everything wrong and should just go home and leave the dead to them. It all depends on the Sin-Eater.

Apendix One: Foundations

Foundations are optional for player characters. Not all Psychics belong to Foundations; in fact, most do not. Foundations are organized Psychics devoted to one thing or idea. That one thing could be making money, stopping crime or fighting the enemy.

A Psychic may only be a member of one Foundation at a time (see: "Leaving a Foundation" below). Foundations do not tolerate divided loyalties. Faking allegiance to more than one Foundation is not very smart. We are talking about Psychics here. Mind reading is one of the things for which they are known.

<need more>

Joining a Foundation

While a Psychic can join a Foundation at any time, most Foundations will pretty much ignore a Psychic until he reaches a certain capability. Either they are simply flying under the Foundation's radar or the Foundation does not want to invest their time and effort into those with so little skill.

Talent Rating 1-3

Foundations don't just let anyone in. The character must meet the Foundation's qualifications in order to join. These requirements are usually minimum Attributes and/or Skill ratings, but may include certain Phenomena or other conditions.

Talent Rating 4+

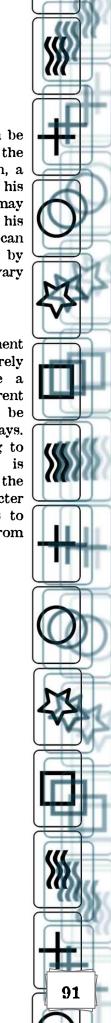
When Psychics reach higher levels of power, it can impress a Foundation. They may not be exactly what the Foundation was looking for, but they have other abilities that the Foundation can benefit from instead. The character no longer needs to meet the Foundation's qualifications in order to join, but should work on those aspects if he wishes to move up in the ranks.

Foundation Status

Like any organization, a character can be at the bottom or working his way up the ladder. As a member of a Foundation, a character can invest in increasing his status in the association. The player may buy Merit dots in Status for his character's Foundation. Status rank can gain a character advantages provided by the Foundation. Specific advantages vary by Foundation.

Leaving a Foundation

Foundations do not have to be permanent life choices. They are purely organizations. A Psychic can leave a Foundation under many different circumstances: he can be "let go", be thrown out, quit or simply part ways. Some Foundations may not be willing to let the Psychic leave, but that is dependent upon the Foundation and the circumstances involved. If a character leaves a Foundation, he loses access to any advantages he may have gained from being a member of that Foundation.





Bureau of Special Investigations

Qualifications: Investigation 3, Politics 2 The BSI works with, behind, around and above other government organizations around the world; like the United States FBI or CIA, MI5 or MI6 of the UK, and Russian SVR; with one big exception, thev don't officially exist. The organizations they are part of don't even know about them. No one knows how large they are, but some former members suspect that even if they are huge, they only have a few members in those actual government organizations. Most members of the BSI began as (or become) members of some other government organization or police department, but not all. Some have no one but the BSI to report to. The Bureau investigates paranormal events, internal government affairs and supplies intelligence to other agencies. There are some links to an internal FBI unit named VASCU, but no official ties or records in either group.

When a Psychic joins the BSI, he is placed into one of two groups: Field Agent or Potential Transgression Division. Only after he has proved himself and gained experience, is he even considered for administration or supervising positions.

Field Agents

Mulder and Scully have nothing on these guys. Not only do they believe, they can do. Psychic examination yields much more information than regular investigation ever could. **Forget** fingerprints, Field Agents can sketch the face of a murderer based on the psychic impression left at the crime scene. They know if a spy has become a double agent or is feeding false intelligence to the Psychic. Field Agents normally specialize in Connection Phenomena that focus on reading the minds of suspects, witnesses and assets.

Potential Transgression Division

For some, it isn't enough to only solve crimes or clean up the mess after a major

skirmish. The BSI also works to prevent trouble. While their seers may not care much about a convenience store robberv or mugging, an earthquake or terrorist attack are both high on their list. The PT Division works similar to the Field Agents. Most of them travel constantly, scanning people and looking for possible forthcoming dilemmas. Some Psychics in the PT Division sit in dark offices or sensory deprivation tanks, simply looking forward in time for significant events to Potential Transgression report. The Division focuses on Awareness Phenomena dealing with predicting the

STATUS

The BSI has sway in almost every association, sometimes through intimidation other times by knowing the right people. By dropping a name, making a phone call or something similar, the player may substitute his character's Status dots in the BSI for Status in any other non-Foundation organization once per scene. This can call some attention to the character and for an organization that doesn't exist, too much attention can be undesirable.

