Psychic
The Gifted

A Storytelling Game of Cursed Perceptions.
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Chapter One: The Mindscape

The Mindscape is the landscape of all perceptions, emotions, thoughts and 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 the 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 the Mindscape still 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 go out today, maybe tomorrow. Yeah, it will be easier tomorrow.
## Lexicon

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
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<tr>
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<td>Augmentation</td>
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<td>Awareness</td>
<td>Talent that allows a Psychic to perceive more than normal people</td>
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<tr>
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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, 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 a Genesis (See: Genesis)
Choose a Course (See: Courses)
For beginning Talents, allocate four dots, two of which must be applied to the Genesis and Course Talents (one in each). The remaining dots may be applied to any Talents
For beginning Concentrations, allocate four dots, all of which must be applied to those from previously chosen Talents.
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.

Step 1: Character Concept
Where does your Psychic come from? What is its 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?

Step 2: Select Attributes
(See World of Darkness Core Rulebook)

Step 3: Select Skills
(See World of Darkness Core Rulebook)

Step 4: Select Skill Specialties
(See World of Darkness Core Rulebook)

Step 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 a Psychic as well, and they cannot possess many of the new Merits presented here.

Genesis - How the Psychic became "Gifted".
Alchemy: A strange chemical reaction resulted in the Gift.
Demise: Near death experience opened his Third Eye.
Induction: The Gift was forced upon them psychically.
Revelation: Meditation or hypnosis opened the inner eye.
Trauma: Brain damage through an accident or surgery caused the curse.
Inherited: A genetic combination from possibly Psychic parents.

Course – How the Psychic deals with his "Gift"
Path of the Bystander: Watchers that step back to avoid the world.
Route of the Eavesdropper: Snoops listening for secrets or trying to understand.
The Searcher's Trail: Sniffers that explore this new world.
Way of Self: Savors that focus mainly on their own pleasure.
Road of Torment: Sufferers that punish themselves or others.

**Kenning**
This trait represents the extent to which the Psychic has changed and senses the world. With it, the Psychic gains extraordinary abilities, such as certain Talents. All Psychic characters receive the Kenning advantage at one (1) dot for free. Kenning can be increased with Merit point expenditure at a rate of three to one at character creation. That is, a player may spend three of his character's seven Merit points for Kenning 2, or spend six of his character's seven Merit points for Kenning 3.

**Talents**
Talents are groupings of the raw power that Psychics have. A new Psychic starts with four (4) dots in Talents. Three of these dots must be in the Genesis and Course Talents. The remaining dot can be in any Talent. No Talent may start higher than three dots. The five Talents are: Awareness, Commune, Kinesis, Personage and Scape.

**Concentrations**
Each Talent has specialized applications called Concentrations. Psychics begin play with four (4) dots in Concentrations. In order to possess a Concentration, the Psychic must also have at least one dot in the related Talent.

**Step 6: Select Merits**
There are new Merits in the Merits section.

**Step 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.
**Genesis**

All Psychics have an origin, something that opened their Third Eye to the Mindscape and curses them each and every day.

**Alchemy**

It has recently been revealed that the military performed Top Secret tests involving LSD designed to unlock psychic ability in test subjects. What hasn't been made public knowledge is that some of their experiments actually worked. It isn't an exact science and they produce many more drug addicts and paranoid schizophrenics than Psychics, but the success rate has been high enough to keep those covert medical testing programs open for decades. The military isn't the only group performing tests that yield Psychics. Private companies test new medications all the time on the populous (sometimes even illegally), but you won't see a commercial for a new drug that includes “spoon bending” in the list of the possible side-effects. The average Joe might even accidentally mix recreational drugs and medications together that can cause his psychic abilities to manifest. Even the reaction to certain enzymes or toxins in exotic plants can cause the change. Either through a strange reaction to common recreational drugs, deliberate use of mind affecting medication or some other chemical, enzyme or concoction, the brain chemistry of the Psychic is permanently altered in a way that rouses open his Third Eye.

**Nickname:** Apothecaries

**Natural Talent:** Scape

**Vulnerable Trigger:** Drugs – Due to the already strange chemistry in the Psychic, further drug use has a greater triggering effect on these Psychics. Restraint rolls involving the Drug Trigger are at a -2 penalty.

**Induction**

The Psychic has had his 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 this way...
result in success. Most results simply cause the person to become more susceptible to the powers of Psychics instead of opening his Third Eye.

**Nickname:** Pried  
**Natural Talent:** Commune  
**Vulnerable Trigger:** Intense Emotions – When the Gift is forced upon a person, they become more susceptible to emotional Triggers. Restraint rolls involving the Intense Emotions Trigger are at a -2 penalty.

### Revelation

An Opening caused by will alone is rare, but it does happen. Only a small percentage of the population can be hypnotized to the deep level required to activate the Gift. There are the (un)lucky few whose Third Eye has opened while under deep hypnosis (usually by accident). Many of these psychics try to reverse the process through further hypnosis, but once opened, the eye refuses to shut. There are others who are able to reach this depth on their own, using a form of self-hypnosis. These Roused achieved their power through constant meditation and contemplation. They are respected by those who see their abilities as 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:** Roused  
**Natural Talent:** Awareness  
**Vulnerable Trigger:** Trances – Since they gained their Gift through deep states of consciousness, further Meditation activates these Psychic’s abilities much easier than the other Triggers. Restraint rolls involving the Trance Trigger are at a -2 penalty.

### Trauma

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.

**Nickname:** Shaken  
**Natural Talent:** Kinesis  
**Vulnerable Trigger:** Pain – Because of the rewired neurons, pain can overload the new pathways. Restraint rolls involving the Pain Trigger are at a -2 penalty.

### Inherited

Some Psychics never really had an event that activated their Psychic powers. Their abilities can be inherited from their parents, grandparents or great-grandparents. 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:** Prodigy  
**Natural Talent:** Pick one Talent  
**Vulnerable Trigger:** Pick two Triggers. Each of those Triggers gives a -1 penalty to Restraint rolls involving either Trigger.
Courses

When a person's Third Eye is opened, he instinctively chooses a path in which to deal with his new found state. This path is rarely chosen consciously, but is instead a factor of his personality. Because of their chosen Course, Psychics intuitively use the Natural Talent to reinforce part of his everyday life.

Changing Courses

Courses can be changed by a Psychic, but it is not something done on a whim. A Psychic may have a life changing experience or it may be a gradual transformation, so sometimes his outlook can change. However the change occurs, it is not likely to happen more than once in his life. Epiphanies do not happen every day. In order for a Psychic to change his Course, he must actually change his approach to dealing with his "Gift". This may mean that he stops helping others and focuses more on his own pleasures because he has been burned too many times and believes that he deserves to benefit from his ability more than the strangers he has been assisting.

Mechanically, in order to make the change, the character must possess at least as many dots in the new Course's Natural Talent as he possesses in his current Course's Natural talent. Example: If a Psychic wants to change from the Path of the Bystander to the Route of the Altruist and has 2 dots in Awareness, he must acquire at least 2 dots in Commune. Once a Psychic has left one Course for another, he loses any benefits from his old Course, such as the Reinforcement that each Course grants.

Path of the Bystander

These Psychics try not to be a part of society. They feel as if they do not belong. They watch. They avoid. They try not to be noticed.

Nickname: Watchers
Natural Talent: Awareness
Reinforcement: Keen Observer – By focusing on the events of the world as separate from himself, the Psychic manages to incorporate his psychic perceptions in order to become a master of observation, examination and reflection.

Choose Wits or Composure. All rolls using that Attribute gain the 9-again rule. The player may also reflexively spend 1 Noema to add the character's rating in Awareness as an equipment bonus to one roll that uses the chosen Attribute.

Route of the Eavesdropper

Secrets, everyone has them and Psychics are there worst enemies. Eavesdroppers have an all access pass to just about everyone's secrets and they use that pass frequently.

Eavesdroppers work with others more frequently, because they like listening in on peoples thoughts. Some of them do so because they are trying to understand their condition and learning the right secrets can help. They search out knowledge and absorb all they can.

Nickname: Snoops
Natural Talent: Commune
Reinforcement: Smooth Talker – Prying secrets from people every day and learning the best way to get what they want gives the Psychic an advantage when communicating with people.

Choose Presence or Manipulation. All rolls using that Attribute gain the 9-again rule. The player may also reflexively spend 1 Noema to add the character's rating in Commune as an equipment bonus to one roll that uses the chosen Attribute.

The Searcher's Trail

Now that this new world has opened up, the Psychic now wishes to explore. The
Mindscape itself is a strange and intriguing phenomena that these Psychics can’t seem to get enough of.

**Nickname:** Sniffers

**Natural Talent:** Scape

**Reinforcement:** Finely Tuned – Because the Psychic is more in tune with the Mindscape than others, he perceives and understands a little more than he should.  
Choose Intelligence or Wits. All rolls using that Attribute gain the 9-again rule.  
The player may also reflexively spend 1 Noema to add the character’s rating in Scape as an equipment bonus to one roll that uses the chosen Attribute.

**Way of Self**

No one else matters as much as you do. So eat, drink and live to your heart’s content. It’s all about you. At least, that’s what these Psychics believe. They are the center of their own universe. Others matter little to them. Perhaps it is the attempts to block out all of the noise from others that led these Psychics to focus on themselves.

**Nickname:** Savorers

**Natural Talent:** Personage

**Reinforcement:** Enhanced Body – Maybe it is his body’s reaction to all the things he does to it, like building up a tolerance, but the Psychic’s body or mind can put up with more than normal.  
Choose Stamina or Resolve. All rolls using that Attribute gain the 9-again rule.  
The player may also reflexively spend 1 Noema to add the character’s rating in Personage as an equipment bonus to one roll that uses the chosen Attribute.

**Road of Torment**

Most of the Sufferers believe they deserve to bear the anguish of their affliction and drown themselves in it. They have done something wrong and are being punished by God, Karma, the universe or themselves. Perhaps when they received the Gift, they injured a friend or family member. Maybe their parents called them a “freak” and they believed it. However they came to believe that they warrant this curse, the distress eventually becomes too much and they lash out, inflicting agony on others. This leads to more bouts of depression and self-destructive acts.

Others believe that others are to blame for their curse and they wish to use it seek retribution. These Psychics lash out at those they hold responsible almost incessantly. Usually the accused are the normal people who don’t realize what they’ve “done” to the Psychic.

**Nickname:** Sufferers

**Natural Talent:** Kinesis

**Reinforcement:** Assisted Movements – The Psychic’s power infuses his physical actions granting him increased force or speed when moving. When he really puts his mind to it, he can move his own body with an incredible force beyond that of a normal man.  
Choose Strength or Dexterity. All rolls using that Attribute gain the 9-again rule.  
The player may also reflexively spend 1 Noema to add the character’s rating in Kinesis as an equipment bonus to one roll that uses the chosen Attribute.
Modified Advantage:
Ego (Morality)

All Psychics have opened up 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 ruins their lives and drives 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 Insight
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 and other's thoughts, perceptions and emotions of the Mindscape. Other people's thoughts/perceptions/emotions (even echo's of his own thoughts) overtake 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 some cases; mass murder has been used as an attempted remedy. Some Psychics that reach a zero Ego go completely bat shit bonkers and become one of the Cursed (See: "The Cursed" in Chapter 4).

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<td>10</td>
<td>Conversing with another. Selfish thoughts. (Roll five dice.)</td>
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<td>9</td>
<td>Empathizing. Minor selfish act (with holding charity). (Roll five dice.)</td>
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<tr>
<td>8</td>
<td>Falling to a Trigger. Injury to another (accidental or otherwise). (Roll four dice.)</td>
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<td>7</td>
<td>Harvesting the Mindscape. Petty theft (shoplifting). (Roll four dice.)</td>
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<td>6</td>
<td>Allowing a Flare. Grand theft (burglary). (Roll three dice.)</td>
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<td>5</td>
<td>Purposefully triggering a Flare. Intentional, mass property damage (arson). (Roll three dice.)</td>
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<tr>
<td>4</td>
<td>Purposefully triggering someone else's Flare. Impassioned crime (manslaughter). (Roll three dice.)</td>
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<tr>
<td>3</td>
<td>Planned crime (murder). (Roll two dice.)</td>
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<td>2</td>
<td>Casual/callous crime (serial murder). (Roll two dice.)</td>
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<td>1</td>
<td>Talent theft. Utter perversion, heinous act (mass murder). (Roll two dice.)</td>
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New Advantage:
Kenning

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 Kenning, the quality separating the Gifted from Mundane. Kenning 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 Kenning 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 Kenning (See: Merits).

As the Psychic gains in power, he opens his mind further and further, unlocking a potential that exceeds normal human limits. Kenning is the ability that Psychics have to understand, sense, know or even affect something beyond normal human limitations.

Kenning is a trait rated from 1 to 10 dots. Kenning has the following game effects.

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

Drawbacks of Kenning
- The higher a Psychic's Kenning rating, the more likely a Trigger will cause a Flare. (See: Triggers)

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</table>

**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.

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

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

**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.

**Contact Bonus:** Bonus Psychic receives to Concentration Dice Pools if he is in Physical contact with target.

**Max Focus:** Number of Concentrations the Psychic can keep active that require him to Focus.
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 Kenning rating.

Spending Noema

- The Psychic can use Noema to fuel Concentrations and Talents.
- Noema may be substituted for Willpower points on a one for one basis, but spending Noema for additional dice on a roll yields 4 extra dice instead. Noema expenditure per Turn is still limited by Kenning. Noema cannot be spent as Willpower in the same Turn Willpower is spent.

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 the Mindscape by lowering his defenses to allow the Mindscape to flood his psyche. Roll Kenning, each success yields one point of Noema. He can do this a number of times a day equal to his Kenning rating. Harvesting the Mindscape triggers a Restraint Roll with a penalty equal to the number of Noema gained (See: Triggers in Chapter 3).
Merits

Asylum (• to •••••; Special)
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 Concentrations 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. This modifier only works against those outside the Asylum.

Compartmentalize •••
The Psychic is able to bury certain thoughts and memories in a hidden part of his mind so that he can keep secrets from mind readers.

Extra Reinforcement •••• or •••••
The 4 dot version gives the Psychic the alternate Reinforcement of his chosen Course. So if the Psychic had the Sharp Communicator Reinforcement, it would apply to both Presence and Manipulation instead of just choosing one.

The 5 dot version lets him choose an Reinforcement that is not from his Course.

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

Lucid Dreamer ••
(needs more)
The Psychic can realize when he is dreaming and take control of the dream. Because of this control, he gains 2 dice to Restraint rolls that are sparked by Dreams.

Post Null ••, •••
(Character Creation Only)
The Psychic started his psychic career as a Psi-Null. When he received the Gift, he either held on to a part of his power or he amplified a low level nullifying ability. With 3 dots your character is considered a level 1 Psi-Null, while 4 dots make him a level 2. It does not matter what level Psi-Null your character was before his rousing.

Your character’s nullifying ability does not affect his own powers, but it will affect any Psychic within range (including friends). Luckily, you may turn off the ability for the scene by spending a point of Willpower.

Note: This Merit can be taken at character creation only.
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 they need more.

Talents
At the heart of every Psychic are five basic forces that constitute their Gift. They are called Talents, the raw power of those forces. Each Talent has levels identical to Attributes and Skills. Their max rating is limited by the Character's Kenning rating, just like Attributes and Skills. Once a character's Kenning rating exceeds five, ranks in Talents may increase above five. See the Kenning advancement table for more information.

Concentrations
While Talents are the raw 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 by their related Talent. Each Concentration has levels like Attributes, Skills and Talents. Their max rating is limited by the Character's Kenning rating, just like Attributes, Skills and Talents. Once a character's Kenning rating exceeds five, ranks in Concentrations may increase above five. See the Kenning advancement table for more information.

