

# Psionics

The term *psychic* is known to the people of Kith Kanaan, though it is still a rare term. The term *psionic* is much rarer, and most people who have psionic talents are simply called *gifted*. The ability to influence the world through the power of Will is something that has been handed down in secret over the ages, and only within the last fifty or more years has it become seriously studied. Psionics are not as common as magic yet, and those who practice it see Psionics as a science, something to be studied and measured and understood, and Sorcery as an art form, something which is instinctual and creative.

Siren's Cove holds the greatest number of the gifted, and has entire fields of academic studies on the phenomenon. To them, psionics is something to be studied and explored, to be expanded through trial and observation. As such, the gifted of Tarantis tend towards heightening the senses and the more elemental and physical forms.

In R'Tal, psionics was also explored, and they once shared much of their learning with Tarantis. In the recent past however, something terribly wrong has happened in R'Tal, and while psionics is studied as a science, there is much superstition tied to it as well, making their fields of exploration more intuitive, and with the threats found in R'Tal, survival is a must. As such, those in R'Tal are more likely to become clairvoyants, or to have unnatural physical capabilities.

## Fields

Psionics is broken down into four *Fields*. Each Field represents a specific study and natural talent for the gifted to pursue. It is common for a member of the gifted to develop along one Field, but some truly gifted individuals develop a second Field as well.

**Primary Field:** 4 DP

**Secondary Field:** 8 DP

A character from Tarantis or R'Tal is more likely to find a trainer, or have an innate talent for psionics. As such, they are given a discount towards specific Fields, purchasing the appropriate Fields for only half the normal DP cost.

**Tarantis:** *Empathic and Kinetic*

**R'Tal:** *Augmentative and Clairsentient*

Once the character has chosen their Forms, they are able to pick specific powers appropriate to each Form. These are called *Gifts*, and all psionic characters begin with 3 Gifts for free. Additional Gifts cost 2 DP each. Gifts can be freely selected from either Form as long as the character meets the Attribute requirements.

## Gifts

There are a number of Gifts connected to each of the Fields of psionics. Once a character has chosen a Field, they are unable to alter it, and any Gifts not within that Field is unavailable to the character. Each Gift can be taken multiple times. The maximum number of times a Gift can be taken is equal to the *unaugmented* level of the Attribute associated with that Field.

### **Requirement**

Each Gift is connected to a specific Attribute. The *unaugmented* Attribute level is what determines whether or not a Gift is available for a character. Once the character's Attribute is at the appropriate level, the Gift becomes available and the character can purchase it.

### **Type**

There are two forms of Gifts: *Instant* and *Action*. *Instant Gifts* do not require the character to expend an Action to activate, however, the character can only activate a number of Instant Gifts each Round equal to the number of Actions the character possesses that Round. Activating these Gifts, as said, does not use the character's Actions, and is instinctive.

*Action Gifts* require the character to expend an Action. These Gifts require more concentration to activate than Instant Gifts, though a character can activate an Instant and Action Gift at the same time.

Gifts that mention *Concentration* require the character to invest some energy into keeping it active. The character can only keep a number of Gifts requiring concentration active equal to the character's *Mental Attribute*.

### **Cost**

Gifts have an Essence Cost to activate. The Cost is automatic when the Gift is activated, and remains *dedicated* for as long as the Gift is on. Some Gifts can be taken as Permanent Effects. If the Essence Cost has a (p) beside it, this means that the character can *instead* sacrifice XP equal to the Essence Cost of the Gift. From that point on, the Gift is always on, and does not require an Action or Concentration.

### **Concentration**

A Gift that requires concentration can be broken if the character takes damage or is distracted. An opponent can attempt to break the character's concentration, by either making a Social + Persuasion roll or by simply making an attack. The Difficulty of a Social roll is equal to the character's Resolve. In either case, the attacker uses an Action. If the Action is successful, the character must make a Mental + Meditation roll with a Difficulty equal to the successes of the action. A failure results in all Gifts that require concentration ending immediately.

### **Range**

Unless otherwise stated, all Gifts have a range of line-of-sight. If the character can see the target, the target is within range of a psionic effect.

### ***Multiple Targets***

A psychic can attempt to use a Gift on multiple targets. Instead of having a Difficulty equal to the target's Trait, the character suffers a Difficulty equal to the number of targets they wish to affect at once. When rolled, the character must gain a number of successes equal to the target's Trait being used to resist. If the character succeeds, the successes are reduced by the defender's Trait. If the target is allowed to spend Essence to increase the Difficulty, they instead increase their Trait by the amount. Each target is compared individually against the results.

# Augmentative Field

## Augment Physical

Duration: Permanent  
Essence Cost: None  
Requirement: Physical 4  
Type: Permanent

The character augments their Physical Attribute by one, permanently. This does not alter the character's *unaugmented* Physical Attribute, though it does modify the character's appropriate Traits.

## Body Control

Duration: Concentration  
Essence Cost: 3  
Requirement: Physical 5  
Type: Action

The character makes themselves more resistant to poison and disease. When activated, the damage that poison or disease inflict is reduced by the level of this Gift. This benefit remains for as long as the character can concentrate, and even works on Ability-, Power-, and Magic-based poisons or diseases, reducing the penalties or effects by the level of the Gift.

## Body Hardening

Duration: Permanent  
Essence Cost: None  
Requirement: Physical 7  
Type: Permanent

The character augments their body, making it more resilient to harm. Each time this Gift is taken, the character gains a permanent +2 to their Soak. This Soak is not considered innate to the character and can not be bypassed by mundane methods. This Soak can not be actively 'turned off' by the character, and will protect the character from all forms of damage, including magical attacks.

## Boost Physical

Duration: Scene  
Essence Cost: 5  
Requirement: Physical 7  
Type: Action

The character is capable of raising their Physical Attribute for the Scene. This does not change the character's *unaugmented* Physical Attribute, but does modify Traits for the Scene. The character rolls their *Spiritual Attribute* + *Boost Physical*. Each success increases the character's Physical Attribute by one. At the end of the Scene, the character takes one Wound for every level of *Boost Physical* the character has.

### **Heightened Sense**

Duration: Concentration  
Essence Cost: 3 (p)  
Requirement: Physical 3  
Type: Instant

The character heightens their natural five senses, granting the character an *additional success* for every level they possess in this Gift. Additionally, the character's senses are protected, reducing any penalties inflicted by bright flashes, loud sounds, strong odours, or similar effects by one for every level the character has in this Gift.

### **Iron Strike**

Duration: Permanent  
Essence Cost: None  
Requirement: Physical 6  
Type: Permanent

The character augments their body, allowing them to perform more powerful blows. Each time this Gift is taken, the character adds +2 to Wounds to all *Unarmed* attacks. This affects all physical attacks made by the character using the *Unarmed Skill*, and includes weapons which use the *Unarmed Skill* and all attacks which use the *Innate Weapon Power*.

### **Rapid Healing**

Duration: Scene  
Essence Cost: 5  
Requirement: Physical 6  
Type: Instant

The character's body begins to rapidly recover from injuries. The character regains one Health per Round for every level the character possesses in this Gift. This Gift will allow the character to regrow lost limbs or destroyed organs.

### **Savant (Skill)**

Duration: Scene  
Essence Cost: 5  
Requirement: Physical 3  
Type: Instant

The character has an instinctual understanding of some physically-oriented skill. This Gift is split between the *Acrobatics*, *Athletics*, *Larceny*, *Stealth*, and *Unarmed Skills* and is taken individually for each Skill. When activated, the character gains one *additional success* on any rolls related to that Skill for the Scene.

**Swiftness**

Duration: Scene  
Essence Cost: 5 (p)  
Requirement: Physical 5  
Type: Action

The character augments their muscles and reflexes, granting themselves phenomenal movement. For the Scene, the character gains a +5 to Speed, and gains one *additional success* on any roll to augment their Speed for each level they possess in this Gift.

**Tolerance**

Duration: Concentration  
Essence Cost: 3  
Requirement: Physical 4  
Type: Instant

The character develops a resistance to extreme weather and elemental effects. While the character concentrates, the damage inflicted by natural or elemental effects is reduced by the character's level in this Gift. This includes (but is not limited to) heat, cold, fire, ice, lightning, acid, and noxious fumes.

# Clairsentient Field

## Astral Sight

Duration: Concentration  
Essence Cost: 5  
Requirement: Spiritual 5  
Type: Action

The character can see into the spirit world, and can recognize the auras which are visible in the spirit world. The character can see and determine the following: Whether a target is of *divine*, *faerie*, or *infernal* nature. Whether a target is Undead, or a Spirit. Whether a target is enchanted, or has a strong supernatural or magical presence. Whether the target is alive or dead. Whether it is a place of power, sacred or profane ground, cursed, or blessed.

## Augment Spiritual

Duration: Permanent  
Essence Cost: None  
Requirement: Spiritual 4  
Type: Permanent

The character augments their Spiritual Attribute by one, permanently. This does not alter the character's *unaugmented* Spiritual Attribute, though it does modify the character's appropriate Traits.

## Boost Spiritual

Duration: Scene  
Essence Cost: 5  
Requirement: Spiritual 6  
Type: Action

The character is capable of raising their Spiritual Attribute for the Scene. This does not change the character's *unaugmented* Spiritual Attribute, but does modify Traits for the Scene. The character rolls their *Spiritual Attribute + Boost Spiritual*. Each success increases the character's Spiritual Attribute by one. At the end of the Scene, the character takes one Wound for every level of *Boost Spiritual* the character has.

## Clairvoyance

Duration: Concentration  
Essence Cost: 5  
Requirement: Spiritual 7  
Type: Action

The character is capable of extending their senses out. While the character concentrates, their senses leave their body, exploring the world around them. The character's 'appearance' is as a very faint shimmer, almost like a ripple of heat. The character makes a *Spiritual Attribute + Clairvoyance* roll to activate this Gift, and can extend their senses dependant on the successes rolled. (1: 10 yards, 2: 50 yards, 3: 100 yards, 4: 500 yards, 5: 1000 yards, 6: 10 miles, 7: 50 miles, 8: 100 miles, 9: 500 miles, 10: 1000 miles)

### **Combat Awareness**

Duration: Scene  
Essence Cost: 3 (p)  
Requirement: Spiritual 3  
Type: Instant

The character becomes acutely aware of their environment and develops a sixth sense against danger. For the Scene, the character gains a +1 bonus to Defence for every level they possess in this Gift.

### **Foresight**

Duration: Scene  
Essence Cost: 5  
Requirement: Spiritual 6  
Type: Instant

The character gains flashes of insight into the next few seconds, knowing what is to come intuitively and gaining insight in what to do before these events come about. In combat, the character gains a +5 bonus to Initiative for every level they possess in this Gift. Outside of combat, they may 'interrupt' an action after it is taken, responding to it before the action takes place.

### **Mundane Aura**

Duration: Scene  
Essence Cost: 3 (p)  
Requirement: Spiritual 4  
Type: Instant

The character mutes their aura, disconnecting them to the life force of the world. For the Scene, the character gains a +1 bonus to Resistance for every level they possess in this Gift. Additionally, the character reads as 'normal' to any ability which would determine the character's actual race.

### **Possession**

Duration: Scene  
Essence Cost: 5 (p)  
Requirement: Spiritual 8  
Type: Action

The character can attempt to take over the body of another by projecting their soul into the target. This is a *Spiritual Attribute + Possession* roll against a Difficulty equal to the target's Resolve. If the target is unwilling, they may spend 5 Essence to increase the Difficulty by their Awareness. Once the character has control of the body, they can use their Gifts and Magic while in the body. They also use their own Mental and Spiritual Attributes, but the target's Physical and Social Attributes. They have access only to their own Abilities, Skills and memories, but they have access to the Powers of the target. Talents are case-by-case. If the character's original body is slain, they may spend the Experience Points to make the possession permanent, but this requires an additional *Spiritual + Possession* roll with the same Difficulty as before. Failure results in the death of the character at the end of the Scene.

### **Psychometry**

Duration: Round  
Essence Cost: 5  
Requirement: Spiritual 7  
Type: Action

The character touches an object, and makes a *Spiritual Attribute + Psychometry* roll. For the Round, the character detects an event connected with the object touched, which gives the strongest impression. This is either a vision of a sequence of events which lead to a powerful emotional event, or the most recent event the object was connected with. The character is given one significant 'scene' for each success on the roll. When used on a living target, the character's Difficulty is equal to the target's Resolve.

### **Restoration**

Duration: Instant  
Essence Cost: None  
Requirement: Spiritual 8  
Type: Action

The character makes a *Spiritual + Restoration* roll. For each success, the character recovers a number of points of Essence equal to the level of this Gift.

### **Savant (Skill)**

Duration: Scene  
Essence Cost: 5  
Requirement: Spiritual 3  
Type: Instant

The character has an instinctual understanding of some knowledge or instinct-oriented skill. This Gift is split between the *Academia, Artistry, Awareness, Chirurgeon, Herbalist, Inventor, Language, Meditation, Occultism, Survival, or Vehicle* Skills and is taken individually for each Skill. When activated, the character gains one *additional success* on any rolls related to that Skill for the Scene.

### **Sympathetic Healing**

Duration: Round  
Essence Cost: 3  
Requirement: Spiritual 5  
Type: Action

The character can touch an individual and attempt to heal their wounds by taking some of the damage themselves. The character chooses how much damage they are willing to suffer, up to their level in this Gift, and then rolls their *Spiritual Attribute + Sympathetic Healing*. The character suffers Damage (Amount Chosen) while the person they are healing regains twice that amount in Health. (Thus, a character accepting 3 Wounds per success heals a target 6 Wounds per success).

# Empathic Field

## Alter Memory

Duration: Permanent  
Essence Cost: 5 (p)  
Requirement: Social 8  
Type: Action

The character can alter memories or implant new memories into a target. The character makes a *Social Attribute* + *Alter Memory* roll against a Difficulty equal to the target's Resolve. If the target is unwilling, they may spend 5 Essence to add their *Awareness Skill* to the Difficulty. The amount of time that can be modified or added is up to one hour per success. If the character did not get more successes than the target's Resolve, they are aware of the tampering, though not necessarily who did it. Once per month, the target can spend 10 Essence per point of *Alter Memory* the character has, to make a *Mental Attribute* roll against a Difficulty equal to the successes of the *Alter Memory* roll. If they succeed, the character's true memories begin to return, and the implanted ones fade. If the character has spent Experience Points to make this permanent, the target needs a number of successes equal to the character's Resolve to regain their true memories.

## Animal Ken

Duration: Scene  
Essence Cost: 3 (p)  
Requirement: Social 3  
Type: Action

The character can empathically sense the health and emotional state of an animal. By making a *Social Attribute* + *Animal Ken* roll against a Difficulty of the animal's Resolve, the character can befriend the animal, who becomes the character's ally for the Scene. The character can give the animal simple commands, which the animal will try to follow to the best of their ability. If made permanent, the character essentially gains an animal companion.

## Augment Social

Duration: Permanent  
Essence Cost: None  
Requirement: Social 4  
Type: Permanent

The character augments their Social Attribute by one, permanently. This does not alter the character's *unaugmented* Social Attribute, though it does modify the character's appropriate Traits.

### **Boost Social**

Duration: Scene  
Essence Cost: 5  
Requirement: Social 7  
Type: Action

The character is capable of raising their Social Attribute for the Scene. This does not change the character's *unaugmented* Social Attribute, but does modify Traits for the Scene. The character rolls their *Spiritual Attribute + Boost Social*. Each success increases the character's Social Attribute by one. At the end of the Scene, the character takes one Wound for every level of *Boost Social* the character has.

### **Cloak**

Duration: Concentration  
Essence Cost: 5  
Requirement: Social 8  
Type: Action

The character creates a state of fugue, preventing others from noticing or reacting to the character's presence. While the character is cloaked, anyone attempting to notice the character must roll, suffering a loss of one success on the roll for every level of Cloak the character possesses. If the character attempts to attack while cloaked, they must roll *Concentration* at a based Difficulty of 5.

### **Command**

Duration: Round  
Essence Cost: 3  
Requirement: Social 4  
Type: Instant

The character gives a brief command, at most a few words long, and the target acts upon them. The character must make a *Social Attribute + Command* roll against a Difficulty equal to the target's Resolve, and the target may spend 5 Essence to add their *Awareness Skill* to the Difficulty. If the roll is successful, the target *must* act on the command to the best of their abilities. The command can not take more than one Round to complete.

### **Control Thought**

Duration: Concentration

Essence Cost: 5 (p)

Requirement: Social 9

Type: Action

The character takes hold of a target's mind, and for as long as the character concentrates, they can direct the target, controlling what they think and what they do. The character must make a roll, using their *Social Attribute* + *Control Thought* against a Difficulty equal to the target's Resolve. The target may spend 5 Essence to add their *Awareness Skill* to the Difficulty. If successful, the character holds the target's mind, and controls them. The target will act as directed by the character, who must give the commands in a way the target understands. The target will respond to the best of their abilities. Once per Scene, the target may spend 10 Essence per level the character has in this Gift, to make a Spiritual roll against a Difficulty equal to the character's successes. If the target succeeds, they break free of the character's control. If the character has spent Experience Points to make this permanent, the target needs a number of successes equal to the character's Resolve to break free.

### **Empathic Healing**

Duration: Round

Essence Cost: 5

Requirement: Social 5

Type: Action

The character can touch an individual and attempt to heal their wounds. The character rolls their *Spiritual Attribute* + *Empathic Healing*. This Gift works as a Healing (Social) effect, granting the target a number of Health equal to the character's *Social Attribute* for each success on the roll.

### **Empathy**

Duration: Concentration

Essence Cost: 3

Requirement: Social 5

Type: Action

The character is capable of picking up on the emotions of others, or making others feel the emotions that the character wishes. The character can pick up a target's emotions without needing to roll, sensing the target's emotional state unless the target spends 5 Essence to conceal themselves, enforcing a Difficulty of their Resolve + *Awareness Skill* against the character's *Social Attribute* + *Empathy*. If the character wishes the target to feel an emotion, the roll is automatically resisted by the target's Resolve, and 5 Essence can be spent to add the target's *Awareness Skill* to the Difficulty. If the character succeeds, the target feels the desired emotion as intensely as the character desires. Once concentration has been broken, the emotion lasts for a number of rounds equal to the successes of the roll.

## **Empty Mind**

Duration: Permanent  
Essence Cost: 5  
Requirement: Social 7  
Type: Action

The character can pluck memories from a person's mind and erase them, leaving that period blank. The memory must be one the character is aware of, otherwise the character must choose a period of time such as 'the last ten minutes' or similar. The character makes a *Spiritual Attribute + Empty Mind* roll against a Difficulty equal to the target's Resolve. If the target is unwilling, they may spend 5 Essence to add their *Awareness Skill* to the Difficulty. The amount of time that can be erased is up to one hour per success. If the character did not get more successes than the target's Resolve, they are aware of the tampering, though not necessarily who did it. Once per month, the target can spend 10 Essence per point of *Empty Mind* the character has, to make a *Mental Attribute* roll against a Difficulty equal to the successes of the Empty Mind roll. If they succeed, the memories gradually begin to return, somewhat hazy. If the character has spent Experience Points to make this permanent, the target needs a number of successes equal to the character's Resolve to regain their memories.

## **Entrance**

Duration: Concentration  
Essence Cost: 5 (p)  
Requirement: Social 6  
Type: Action

The character can meet a person's gaze, and freeze them in place. For as long as the character concentrates, the target is incapable of moving or responding of their own accord. The character makes a *Social Attribute + Entrance* roll against a Difficulty equal to the target's Resolve. If the target wishes to actively resist, they can spend 5 Essence to add their *Awareness Skill* to the Difficulty. Once per Scene, the target can attempt to break free, spending 10 Essence for every level the character has in this Gift. The target rolls their *Spiritual Attribute* with a Difficulty equal to the initial successes the character rolled. If the target is takes more Wounds in a single hit than the character got successes, the entrancement is broken immediately.

## **Illusion**

Duration: Concentration  
Essence Cost: 3  
Requirement: Social 6  
Type: Instant

The character implants an illusion into the target's mind, realistic to be mistaken for the real thing. The character rolls their *Social Attribute + Illusion* against the target's Resolve. If the target wishes, they may spend 5 Essence to add their *Awareness Skill* to the Difficulty. If used as an attack, the construct can either inflict a number of wounds equal to the initial successes each Round, or can increase the Difficulty of any actions by the target equal to the successes rolled for a Round. The character can alternate these each Round as desired.

### **Inflict Blindness**

Duration: Concentration

Essence Cost: 5 (p)

Requirement: Social 5

Type: Action

The character convinces a target they are blind by rolling their *Social Attribute + Inflict Blindness* against a Difficulty equal to the target's Resolve. The target can spend 5 Essence to add their *Awareness Skill* to the Difficulty. For each success the character gains on the roll, the target loses one success on all rolls involving sight.

### **Mind Speak**

Duration: Concentration

Essence Cost: 3 (p)

Requirement: Social 6

Type: Instant

The character is able to speak to another person telepathically. This allows the character to send and receive surface thoughts, but to not actually read minds. The character has a range for performing this form of communication, depending on their level in this Gift: 1) 10 yards, 2) 50 yards, 3) 100 yards, 4) 500 yards, 5) 1 mile, 6) 10 miles, 7) 50 miles, 8) 100 miles, 9) 500 miles, 10) 1000 miles. If the target is unwilling, the character must make a *Spiritual Attribute + Mind Speak* roll against a Difficulty equal to the target's Resolve. The target can spend 5 Essence to add their *Meditation Skill* to the Difficulty.

### **Psi-Blade**

Duration: Concentration

Essence Cost: 5

Requirement: Social 7

Type: Instant

The character creates a blade of psychic energy which they can use to augment their unarmed attacks. When the character strikes an opponent with an unarmed attack, the target suffers a loss to Essence as if the character was inflicting Damage equal to their level in this Gift. If the target runs out of Essence due to this strike, they are knocked out for the Scene. Any 'over-flow' of Essence loss goes directly to Health.

### **Read Mind**

Duration: Concentration

Essence Cost: 3

Requirement: Social 3

Type: Action

The character is capable of reading the mind of a target, by making a *Spiritual Attribute + Read Mind* roll with a Difficulty equal to the target's Resolve. The target may spend 5 Essence to add their *Meditation* to the Difficulty. If the character succeeds, they may gain one memory from the target, or can read the target's surface thoughts. One memory can be gained each Round. If the character did not gain more successes than the target's Resolve, the target is aware of the intrusion, though they are not aware of *who* is intruding.

**Savant (Skill)**

Duration: Scene  
Essence Cost: 5  
Requirement: Social 3  
Type: Instant

The character has an instinctual understanding of some socially-oriented skill. This Gift is split between the *Animal Empathy*, *Business*, *Criminal*, *Persuasion*, *Socialize*, *Streetwise*, and *Subterfuge* Skills and is taken individually for each Skill. When activated, the character gains one *additional success* on any rolls related to that Skill for the Scene.

**Sensate**

Duration: Scene  
Essence Cost: 5  
Requirement: Social 8  
Type: Instant

The character is capable of enhancing sensation felt by a target within range. The character makes a Social + Sensate roll against the target's Resistance. If the character succeeds, the target suffers an increase in Difficulty to perform any actions equal to the successes rolled, as every sensation they experience is magnified.

**Unbending Will**

Duration: Scene  
Essence Cost: 3 (p)  
Requirement: Social 4  
Type: Instant

The character becomes a bastion of will and unshakable in their resolve. For the Scene, the character gains a +1 bonus to Resolve for every level they possess in this Gift.

# Kinetic Field

## Augment Mental

Duration: Permanent  
Essence Cost: None  
Requirement: Mental 3  
Type: Permanent

The character augments their Mental Attribute by one, permanently. This does not alter the character's *unaugmented* Mental Attribute, though it does modify the character's appropriate Traits.

## Boost Mental

Duration: Scene  
Essence Cost: 5  
Requirement: Mental 6  
Type: Action

The character is capable of raising their Mental Attribute for the Scene. This does not change the character's *unaugmented* Mental Attribute, but does modify Traits for the Scene. The character rolls their *Spiritual Attribute + Boost Mental*. Each success increases the character's Mental Attribute by one. At the end of the Scene, the character takes one Wound for every level of *Boost Mental* the character has.

## Control Earth

Duration: Concentration  
Essence Cost: 5  
Requirement: Mental 7  
Type: Action

The character can cause the ground to rock and tremble, and can lift stones from the ground to throw at targets. When causing a tremor, the character rolls their *Mental Attribute + Control Earth*. The range of the tremor is 50 yards times the number of successes, and reduces the Defence and Speed of those within the area by the character's level in this Gift, +1 per success. To attack someone with thrown rocks, the character must roll their *Mental Attribute + Control Earth* against the target's Defence. The rocks have a Damage equal to the character's level in this Gift.

## Control Fire

Duration: Concentration  
Essence Cost: 3  
Requirement: Mental 5  
Type: Action

The character is able to create and unleash a gout of flame, or can make flames stronger or weaker than they normally are. The character can unleash flames with a Damage equal to the character's level in this Gift, or can quench flames, weakening their Damage by the same amount. To attack someone with fire, the character must roll their *Mental Attribute + Control Fire* against the target's Defence.

### **Control Water**

Duration: Concentration  
Essence Cost: 5  
Requirement: Mental 6  
Type: Action

The character can create water and ice. The water can be launched as a torrent, and the ice usually grows up from surfaces, encasing targets. Water can be used as a weapon, striking a target with a Damage equal to the character's level in this Gift. To attack, the character must roll their *Mental Attribute + Control Water* against the target's Defence. To capture someone requires a similar roll, but reduces their Speed by the 'damage' inflicted instead of doing damage – which is a number of Wounds equal to the character's level in this Gift each Round from the cold.

### **Control Wind**

Duration: Concentration  
Essence Cost: 3  
Requirement: Mental 5  
Type: Action

The character is able to increase or decrease the winds within the region. When causing a powerful wind, the character rolls their *Mental Attribute + Control Wind*. The wind has a reach of 100 yards times the number of successes, and reduces the Initiative and Speed of those within the area by the character's level in this Gift, +2 per success. The character can also foil ranged attacks, adding their level in this Gift to their Defence against ranged attacks coming at them. The character can also throw people, knocking them about and into objects. To attack someone with wind, the character must roll their *Mental Attribute + Control Wind* against the target's Defence. If they succeed, the target is thrown, and is treated as having *fallen* ten feet for every success on the attack roll. If they strike a surface, damage is inflicted, as per the falling rules.

### **Distance Strike**

Duration: Instant  
Essence Cost: 5  
Requirement: Mental 8  
Type: Action

The character unleashes a kinetic strike to hit someone at a distance. This Gift gives *reach* to the character's Unarmed attacks, allowing them to strike a target at a distance of five yards for every level they possess in this Gift.

### **Great Leap**

Duration: Concentration  
Essence Cost: 3 (p)  
Requirement: Mental 3  
Type: Action

The character concentrates, pushing themselves off the ground in a powerful leap. The character adds their level in this Gift to the distance for jumping, both horizontal and vertical, and gain a number of *additional successes* equal to their level in this Gift on all Athletics rolls to increase their jumping distances.

### **Immobile**

Duration: Scene  
Essence Cost: 5  
Requirement: Mental 4  
Type: Instant

The character can root themselves in place, choosing not to move from their location. The character gains a number of *additional successes* equal to their level in this Gift to resist being moved, and to resist being grappled.

### **Kinetic Strike**

Duration: Scene  
Essence Cost: 5  
Requirement: Mental 4  
Type: Action

The character concentrates for a moment, and channels kinetic energy through their attacks. This can augment any weapons and physical attacks made by the character. For each level the character possesses in this Gift, the attacks gain Damage (+1).

### **Levitate**

Duration: Concentration  
Essence Cost: 5  
Requirement: Mental 5  
Type: Action

The character concentrates and lifts an object, moving it with their thoughts. The character can lift an amount of Bulk equal to their level in this Gift (or 5 lbs per level), but can also make a roll, using their *Mental Attribute + Levitate*, to multiple the weight by the number of successes rolled. The character can throw objects with their mind, rolling *Mental Attribute + Levitate* as an attack, with the Damage of the attack being equal to the object's Bulk. Objects lifted have a Speed equal to twice the character's level in this Gift unless thrown, which doubles the object's Speed.

### **Penetrating Strike**

Duration: Round  
Essence Cost: 5  
Requirement: Mental 6  
Type: Instant

The character unleashes a powerful flow of force through a target, bypassing their Soak. For each level the character has in this Gift, the Soak of a target is reduced by two when making Unarmed attack rolls.

### **Psychic Armour**

Duration: Scene  
Essence Cost: 5  
Requirement: Mental 7  
Type: Instant

The character creates a faint, shimmering barrier around themselves which protects them from harm. For each level taken in this Gift, any physical or kinetic attack against the character suffers Damage (-1). This armour will even protect the character from magically created elemental attacks.

### **Remote Hands**

Duration: Concentration  
Essence Cost: 3  
Requirement: Mental 7  
Type: Action

The character can perform a physical Skill Roll at a distance, using fine telekinetic manipulation. The character replaces their *Physical Attribute* with their *Mental Attribute* for any rolls, and the highest their Skill can be for this roll is equal to their level in this Gift.

### **Savant (Skill)**

Duration: Scene  
Essence Cost: 5  
Requirement: Mental 3  
Type: Instant

The character has an instinctual understanding of some weapon-oriented skills and how to augment and guide them with kinetic force. This Gift is split between the *Archery*, *Blades*, *Entangle Weapons*, *Impact Weapons*, *Pole Weapons*, *Shields*, and *Thrown Skills* and is taken individually for each Skill. When activated, the character gains one *additional success* on any rolls related to that Skill for the Scene.

### **Wall Running**

Duration: Scene  
Essence Cost: 3 (p)  
Requirement: Mental 4  
Type: Instant

The character is capable of running over surfaces, including leaves, debris, walls, and even ceilings. The character can not actually keep themselves on the surface they move across, but are capable of breaking the laws of gravity for short periods of time. While using this Gift, the character can augment their Defence by their level in this Gift when attempting to avoid attacks by using the scenery. The character can defy gravity and physics for only one Round at a time before they need to find purchase somewhere else.