The Byron Center

Qualifications: The Mediumship Phenomena

Focus on Mediums and dealing with the dead. Building is haunted. Not by anyone that has died in the building, but by ghosts that have learned about the Foundation and seek to communicate with past loved ones.

<need more>

STATUS

Members of the Byron Center tend to make impressions on the dead. Some ghosts will even assist members they have grown fond of. Status dots count as dots in "Ghost Ally" from Second Sight p65. However, at 1 dot, the ghost has no Bonus Points for "fleshing out" and only shows up when it (the ST) desires. At 2 dots, the Ghost is no longer reluctant to show up, but it still has no Bonus Points.

The Dreamer's Guild

Qualifications: <need more>

Foundation of Psychics who treat their dreams as real as this world. By dreaming within close proximity to other members, these Psychics can enter a shared dream space. The more members present, the stable environment. more the members create less stable worlds where rooms change shape and objects may appear or disappear as people enter or leave a room. Many Foundation members know how to reach this shared dream space from a large distance, using a form of Astral Projection.

STATUS

Count as dots in a "Dream Asylum". Giving the Psychic a place of refuge that he can enter just by sleeping.
<need more>

Incentive Inc.

Qualifications: Academics 3

You will never find a building with the name "Incentive Inc." on the front. The company is actually a group of companies loosely connected yet organized. Sometimes, they merely consult for other companies, telling them the best courses of action to make the most money. Mostly, they work for themselves.

Incentive Inc. does not have very much in the realm of competition. Every time another "Psychic Company" pops up, they buy them out or arrange some kind of a hostile takeover to eliminate the competitor. There are no monopoly laws for this type of organization.

Forecasters

When you can see the future, the stock market is less of a gamble and more of a sure thing. However, you still need to know how to use the information without voiding it. A skilled employee will know how much of a stock to buy or sell without upsetting the foreseen future value. It doesn't do any good to buy 10,000 shares of a stock that is about to go up if purchasing those shares would actually cause the stock to remain the same or go down.

The company may be in it for the money, but not everything they do has to do with the stock market. Investing in the right person can benefit the company as well. The forecasting division also looks at people, potential employees and current employees.

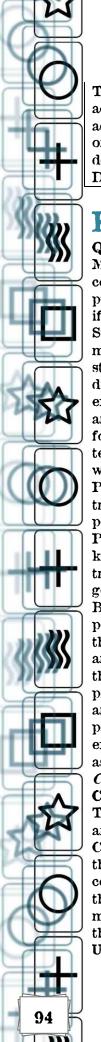
Provokers

Sometimes seeing the future isn't enough. Every now and then, they make the future. This is where most of their Psychic employees come in handy. While there are departments dedicated predicting the future, they also work on "what if" scenarios. Sometimes all it takes is to make a guy late for work to affect outcome of a new technology. the Sometimes a computer virus needs to be stopped. Most of the time a Provoker can't even tell what the random events he set in motion are going to do, but when the boss tells you to black out an apartment building for 2 hours and 10 minutes, you do it.

STATUS



93



The Psychic has access to a corporate account, but using it too often can adversely affect his status in the organization. Status dots can be added to dots in Resources once per game session. Don't forget to keep the receipts.

Keepers

Qualifications: Occult 1, Subterfuge 2 Foundations can almost considered jobs, but the Keepers see their purpose as a calling. What would happen if regular people learned about Psychics? Sure, there are those that believe, but the majority doesn't. The Keepers want it to stay that way. Whenever a scientist discovers the paranormal, he experiments. Sometimes his experiments are on people. The Keepers do not stand for Psychics being experimented upon to test their limits or to discover their weaknesses. It isn't all for the sake of the Psychic either. If people really knew the truth, there would be panic, riots and possibly angry mobs attacking accused As any intelligent person Psychics. knows, witches don't get burned at witch trials. People accused of being witches get burned.

Because of their fears of what a panicked populous would do, the Keepers police their own kind. While they don't actually arrest flagrant Psychics that show off their abilities, they will discredit them or prevent viewers from believing what they are seeing. The Keepers deal with other paranormal events as well, but only in extreme circumstances. When a Psychic is asked to join the Keepers, he becomes a Cleaner or an Averter.

Cleaners

These Keepers cover up Psychic exposure and prevent it from going any further. Cover ups aren't always easy. Anyone that saw something needs to somehow be convinced that they didn't see what they thought they saw; in some cases, their memories of the event are wiped. Like the mythical men in black that cover up UFOs and aliens, these Keepers sweep in

after the event and make sure there is no evidence, physical or otherwise. Memory wipes are usually a last resort as the lack of memory (especially for a group of people) can be almost as bad as normal exposure.

Averters

Clean up after the fact can be too late. especially for things like live television broadcasts. These Keepers themselves in key positions to avoid initial revelation all together. Some look into the future for these unfortunate events and make sure they are there to control the exposure. Others create Psi-Nulls, regular people altered to absorb and nullify psychic energy. They may not know what they are, but Psychic powers just don't work well around them. These Psi-Nulls are positioned in locations. Most paranormal investigation teams (like ghost hunters) have at least one Psi-Null sleeper and almost every television cameraman has been altered as well.

STATUS

Status in the Keeper Foundation gives the Psychic more and more access to the secrets they are trying to protect from the masses. A player may add his character's Status dots to any Occult Skill roll involving the paranormal.

Magistrate

Qualifications: Manipulation 3, Politics 3, Telepathy or Scan Phenomena

The rumors about a shadow government are true, truer than nearly anyone can realize. The truth is that there are many shadow government groups and they don't all know about each other. Magistrate are one such group. Made up mostly of Telepaths and Scanners, they have infiltrated many political organizations and work toward a common goal of placing Psychics as the rulers of mankind. They see all Gifted as above normal humans and believe that logic dictates them ruling over Norms. One day, they hope to make Psychic's known to the world, when it is safe. Luckily for the populace, they are benevolent rulers and they don't have that much power yet. They do not get along with the Keepers, but have close ties with the BSI and Unit 700.

STATUS

Status dots count as Allies once per game session.

The Order of Abet

Qualifications: Virtue of <need more> Goody little two shoes

Many of the Reborn tend to join the Order of Abet based on spiritual beliefs or just to figure out the "why" of it all. <need more>

STATUS

Status dots count as Believers Merit <need more>

Priers

Qualifications: <Connection Phenomenon>Kind of secret society within secret societies, the Priers do not advertise themselves to other Psychics.

Priers form "family trees" of Psychics that have had their Third Eye forced open by another "parent" Psychic.

Not all of the Gifted created by Priers actually become Priers themselves. In fact, it is quite the opposite. Many Psychics refuse to be a part of a society that forced the Gift upon them. Priers understand this, but keep their numbers strong with willing entrants.

<need more>

STATUS

Status dots count as Mentor Dots. <need more>

The Pyramid Society

Qualifications: Occult 2, Socialize 1 A "non-for-profit" New Age society <need more>

STATUS

Crystals are quite popular in the Pyramid Society and the character has access to an abundance of crystals when needed. Status dots count as dots in the Tuned Crystal Merit once per game.

Unit 700

Qualifications: Athletics 2, Survival 1, Firearms 1

Military run organization

STATUS

Status dots count as Allies once per game session.

<need more>





Appendix Two: Indianapolis

This is "The City", my "The City". There isn't much too it yet. In fact, I haven't written anything but this stupid paragraph. Hope to think up something good and possibly change the city.

<need more>

Ruby

As a little growing up in a suburban Indiana town, Ruby had a fairly normal life.

Inception: Demise Mindset: name Attributes:

Intelligence 2, Wits 2, Resolve 2 Strength 2, Dexterity 3, Stamina 2

Presence 4, Manipulation 3, Composure 2

Skills:

Academics 0, Computer 0, Crafts 1, Investigation 0, Medicine 0, Occult 1, Politics 2, Science 0,

Athletics (running)2, Brawl 1, Drive 1, Firearms 0, Larceny 1, Stealth 1, Survival 1, Weaponry 0,

Animal Talent 0, Empathy 1, Expression (singing) 4, Intimidation 2, Persuasion 3, Socialize (seduction) 3, Streetwise 1,

Subterfuge 1
Merits: xxx
Ego: 5

Virtue: Fortitude

Vice: Greed Talent: 5

Noema Pool/per turn: 14/5 Phenomena (Concentrations): Telepathy (xxx, yyy, zzz) <Insert character sheet here>