Using Concentrations
When activating one of the Psychics Concentrations, the player spends any necessary Noema costs and rolls his dice pool. If the characters Kenning rating does not allow for spending enough Noema, the action may take several Turns. After rolling, the player can reclaim spent Noema by sacrificing successes on a one for one basis. Meaning, if the player spends 2 Noema and rolls 3 successes, he may forfeit up to 2 successes to recover up to the 2 spent Noema. Only Noema spent on the activation of the Concentration may be recovered this way.

Example: To activate his "Automatic Writing", Wayne spends 1 Noema and rolls his Commune (2) + Expression (2) + Automatic Writing (3) for a total of 7 dice. He yields 2 successes. Since he only needed 1 success, Wayne forgoes 1 success to recoup the spent Noema and his character writes out an answer from beyond.

If the Noema cost is more than the Psychic can spend per Turn, the Concentration roll is not made until the last point is spent (possibly after many Turns). It does not matter if the Psychic recoups the points using extra successes, he must spend the points before the roll.

Dice Pool: The dice pool for activating a Concentration is normally the Psychic's Kenning + Talent + Concentration ratings. However, Some Concentrations may have different dice pools and will note it in their descriptions.

If a Concentration can be Contested by a target, roll the Normal dice pool versus the target's listed traits unless the description has an exception. Resisted Concentrations are similar, listing the target's traits to subtract from the Psychic's dice pool.

Roll Results
Dramatic Failure: The attempt fails and the player must roll for Restraint immediately. A failure on the Restraint roll results in A Flare that cannot be controlled.
Failure: No effect.
Success: As per the Concentration's description.
Exceptional Success: As per the Concentration’s description.

Ranges are usually “line of sight” or normal perceptual range unless noted otherwise in the Concentrations description.

Some Concentrations have a Duration of “Focus” and require that the Psychic maintain mental effort to keep it in effect. The Psychic can only take simple actions, such as moving up to his Speed, while focusing. The Psychic can use his Defense against attacks, and as long as he succeeds in a reflexive Resolve + Composure roll he can maintain his focus after being attacked. Once the Psychic stops focusing on the Concentration for any reason, the effect ends.

Gaining Concentrations

A Psychic must have at least some aptitude in the relevant Talent before he may gain a Concentration. The raw ability must exist in the Psychic before he is able to utilize specific capabilities. For example, to possess the Pyrocrafting Concentration, the Psychic must already possess at least one dot in the Kinesis Talent.

Each Psychic character begins play with a number of Concentrations defined in the character creation rules of Chapter 2. New Concentrations can be purchased with experience points. Training from another Psychic is not required to learn a new Concentration. The power comes from within and the application of a Concentration is as unique as the individual Psychic.

Advances

Some Concentrations may have additional features that can be learned if the Psychic possesses other traits such as ranks in another Talent. These “Advances” are not automatic and must be studied (experience spent) for each Concentration that the Psychic wishes use them with. For example, buying the “Group” Advancement for one Concentration does not give the player the ability to use it on other Concentrations. He must buy it for each Concentration he wishes to have that Advancement.

Below is a list and description of the Advancements. Unique Advancements will be described with their Concentration. Any requirements will be listed in parenthesis after the Advancement name and before the description. For example, “(Scape •)” requires that the Psychic possess at least one dot in the Scape Talent before the Advancement can be purchased and used.

Believe - (Commune •) – For Mindscape illusions, seeing is not always believing. This Advancement nudges the target(s) to trust that the illusion is real. If the Psychic wishes, for the cost of 1 extra Noema, the Psychic can add his Commune rating to any Subterfuge rolls used in accordance with the Concentration.

Build - (Personage ••) – Sometimes a Psychic needs to work for a while to amass the power needed for an effect. If the Psychic wishes, for the cost of extra Noema, he may store the effect within himself. By spending additional 1 Noema per activation of the concentration, the Psychic can collect activation successes. The Psychic can only build up the effect for a number of Turns equal to his Personage rating. Example: A Psychic with 2 dots in Personage can roll for this Concentration 2 times (over the course of 2 Turns) and accumulate the successes. Any time, up to and including the last Turn, he can release all accumulated successes as if it were one Concentration roll. If the Psychic hasn’t released the accumulated successes by the end of last Turn, they are lost. This build up is not particularly safe. The Psychic automatically takes one cumulative point of Bashing damage each roll he builds successes (1 on the first roll, 2 on the second, etc.).
**Exclusive** - (Commune ••) – Mindscape illusions normally are sensed by all the “weak willed” in the area. However, sometimes a Psychic may want to limit those who witness his illusion. If the Psychic wishes, for the cost of additional Noema, the Concentration can exclude everyone but the selected target. By spending an additional point of Noema, the Psychic can prevent everyone but his target from witnessing the Figment. Note that the Psychic always senses his own Figment and he can never exclude himself. However, the Psychic can select himself as the target and be the only one that can sense the Figment, if he desires.

**Group** - (Scape •) – One target may not be enough. If the Psychic wishes, for the cost of extra Noema, the Psychic can affect multiple targets at the same time. One additional target may be affected up to the Psychic’s rank in the Scape Talent. Each added target costs one extra Noema.

**Hurts** - (Scape •) – Any damage to an opponent from the Figment is considered Faux Damage. Anyone with a Resolve greater than the Psychic’s Scape rating knows the damage is not real and they are able to resist the Faux damage with a Resolve + Composure roll. See the sidebar in the Scape Talent section for information on Faux damage.

**Proximity** - (Awareness •) – Most Concentrations require line of sight, but if you can’t establish or maintain a line of sight, this Advancement may help. If the Psychic wishes, for the cost of 1 extra Noema, the Target can be out of his immediate sight for a number of consecutive Turns equal to his Awareness Talent. The proximity is short and the target must remain close (within a number of yards equal to the Psychic’s Awareness rating). By spending additional Noema Reflexively, he may extend this time by that same number of Turns as often as he wishes.

**Psychosomatic** - (Commune ••) – By convincing the mind of the target that a Figment is real, the body reacts as if it is so. The human mind is powerful and if a person is convinced that he has actually been injured, bruises form and noses bleed. If the Psychic wishes, for the cost of additional Noema, the Concentration can cause a psychosomatic effect on the target. By spending an additional point of Noema, Faux damage to a person becomes bashing damage as his own mind makes the injuries appear on his body. It can still be ignored as regular Faux damage, but this damage becomes real and must be healed like normal damage.

**Rapid** - (Personage •••) – The Psychic has ingrained this Concentration into his mind and body that he can activate it at will. For the cost of 1 extra Noema, the roll is Reflexive, but the concentration can only be activated this way once per Turn.

**Real** - (Kinesis •••) – Mindscape illusions are not real. They do not affect anything other than the senses and do not cause direct physical damage. However, if the Psychic has this Advancement, his figments gain some solidity. If the Psychic wishes, for the cost of additional Noema, the Concentration can have an actual physical effect on the world. By spending one additional point of Noema per Size rating of the illusion, the Figment becomes “real”. A person will be able to climb an illusionary ladder or ride a created motorcycle. Faux damage becomes actual Lethal damage and is no longer considered Faux damage. Unfortunately, because the effect is “real”, the damage no longer bypasses armor or Defense. Real Figments have a Health or Structure rating equal to the Psychic’s Kinesis ranks. If they are damaged past that point, they disappear like regular Figments. Note, this Advancement makes illusions solid. It does not actually make them real. Thus, fire figments cannot set
real fires. They do not actually burn, but they still feel like they do.

**Retrospective** - (Commune •) – While many Concentrations are not noticed by the populace, there are some that can shock those witnessing their use. With this Advancement, the Psychic creates a limited mind wipe on those witnesses. If the Psychic wishes, for the cost of additional Noema, he can prevent the moment of “what the Hell was that?” from happening in the target’s minds. By spending an additional point of Noema per witness, the Psychic can make it so that onlookers don’t remember the moment the Psychic disappeared or summoned an illusion out of nowhere. This blank moment is filled in by the witnesses own mind trying to make sense of “what was” and “what is”. Whatever new memory is created, it seems perfectly plausible to the target. Instead of a Psychic disappearing, the witness thinks he ran around a corner; the man’s face didn’t change, he looked like that all along. This Advancement only works on witnesses with Resolve ratings less than or equal to the Psychic’s Commune rating unless he spends additional Noema. A second Noema would simulate a Commune rating one higher. A third Noema would be two higher.

**Tolerance** - (Personage •) – Some Concentrations can actually hurt the Psychic himself when they are used. This Advancement protects him the effects of his own Concentration. If the Psychic wishes, for the cost of 1 extra Noema, he may resist the detrimental effects of the Concentration for a number of Turns equal to his Personage rating. By spending the additional Noema Reflexively, he may extend this time by that same number of Turns as often as he wishes. Note that this Advancement does not negate the damaging effect the “Build” Advancement.

**Cooperation**
There are some Concentrations that can be quite powerful when performed by an assembly of Psychics. When a Concentration is performed by a group, one Psychic is the Base while others are considered Adjuncts. To perform a Cooperative Concentration, the Psychics must be touching and a maximum number of Psychics that can participate is equal to the largest Kenning rating of the entire group. Adjunct Psychics do not need to know the Concentration they are working together on, but do need to have at least one dot in the related Talent. If the Concentration is an Extended Action, the Psychics must remain in contact for the entire action.

Not all Concentrations are capable of being augmented through this collaborative effect. If a Concentration can be performed cooperatively, the effects will be noted in the Concentration’s description.

**Talent Vs.**
It is possible that dueling Psychics may clash Concentrations. Two Telekinetics may struggle for control of an item. A Seer may try to perceive a Faded Psychic. Under circumstances where it is difficult to determine the victor, compare the related Talent of both opponents. The Psychic with the highest rating wins. In cases where a Psychic is going up against another supernatural creature with a similar ability, compare power levels. The higher of Talent Vs. supernatural ability wins. On ties, roll each opponents Talent (or ability) rating. The contestant with the most successes is the victor.
**Awareness**

This Talent is 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, this Talent gives them the ability to focus on those sensations to actually understand what is bombarding their minds. This Talent is the capacity that Psychics have to filter perceptions of the Mindscape into understandable pieces of useful information.

**Name**

**Description**

Cost: 1 Noema

**Dice Pool:** Normal, Varies, None

**Dice Pool:** Resisted, Subtract Target’s xxx

**Dice Pool:** Contested vs. Target’s xxx

**Action:** Instant

**Duration:** Turns equal to Awareness

**Rules**

**Advances**

None

Believe, Build, Group, Proximity, Rapid, Real, Tolerance

**Cooperative**

This Concentration cannot be performed Cooperatively.

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

**Read Aura**

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:** Resisted, Subtract Target’s Composure

**Action:** Instant

**Duration:** Instant

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 Concentration.

**Advances**

Group, Rapid

**Cooperative**

This Concentration cannot be performed Cooperatively.

**Clairvoyance**

**Death Sight**

**Dowsing**

**Dream Travel**

**Empathy**

**Omniscience**

The Psychic isn’t actually “all knowing”, as the name implies, but his senses are extend beyond the reaches of normal. These Gifted can sense everything around. They can see inside sealed envelopes, behind closed doors, etc.

Cost: 1 Noema

**Dice Pool:** Normal

**Action:** Instant

**Duration:** Focus

Each success on the activation roll extends the Psychic’s senses a number of yards equal to his Awareness + Omniscience in any direction. This range extends through any walls, doors, box lids, clothing, etc. If the Psychic wants to see what is on the other side of the wall, he extends his senses past the wall as if he were in the other room as well. If he wants to check beneath someone’s jacket for a weapon, he reaches his sight inside it to see.

**Advances**

Group
Cooperative
This Concentration cannot be performed Cooperatively.

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

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

Psychometry
This Concentration is different in that it simply allows the Psychic to use other Awareness Concentrations through objects.
Postcognition – Allows the Psychic to see the past for the object not just the current location.

Remote Viewing
Commune

Uses the mindscape to transfer thoughts, emotions, etc

Open Connections
Existing telepathic/empathic connections to another makes it slightly easier to perform other telepathic/empathic powers on that person (+1 dice to activation roll)

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<th>Description</th>
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<td>Dice Pool: Resisted, Subtract Target's XXX</td>
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<td>Dice Pool: Contested vs. Target's XXX</td>
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<td>Action: Instant</td>
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<td>Duration: Turns equal to Commune</td>
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Rules

Advances
None

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

Deep Scan
When a Psychic needs to delve deep into a person's mind to look at his memories, this is the Concentration 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: 1 Noema

Dice Pool: Resisted, Subtract Target's (Composure + Kenning)

Action: Extended (1 Minute)

Duration: Instantaneous

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 yesterday, but something like a password is protected. More successes on the roll yield more information. The Storyteller determines the number of 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.

Advances
None

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

Light Scan
Surface thoughts are broadcast regularly into the Mindscape by those that are thinking them. With this Concentration, the Psychic is able to filter out most of the jumble and actually read the surface thoughts of a specific individual.

Cost: 1 Noema

Dice Pool: Contested vs. Target's (Composure + Kenning)

Action: Instant

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 Concentration.

**Advances**
None

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

**Mental Shield**
Psychics are able to resist the effects of other Psychics more easily than mundane people. However, Psychics with this Concentration are able to defend themselves much better than most other Psychics. This Concentration 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.

**Advances**
None

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

**Networked Comms**
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. This Concentration is obviously common among guilds for its usefulness in combat situations, but can be very useful in social gatherings such as noisy bars as well.

**Cost:** 1 Noema  
**Dice Pool:** Normal  
**Action:** Instant  
**Duration:** Scene  
Each success on the activation roll allows the Psychic to form a telepathic connection to one target. 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 group no longer needs to be within line of sight to maintain the effect. However, connections cannot be maintained over extremely long distances or across other worlds. As long as a networked mind stays within 1 mile per the sum of all participant's Kenning rating, the Concentration remains in effect.

**Advances**
None

**Cooperative**
Each Adjunct Psychic can spend one point of Noema to automatically join the network created by the Base Psychic.

**Animal Empathy**

**Animal Possession**

**Automatic Writing**
These Mediums are able to communicate with a ghost or spirit through a technique using pen and paper. The Psychic simply clears his mind, asks his questions and begins writing, anything. The ghost or spirit whispers the answers into the Psychic's unconscious mind resulting in messages from beyond being written down on paper.

**Cost:** 1 Noema  
**Dice Pool:** Normal  
**Action:** Instant  
**Duration:** A number of Questions based on Successes  
Each success yields one answer from the spirit or ghost. Answers are short and can
be confusing for more complex questions. There is no guarantee that the answers are truthful, just that they will be answered.

**Advances**
None

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

**Channeling**
Ghost Calling
Mental Blast
Mind Breaker
Mind Control
Mind Reading
Telepathy

**Eyes of a Stranger**
**Prerequisites:** Commune •
Allows the Psychic to see through the eyes of another person.

**Skillful Theft**
**Prerequisites:** Commune •
Steals a Skill from the target. Dots less than or equal to rank in Commune.
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.

**Theft of Merit**
**Prerequisites:** Commune •
Similar to Skillful Theft but with Merits.
Dot rating of Merit limited by rank of Commune.
Kinesis

Action through desire alone is the trademark of this Talent. 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 this Talent, perception is the cause. By perceiving a ball flying across the room, the ball moves.

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 Concentrations under the Kinesis Talent, it is more difficult to bring forth the power without them. A person is used to one movement causing another. Even though he requires only thought to perform physical action, the Psychic is still used to it. When performing a Kinesis Concentration without gesturing (because of immobilization or for stealth), the Psychic must pay an extra point of Noema. The Psychic is still limited in his expenditure of Noema per round.

Boil

The Psychic can boil away quantities of liquid producing clouds of steam and pain. The longer he concentrates, the more that is boiled away and larger the cloud.

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

The Psychic boils away an amount of liquid (usually water) with a Size equal to the number of successes achieved. Anyone within the boiling water takes Lethal damage equal to the Psychic’s Kinesis rating (requiring at least 5 successes to surround a normal sized person). The water is converted to steam and can burn those exposed. While the steam cannot be directed with this Concentration, anyone caught within the cloud will take damage from the extreme heat. For a number of Turns equal to the rolled successes, those in the cloud take Lethal damage equal to the Psychic’s Kinesis rating as they breath in the burning vapor. If the people are smart enough to hold their breath (usually after the first Turn), the damage is Bashing instead.

The steam cloud also impairs vision and gives anyone within the cloud a Concealment bonus of 2 against anyone outside and a bonus of 3 against anyone else within the cloud.

The cloud of steam has a radius in yards equal to three times the Size of water boiled. After a number of Turns equal to the rolled successes expires, the cloud dissipates into harmless water vapor.

Advances
None

Cooperative

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

Deflect

Through a psychokinetic shield surrounding the Psychic, bullets and explosions are deflected while fists and blades glance away.

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

When the Psychic is attacked, he can Reflexively attempt to block the attack with this psychokinetic shield. Each success on the roll subtracts one success from the incoming attack.

Note: Normal maximum Noema expenditure per Turn rules still apply and the Psychic will be unable to use this
Concentration if he has already spent his maximum for the Turn.

**Advances**
None

**Cooperative**
Each Adjunct Psychic can spend one point of Noema to add his Kinesis rating as dice to the Base Psychic's roll. The armor rating is applied to all Cooperative Psychics, creating a large shield around them all that lasts a full Turn instead of just one attack. The shield also protects anyone within the “ring” of Psychics.

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

**Cost:** 1 Noema

**Dice Pool:** Normal

**Action:** Extended (Turn)

**Duration:** Scene

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. Some items may require some skill to create, calling for an additional Dexterity + Crafts roll.

Objects created have a Durability equal to the Psychic's Kinesis. Normally, weapons created with this Concentration have damage ratings equal to the lower of their Durability or Size. However, if the Psychic gets Exceptional Successes on a Dexterity + Crafts roll, he has made a quality weapon and may add 1 to the weapon's damage rating.

Weapons created with this Concentration can be used the Turn they are created and are usually thrown (or dropped after an attack) immediately because of the cold. Every Turn someone is in contact with one of these objects they take 1 point of Bashing damage. This includes the Psychic that created the item as well. 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.

**Advances**

**Tolerance**

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

**Emblaze**
Through a careful balance of heat and control, the Psychic can heat an item to searing levels without destroying it immediately. By focusing on the edge of a blade, it glows hot and burns as it cuts or a wooden baseball bat blazes as a torch when swung at an opponent.

**Cost:** 1 Noema

**Dice Pool:** Resisted, Subtract Object's Size

**Action:** Instant

**Duration:** Turns equal to number of successes

For the Duration of the effect, add the Psychic's Kinesis rating as a damage modifier for the weapon. All damage caused by the weapon in this state is considered fire damage. At the end of the duration, if the object's Durability is less than the Psychic's Kinesis rating, it takes a number of points of damage equal to the number of Turns the Concentration lasted.

This Concentration can also be used on an opponent's weapon in order to injure the wielder and/or destroy his weapon. The Psychic usually targets the object's handle under these circumstances. The wielder may drop the weapon Reflexively as it begins to burn, reducing the damage by his Dexterity. However, the object will remain hot for the duration and any
attempts to pick it back up will result in similar damage. 
Note that ammunition in firearms will always explode on the first Turn. This 
damage usually destroys the weapon and further injures the wielder (and those that 
are close by) at the Storyteller's discretion.

**Advances**
None

**Cooperative**
This Concentration cannot be performed Cooperatively.

**Fireball**
Like the wizards of lore, these Psychics concentrate their burning energies into a 
flaming projectile of destruction. A ball of flame appears before the Psychic and 
speeds toward its target where it explodes with blazing fury.

**Cost:** 1 Noema

**Dice Pool:** Normal

**Action:** Instant

**Duration:** Instant

The ball of flame works as a thrown incendiary explosive (like a Molotov 
Cocktail) with a Blast Area equal to the Psychic's Fireball rating, a Damage rating 
equal to his Kinesis and short range equal to his Kinesis + Fireball. The Psychic rolls 
Kinesis + Fireball instead of Dexterity + Athletics to determine if he hits where he 
is aiming. Everything flammable that takes the initial explosive bashing damage 
in the blast area catches fire. See the rules for explosives and fire on pages 
179-180 in the core World of Darkness book for more information.

**Advances**
None

**Cooperative**
Each Adjunct Psychic can spend one point of Noema to add his Kinesis or 
Fireball (not both) rating to the Base Psychic's for the purpose of determining 
range, damage or blast area.

**Freeze**
By dropping the temperature of any liquid, the Psychic can freeze it solid.

Water, alcohol and even gasoline can be frozen with this Concentration.

**Cost:** 1 Noema

**Dice Pool:** Normal

**Action:** Instant

**Duration:** See below

Each success on the roll freezes a number of cubic yards of water equal to the 
Psychic's Kinesis rating. Freeze resistant liquids such as alcohol or gasoline reduce 
the volume from cubic yards to cubic feet.

Anyone caught within the frozen ice can be trapped as if it were concrete, very 
cold concrete. The ice has a Durability equal to the Psychic's Kinesis rating and 
deals a point of Bashing cold damage per Turn to anyone within its hold.

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

**Advances**
None

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

**Frostbite**
The Psychic cools the target to damaging levels as if he were exposed to dangerous 
freezing conditions for an extended time.

**Cost:** 1 Noema

**Dice Pool:** Resisted, Subtract Target's Stamina

**Action:** Instant

**Duration:** Instant

Each success on the roll inflicts 1 point of Bashing damage to the Target as he is 
frozen bit by bit. Defense is ignored as well as Armor, unless that Armor is 
supernatural or designed specifically to work against extreme cold. Unliving 
creatures, like vampires, do not take damage from this great cold, but instead 
temporarily lose a dot in a Physical Attribute for a number of Turns equal to 
the number of successes on the roll.
**Advances**
None

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

**Hoarfrost**
By freezing an object well below zero, the Psychic can make a weapon to cause more damage. Frozen weapons are hardened to incredible strengths and the cold chills those that they strike.

**Cost:** 1 Noema

**Dice Pool:** Resisted, Subtract Object Size

**Action:** Instant

**Duration:** Turns equal to number of successes

For the Duration of the effect, add the Psychic's Kinesis rating as a damage modifier for the weapon. The weapon is so cold that it freezes the struck area almost instantly.

This Concentration can also be used on an opponent's weapon in order to injure the wielder and/or disable his weapon. Guns ice up and cannot function. The wielder cannot drop the weapon as it becomes frozen to his hand. He then takes one point of Lethal damage per Turn unless he makes a Resolve + Composure roll to rip the weapon away with skin (an additional point of Lethal damage). However, the object will remain cold for the duration and any attempts to pick it back up will result in similar damage.

Items can also be strengthened through this freezing. Instead of adding to the damage modifier, the item can have its Durability increased by the Psychic's Hoarfrost rating.

**Advances**
None

**Cooperative**
This Concentration cannot be performed Cooperatively.

**Ignite**
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 catches fire. Even fire resistant materials can be ignited by a powerful pyrokinetic.

**Cost:** 1+ Noema

**Dice Pool:** Resisted, Subtract Item's Durability

**Action:** Instant

**Duration:** Instant

Each success on the roll adds 1 to the fire size. Each additional Noema spent beyond the first increases the heat of the fire created from a base equal to that of a candle. Even normally non-flammable objects will burn a number of Turns equal to the number of successes.

If Ignite is used on a person instead of an object, the person does not catch fire, but his clothing usually does. See the rules for fire on page 180 in the core World of Darkness book for more information.

**Advances**
None

**Cooperative**
This Concentration cannot be performed Cooperatively.

**Kinetic Blade**
With this Concentration, the Psychic can focus his kinetic powers into a fine point that can slice into opponents, cut ropes, etch glass and carve wood. Wielded like a sword or a scalpel, this power is very versatile for the telekinetic.

**Cost:** 1 Noema

**Dice Pool:** Resisted, Subtract Target's Armor (or Object's Durability)

**Action:** Instant

**Duration:** Instant

Each success causes one level of Lethal Damage to the Target as if he were attacked by a bladed weapon. Armor works normally against these attacks, but the Target's Defense is ignored. The Psychic can decrease the rolled damage by a number of points equal to his Kinetic Blade rating in order to perform delicate surgeries, sculpt wood or perform other pinpoint cuts. Medicine and Craft
rolls may be necessary depending on the situation.

**Advances**
None

**Cooperative**
This Concentration cannot be performed Cooperatively.

**Mental Grapple**
These Psychics are able to physically overpower an opponent through telekinetic force.

**Cost:** 1 Noema

**Dice Pool:** Normal

**Action:** Instant

**Duration:** Focus

This Concentration works as a ranged Grapple maneuver using normal Grapple rules on page 157 in the core World of Darkness book with the following exceptions:

1. Kinesis rank replaces Strength rank of attacker for all maneuvers
2. This Concentration's rank replaces the Brawl rank of attacker for all maneuvers
3. Ignore the Defense of the Target as he cannot see the attack
4. Rendering an opponent prone does not cause the attacker to go prone
5. Attacker cannot “draw weapon” or “attack with drawn weapon” as he must continue concentration on the grapple
6. Listed grappling drawbacks do not affect attacker as he is not in physical proximity to the target

The activation roll counts as the initial grapple attack. Supplemental “overpowering” maneuvers can be performed on the following Turn, if the Target did not escape the Psychic’s telekinetic grasp.

**Advances**

**Group, Proximity**

Note: Rules for fighting blind do not apply to this use of Proximity.

**Cooperative**
This Concentration cannot be performed Cooperatively.

**PK Push**
The Psychic can force all his telekinetic power into a surge of energy to push people or objects away. This is a directed wave that can knock people down, shatter a window or punch a hole in a wall.

**Cost:** 1 Noema

**Dice Pool:** Normal

**Action:** Instant

**Duration:** Instant

Normally the blast area is approximately a 90 degree cone with a range equal to the Psychic's Kinesis + PK Push in yards. Everything within that cone of effect takes Bashing damage equal to the number of successes on the roll. Cover works as normal. For objects, subtract Durability from the damage. For people wearing armor, subtract armor rating from damage. If the damage exceeds a person's Strength, he is knocked back a number of yards equal to the excess damage when he must succeed in a Dexterity + Athletics – yards moved roll to avoid falling down. The Psychic can change the blast area to all 360 degrees around him by sacrificing range down to one half that of the cone.

**Advances**

**Build**

**Cooperative**
The energy cannot be stored within the Base Psychic when working together, but each Adjunct Psychic can spend one point of Noema to add his Kinesis + PK Push as extra dice to the Base Psychic's dice pool.

**Pyrocrafting**
Flames move, grow, shrink burn hotter or cooler at the whim of the Psychic. Even the shape of the flame can be controlled.

**Cost:** 1 Noema

**Dice Pool:** Normal

**Action:** Instant

**Duration:** Focus

Each success can be used to do one of the following:

1. Increase the size of the flame by 1 (up to rank in Pyrocrafting)
2) Decrease the size of the flame by 1 (down to zero, putting it out)
3) Increase the heat of the flame by 1 (up to rank in Kinesis)
4) Decrease the heat of the flame by 1 (down to zero, creating a fire that doesn’t burn)
5) Direct the flame 1 yard (within sight)
6) Change the flame’s shape to anything desired (does not alter size)

Note: Changes to size and heat change the fire’s damage accordingly.

**Unseen Hand**
The Psychic can move inanimate objects as if he were holding them. A weapon can be used from a distance or a door can be opened from across the room. Any object he can see, the Psychic can move as if he were actually moving it with his hands.

**Cost:** 1 Noema

**Dice Pool:** Normal

**Action:** Instant

**Duration:** Focus

The number of successes gained is the Strength rating to lift and move the weight of the object that is moved using this Concentration. (See the Strength table on page 47 of the core World of Darkness rulebook for more information on Strength requirements to lift)

If this Concentration is used to attack with a weapon (melee or ranged), replace the character’s Dexterity with his Unseen Hand rating and his Strength with his Kinesis rating then roll to attack as normal. Each success counts as a normal attack’s success.

Examples: A knife attack would be Kinesis + Weaponry + Knife’s Modifier; a gun would be Unseen Hand + Firearms + Gun’s Modifier.

This Concentration cannot be used to harm someone with kinetic power directly. Only inanimate objects are affected as the animate move and shift in unpredictable ways that this Concentration is not capable of anticipating or controlling.

Regardless of the use, objects can only be moved at a speed equal to the sum of the Psychic’s Kinesis and this Concentration’s ratings.

**Advances**

**Proximity**

**Cooperative**

Many Psychics working together cannot cooperate in an attack with this Concentration, but they can work together to move an object. Each Adjunct Psychic can spend one point of Noema to...
add his Commune rating as extra dice to the Base Psychic's dice pool.
Personage
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.

Name
Description
Cost: 1 Noema
Dice Pool: Normal, Varies, None
Dice Pool: Resisted, Subtract Target’s xxx
Dice Pool: Contested vs. Target’s xxx
Action: Instant
Duration: Turns equal to Personage

Rules
Advances
None
Blablabla, for the cost of 1 additional Noema.

Cooperative
This Concentration cannot be performed Cooperatively.
Each Adjunct Psychic can spend one point of Noema to add his Personage rating as extra dice to the Base Psychic’s dice pool.

Concurrency
Many of the Psychic’s powers require that he maintain concentrating to continue their effects. Maintaining Focus normally prevents the Psychic from performing complicated actions (such as those in combat). By portioning off part of his mind, the Psychic is able perform normal physical actions while Focusing to maintain other Concentrations.
Cost: 1 Noema
Dice Pool: None
Action: Reflexive
Duration: Varies

This Concentration is not rolled. Instead, the Psychic spends the Noema and is able to perform an action that is normally not allowed while concentrating to maintain Concentrations. His physical action dice pool (not counting modifiers) is limited to his Personage + Concurrency total, so it is still difficult. Example: If the Psychic wishes to attack an opponent with a baseball bat and Focus to maintain any Concentrations, his Strength + Weaponry dice pool for the attack cannot exceed his Personage + Concurrency.

Advances
None

Cooperative
This Concentration cannot be performed Cooperatively.

Healing

Pyrokinetic Immunity
**Scape**

This Talent is the only one that can allow the Psychic to actually affect the perceptions of Mindscape directly. This manipulation can create, remove or change general perceptions; allowing the Psychic to create illusions, hide himself and alter his appearance.

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**Faux Damage**

Illusions created with Scape Concentrations cannot actually effect the real world or cause real direct damage. Damage caused by these illusions is fake and has affects targets differently.

- Faux damage is marked as a dot under the Health box.
- Faux damage does not last as long as normal damage, lasting only a Turn.
- Faux damage cannot kill, but 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.

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**Figments**

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

Figments do not have any real substance. Unless noted otherwise, Figments have no Armor, Health, Durability or Structure. If they are attacked for even one point of damage, they fade away into nothingness.

They cannot actually affect anything directly. A Figment of a chair will look and feel like it is there, but it will not support weight. An imagined knife blade can cause the perception of pain when it slices across a hand, but it will not cut.

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**Name**

**Description**

**Cost:** 1 Noema

**Dice Pool:** Normal, Varies, None

**Dice Pool:** Resisted, Subtract Target's xxx

**Dice Pool:** Contested vs. Target's xxx

**Action:** Instant

**Duration:** Turns equal to Scape

**Rules**

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**Advances**

None

Believe, Build, Group, Proximity, Psychosomatic, Rapid, Real, Retrospective, Tolerance

**Cooperative**

This Concentration cannot be performed Cooperatively.

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

**Astral Travel**

**Description**

**Cost:** 1 Noema

**Dice Pool:** Normal, Varies, None

**Dice Pool:** Resisted, Subtract Target's xxx

**Dice Pool:** Contested vs. Target's xxx

**Action:** Instant

**Duration:** Turns equal to Scape

**Rules**

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**Advances**

None

Believe, Build, Group, Proximity, Psychosomatic, Rapid, Real, Retrospective, Tolerance

**Cooperative**
This Concentration cannot be performed Cooperatively. Each Adjunct Psychic can spend one point of Noema to add his Scape rating as extra dice to the Base Psychic's dice pool.

**Augmentation**
The Psychic can change himself using Figments from the Mindscape. Height, weight, hair color, extra arm, body of a horse; many things are possible.
Cost: 1 Noema
Dice Pool: Normal, Varies, None
Dice Pool: Resisted, Subtract Target's xxx
Dice Pool: Contested vs. Target's xxx
Action: Instant
Duration: Turns equal to Scape

**Fade**
To escape the perception of others is the goal of many Psychics that just want to be left alone. This Concentration allows a Psychic to erase his projection from the Mindscape, making him unperceived.
Cost: 1 Noema
Dice Pool: Normal
Action: Instant
Duration: Special

Rules
Advances
None
Believe, Build, Group, Proximity, Psychosomatic, Rapid, Real, Retrospective, Tolerance

**Cooperative**
This Concentration cannot be performed Cooperatively. Each Adjunct Psychic can spend one point of Noema to add his Scape rating as extra dice to the Base Psychic's dice pool.

**Shade**
Hides other people, places and objects
Cost: 1 Noema
Dice Pool: Normal
Action: Instant
Duration: Special

Rules
Advances
None
Believe, Build, Group, Proximity, Psychosomatic, Rapid, Real, Tolerance
**Cooperative**

This Concentration cannot be performed Cooperatively.

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

**Chimera**

The Psychic can create animated illusions. Animals, creatures, people, flames; anything that moves on its own can be created with this Concentration. One Psychic may use this Concentration 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:** Normal  
**Action:** Instant  
**Duration:** Focus

Each success creates a dice pool that is used to perform any action with the Chimera; actions such as having an illusionary dog attack an opponent. This dice pool is used for every action the Chimera takes, although Mental and Social rolls are limited to the Psychic's own dice pools for the same actions.

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

**Advances**  
Believe, Build, Exclusive, Hurts, Psychosomatic, Real, Retrospective

**Cooperative**

This Concentration cannot be performed Cooperatively.

**Illusionary Weapon**

This Concentration allows the Psychic to craft figments that can actually hurt an opponent. While crafted weapons may not be real, they still feel like they are real. Some Psychics create figments of swords that they wield against an enemy. Others produce guns that shoot phantasmal bullets or grenades that explode without destroying a thing.

**Cost:** 1 Noema  
**Dice Pool:** Normal  
**Action:** Instant  
**Duration:** Concentration rank in Turns

One success is all that is required to form the weapon, but only those with a Resolve rating less than or equal to the number of successes are convinced it is real.

The Psychic's Scape rank is used as the weapon's modifier. So, a fabricated gun adds his Talent rating to Dexterity + Firearms rolls, while a katana it adds to Strength + Melee rolls.

The maximum size of the creation is equal to the Psychic's ranks in this Concentration + Scape.

Any damage to an opponent using an illusionary weapon is considered Faux Damage. Anyone with a Resolve greater than the number of successes knows the weapon is not real and they are able to resist the Faux damage with a Resolve + Composure roll. See the sidebar for information on Faux damage.

**Advances**  
Believe, Exclusive, Psychosomatic, Rapid, Real, Retrospective

**Forgery**

Sometimes having a false identity can get a Psychic out of trouble or into a secure building. This Concentration can convince someone that you're a cop or simply over 21. The Psychic merely flashes his wallet, card or real ID while pushing the image he wishes onto the Mindscape.

**Cost:** 1 Noema  
**Dice Pool:** Contested vs. Target's (Resolve + Kenning)  
**Action:** Instant  
**Duration:** Scene

Success indicates that the target sees the image desired. Each additional success beyond the first can be used to affect additional targets.
**Advances**

**Believe**

**Cooperative**

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

**Astral Projection**

**Obscure**

Hides an object or person

**Psinull**
Triggers
Psychics can't always control their power. In fact, a Psychic's Genesis is usually tied to the first uncontrolled manifestation of their abilities. Triggers can be used to increase the effectiveness of powers that the Psychic already possess, but purposely using a Trigger can have a detrimental effect on his Ego. Even the accidental Triggers that plague most Psychics can harm the Ego as Triggers bring about the power because the Psychic loses control. There are multiple types of Triggers that can force the powers of a Psychic, but most prefer to rely on will alone.

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 in the real world. Like dreaming your falling off of a ledge can cause a person to jerk their 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.

Drugs
Alcohol, caffeine, nicotine, marijuana, etc. 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 call for a Restraint roll. It takes very little LSD, but it may take a few double espressos before a caffeine buzz kicks in and starts creating havoc.

Intense 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 scream. 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 call for a Restraint roll. This can be anything from the apprehension of being pulled over for speeding to coming face to face with the man that murdered the character's wife.

Pain
Any health boxes of damage: Bashing, Lethal or Aggravated. 1st Bashing, 1st Lethal, 1st Aggravated, any wound penalties count on Restraint roll.

Trances
Being hypnotized and meditation

Restraint
Depending on the Psychic, some Triggers may be more powerful than others. Drugs are worse than Emotions for some, while pain may be another's Kryptonite.
The more powerful a Psychic, the more difficult it can be to hold back during a triggering event.
The Storyteller should not go overboard and call for Restraint rolls at every turn, but he should also not underuse it. Restraint rolls 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, then multiple Restraint rolls may be acceptable. Woe to the Psychic...
that accidentally finishes off his family in fiery waves of grief.

While it is unlikely for a Psychic to be affected by three or more Triggers, 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 a panic or a drunken Psychic might slam his finger in a car door, but Meditating while on PCP and getting angry at a neighbor playing his music too loud is not likely to happen. When Triggers stack, Restraint becomes more difficult. Penalize the Restraint dice pool by 1 for each additional Trigger past the first. Unless something unusual happens, this penalty will not usually exceed 1 or 2. Intense emotions and dreams cannot occur while meditating and some drugs dull or remove pain and emotions.

Willpower may be spent for the normal three extra dice on Restraint rolls.

**Restraint Roll**

**Dice Pool:** Resolve + Composure - Kenning (+ Modifiers)

**Dramatic Failure:** As per failure, plus the next Restraint roll is at a –1 dice penalty.

**Failure:** A Flare occurs. The type of Flare is dependent on the character’s powers and ST discretion.

**Success:** The character remains in control of his power. No Flare occurs.

**Exceptional Success:** Not only does the character suppress any Flares, he has found his inner calm and is in tremendous control of his emotions. His next Restraint roll gains +1 dice bonus.

**Flares**

The Storyteller controls any Flares due to failed Restraint rolls. The Storyteller should pick a relevant Concentration from the Psychic’s highest ranking Talent to manifest and roll the character’s dice pool to determine the outcome. It is quite possible that a failed Restraint roll still results in no Flare due to a failed roll to activate the power. When a Psychic cannot control a Flare, he is unprotected from its results. Meaning that flying debris, flames, mental blasts, etc all can affect the Psychic causing them. Flares do not cost the Psychic Noema, leading to some Psychics to attempt them deliberately when low on Noema.

**Deliberate Triggering and Letting Go**

Sometimes a Psychic may not want to resist, especially when they purposely caused the Trigger. When a Psychic wants to ride the wave, there is no need for a Restraint roll. Consider it an automatic Dramatic Failure. The hard part is controlling the power’s effect. If the Psychic wants to control the Flare’s effect and target, he must spend a point of Willpower. Simply letting it happen results in nearly random effects, but at no cost to the psychic.

Deliberate Triggering and Letting Go are considered Ego Lapses and may result in a Degeneration roll. Consult the Ego rating table in Chapter 2.
Psychokinesis (telekinesis)
Paranormal ability of the mind to influence matter, time, space, or energy without the use of any currently known type of physical means. Various psychokinetic abilities are aerokinesis (wind), atmokinesis (atmosphere), atmoskinesis (four elemental elements), biokinesis (human body), chronokinesis (time), cyrokinesis (ice), electrokinesis (electricity), hydrokinesis (water), magnokinesis (metal), photokinesis (light), pyrokinesis (fire), telekinesis (objects).

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.

Noemal Empathy
Noemal 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
Healing
Mental Blast
Mind Breaker
Mind Control
Mind Reading
Obscure (Hides an object or person)
Postcognition
Precognition
Psi-Null
Psychometry
Pyrokinesis (Light things on fire)
Pyrokinesis Immunity
Pyrokinesis Shaping
Skill Sharing – can share 1 skill at a time with another person; opens connection
Telekinesis (Move things)
Telepathy
Thermokinesis
Vampirism
Chapter Four: Storytelling and Antagonists

**Guilds**
Small group of Psychics working together.

**Harvesting the Mindscape**
Psychics can let their defenses down and let the Mindscape wash over them if they are low on Noema. Accepting the Mindscape in this way is like taking off sunglasses and staring at the sun.

**Psi-Nulls**
Nullify psychic powers in their range
Different types (level 1, 2, 3)
1) Subtract Resolve rating from any Concentration dice pool
2) Subtract Resolve and Composure ratings from any Concentration dice pool
3) Subtract Resolve and Composure ratings from successes on any Concentration roll, including those already in effect

**Congruency**
Mundanes have a habit of adjusting their memories to that which they can accept.

**Derangements**
Psychics have a worse time dealing with their mental problems. Not only do they have Restraint rolls to prevent unwanted Flares of uncontrollable manifestations, those with Derangements are plagued by worse effects. Certain Derangements combined with specific Talents create Molotov Cocktail like Psychic Flares. Listed below are the Derangements and their augmenting Talents. If the Psychic ever possesses the combination, use the listed description in place of the normal Derangement’s effects.

**Paranoia – Commune**
A paranoid person may think that everyone is after him, but a paranoid Psychic with the Commune Talent actually makes those people “out to get him”. Those around the Psychic become affected by his paranoia and begin to think bad things about him and maybe even act on those impulses. Wits less than or equal to Commune rating are affected.

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

**Schizophrenia – Figment**
The Psychic doesn’t just see things, they are real.

**Multiple Personality – Personage**
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 Personage, the alternate persona changes five dots of Attributes and Skills. Done at Derangement gain only. Stays same for each appearance of Hyde.
Hyde Ego always 1 less than Psychic. If Hyde personality drops Ego, so does Psychic. Do not share new Derangements. Two Willpower pools; Virtue/Vice gain of Willpower is reversed for Hyde. Only one Noema pool; they must share. 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
When in the fugue state, <need more>

Antagonists
The Cursed
While most of the Gifted consider themselves to actually 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.

Voiders
Leaves no imprint on the Mindscape. Cannot be perceived by normal people.

Steal emotions, memories and thoughts from people. <need more>

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.
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 long as the Crystal is untouched, it can hold the Noema indefinitely. Once they are touched, the Noema spills from them like a tipped over bucket of water. Psychics usually keep these charged Crystals individually wrapped in cloth or leather bags to prevent accidental loss. The Noema in a Charged Crystal can be absorbed by a Psychic as an Instant Action simply by touching it. Charged Crystals are usually made of quartz and can be uncut and unpolished.
The second type of Crystal is rarer and actually amplifies certain Concentrations. Tuned Crystals make it easier to use their associated Concentration. They have a rank that ranges from one to five. If a Tuned Crystal is held while performing its set Concentration, the Psychic gains a number of dice equal to its rank as a bonus to the Concentration roll. These Crystals even let Psychics perform the Tuned Concentrations without knowing them already. However, the Psychic must at least have the proper Talent.
For example: Thomas has a ring set with a ruby that has been Tuned to the “Pyrocrafting” Concentration at a rank of 2. If he pours his Noema through the ruby while focusing to put out a burning house, he gains a rank of 2 in Pyrocrafting as if he had already possessed it. If he had possessed
Pyrocrafting, he would have gotten to add 2 bonus dice to his roll. Tuned Crystals cannot stack upon one another. The Meaning that two or more Crystals tuned to the same Concentration cannot be used to give a greater bonus to a Concentration roll. If multiple Crystals are used that are tuned to the same Concentration, only the highest ranking Tuned Crystal gives its bonus to the roll. Crystals that are tuned to different Concentrations 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 Kenning. 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.

**Tuning Crystals**
Any Concentration 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 concentration 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. Charged Crystals cannot be tuned without losing their charge.

**Others**
There are other creatures in the World of Darkness besides Psychics and Mundanes. 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**
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 Commune Concentration on the Vampire. Whenever a Vampire drinks from a Psychic, he also drinks in part of the Curse. Vampire players should roll Resolve + Composure and subtract the number of successes from the number of Vitae taken. Any remaining value is considered a penalty to any Social or Mental roll until the Vitae is out of the Vampire’s system (through spending or simply spitting it out).

**Werewolves**

**Mages**

**Prometheans**

**Changelings**

**Hunters**

**Sin-Eaters**
Appendix 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. 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.

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.

Kenning 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 Concentrations or other conditions.

Kenning 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 multiple circumstances: he can be “let go”, 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 that Foundation.

Bureau of Special Investigations
Qualifications: Investigation 3, Politics 2
The BSI works with, behind, around and above other government organizations like the FBI and CIA; with one big exception, they don’t officially exist. 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. When a Psychic joins the BSI, he is placed into one of two groups: Field Agent or Potential Crime Division.

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 a 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. Field Agents normally specialize in Commune Concentrations that focus on reading the minds of suspects and witnesses.

**Potential Crime Division**
It isn’t enough to only solve crimes. The BSI also works to prevent crime. While their seers may not care much about a convenience store robbery or mugging, a political assassination or terrorist attack are both high on their list. The PC Division works similar to the Field Agents. Most of them travel constantly, reading people and looking for possible forthcoming crime. Some Psychics in the PC Division sit in dark offices or sensory deprivation tanks, simply looking forward in time for significant events to report. Potential Crime Division focuses on Awareness Concentrations dealing with predicting the future.

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 for Status in any other non-Foundation organization once per scene. This usually calls some attention to the character and for an organization that doesn’t exist, too much attention can be undesired.

**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 looks at people as well, 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 to predicting the future, they also work on “what if” scenarios. Sometimes all it takes is to make a guy late for work to affect the outcome of a new technology. 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.

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

Most Foundations can almost be 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 runs 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 Psychics. As any intelligent person 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 place 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 crucial 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 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.

Unit 700

Qualifications: Athletics 2, Survival 1, Firearms 1

Military run organization

Status dots count as Allies once per game session.

The Order of Abet

Qualifications: Virtue of

When you're down and out, who feels your pain? The Gifted feel it. These Good
Samaritans do their best to help the less fortunate. They help whoever they can. For Psychics that perceive another's anguish, how can they not help alleviate that grief? These altruists don't ignore their own needs, but they can't ignore the needs of others. By helping someone in distress, they relieve themselves of their perceptions of that distress. As many Psychics know, "The pain of others is also the pain of the Gifted."

The Pyramid Society
Qualifications: Occult 2, Socialize 1
A "non-for-profit" society
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.

Ruby

As a little growing up in a suburban Indiana town, Ruby had a fairly normal life.

Genesis: Demise
Course: 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 Ken 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
Kenning: 5
Talents: Awareness 0, Commune 0, Kinesis 0, Personage 0, Scape 0
Concentrations: xxx
Reinforcements: Sharp Communicator (Manipulation)
Trigger: xxx
Noema/per turn: 5
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## ATTRIBUTES

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### SKILLS

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### OTHER TRAITS

#### MERITS

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#### REINFORCEMENT

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#### CONCENTRATIONS

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### Attributes

Attributes 5/4/3 (plus Genesis) * Skills 11/7/4 (+3 Specialties) * Starting Talents = 4 * Starting Concentrations = 4 * Merits = 7 * Health = Stamina + Size * Willpower = Resolve + Composure Size = 5 for adult humans * Defense = Lowest of Dexterity or Wits * Initiative Mod = Dexterity + Composure * Speed = Strength + Dexterity + 5 * Starting Ego = 7 * Starting Kenning = 1 * Starting Noema = Max Noema

Version 2010.10.19
You had a normal life once. Work, family, school. They were all going great. