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Game Mechanics

Each Psychic Power is gained as its own Edge. There is no skill linked to the activation of a power. Instead a character must activate his power with a Spirit Check and then resist Psychic Fatigue with a Vigor Check.

To activate a power, a character must make a Spirit check. On a Raise, the power works extremely well and the character does not have to make a Vigor check to resist fatigue. On a roll of double one's the character fails horribly. This may lead to misleading or incorrect information or other disastrous results depending on the power. Additionally, the character is considered to automatically fail his Vigor Check and takes a level of Fatigue and is Shaken.

After a character attempts to activate a power (successfully or not), he must make a Vigor check to resist Psychic Fatigue. On a success, the character suffers no ill effects. On a Raise, the character is invigorated and recovers one level of Psychic Fatigue (if he has any). If the character fails the Vigor, he takes a level of Fatigue and is Shaken. On the roll of a double 1's, the character has pushed himself beyond his limits. The character takes a Wound and his Shaken.

If a character makes multiple attempts to use the same power within the same scene, he takes a cumulative -1 penalty for activating the power and to resist Psychic Fatigue.

Psychic Fatigue is handled just like normal Fatigue in *Savage Worlds*. A character recovers one Level of Psychic Fatigue per hour of rest.

If the character rolls double one's on either check, he cannot spend a Bennie to re-roll.

Special: Most powers allow a character to gain some bit information. The GM may send hints to the character as a plot device or a clue. There is no roll for Activation or Psychic Fatigue in this case. The character only makes the rolls when he is actively trying to use a power.

Professional Edge

Psychic

Prerequisite: Sensitive

Benefit: The character gains a +1 on his Trait Checks to activate Psychic Powers and to resist Psychic Fatigue.

Psychic Edges

Aura Sight

Prerequisite: Sensitive, Empathic

Benefit: When a character successfully activates Aura Sight, he gain some basic information about the target. The character makes a Trait check to based on what he wants to know; for example, general Health: Heal Check, Emotional State, Notice. GM's shouldn't give out specific information but describe in general terms. For example, an angry person could have red fiery streaks running through his aura. Powerful psychic could have brilliant blue streaks of energy. Vampire might have a pale aura with black streaks. Characters can only gain knowledge that they are looking for. If they are looking for the emotional state of someone, they would notice that he calm but not possibly a vampire or something worse. Exceptionally power individuals might notice that they are being scanned. Additionally, extremely alien or evil creatures may cause some sort of fear, madness or backlash on the psychic.

Empathic

Prerequisite: Sensitive

Benefit: The Empath gains a +2 Bonus to Notice checks to determine the attitude, emotions and/or veracity of the target.

Psychic Endurance

Prerequisite: Sensitive, Seasoned

Benefit: The character gains a +1 bonus to Vigor Checks to resist Psychic Fatigue.

Psychic Empowerment

Prerequisite: Sensitive, Seasoned

Benefit: The character gains a + 1 bonus to Spirit Checks to activate psychic powers.

Psychometry

Prerequisite: Sensitive, Visions

Benefit: Also known as object reading, the character examines an object and gain brief glimpses of strong emotional events centered on the object. These visions are rapid and chaotic. They may not be in chronological order or give any detailed information. If an object is magical or an intelligent artifact the psychic will know it. Some intelligent artifacts will attempt to hide their true nature and lure the psychic into a false sense of security. The psychic is at -2 to Spirit checks to resist possession or control by an artifact he is attempting to read.

Sensitive

Prerequisite: d6 Spirit

Benefit: You are sensitive to the supernatural and magic in general. The character gets just a creepy feeling about a person or a place without any specific information.

Spirit Medium

Prerequisite: Sensitive

Benefit: The psychic can channel or be willingly possessed by a ghost. If the spirit is unwilling then the medium can force it by winning an opposed Spirit test. Other characters can then speak to the ghost. The medium is aware of everything ghost says. Once a psychic is possessed, the ghost may not want to leave and must be exorcised. If some other possessing entity is impersonating a ghost, then the psychic is at -2 to resist possession.

Telepathy

Prerequisite: Empathy

Benefit: I can read your mind. The psychic must have line of sight to the target for telepathy to work. When successfully activated, telepathy allows the psychic to read the surface thoughts of the target. If the target and psychic are touching, the psychic gains a +1 bonus to his Activation check (If the target attempts to read the psychic's mind, he also gets this bonus). While the telepathic bond persists, the psychic takes a -2 penalty to Spirit Checks to resist possession and mind control by the target.

Visions

Prerequisite: Sensitive

Benefit: You get visions. These could be of events from the past, present or future. They might be symbolic. They will most likely be cryptic. A character cannot choose what to have visions about.

New Hindrances

Uncontrollable Powers (Major): The character has no control over his powers at all. He can never make checks to actively attempt to use his powers. Instead, they only work by GM fiat when it dramatically appropriate or the GM wishes to provide the party with some bit of information or a clue.

Easily Possessed (Major): Your character is easily possessed by entities, spirits and ghosts. The character receives a -1 penalty to resist possession.

Psychic Beacon (Minor): Beings with supernatural powers can easily tell that you are psychic. Even normal people can tell that there is something off about you. Depending on the situation, the character receives either +1 or -1 to his Charisma.

Possession & Exorcism

Possession: Certain entities can attempt to possess a character and thus gain control of their actions. This is more powerful than the *puppet* power. There is no Power Point cost or duration. The entity gets to stay until either the host is dead or it is exorcised. This is handled by a simple opposed Spirit Test. If the victim wins, then he has resisted and the entity cannot attempt to possess that character for a month. If the entity merely succeeds, it may continue to attempt to possess the target. The possessing entity must succeed with a Raise in order to completely possess a victim. Crafty entities will attempt to trick a character into letting them in or take advantage of a character's passions or weaknesses.

Exorcism: Exorcism is also an opposed Spirit Test between the possessing entity and an exorcist. Each Test takes one hour. On a success, the loser takes one level of Fatigue. On a Raise, two levels. If the entity is reduced to Incapacitated through Fatigue, then it is exorcised. If the exorcist is reduced to Incapacitated then he has failed. The entity may decide to possess the exorcist or worse. The exorcist cannot attempt to exorcise that entity again until his Spirit die increases.

Note: More comprehensive rules for possession and exorcism will be handled with the rules for Faith. These are just preliminary.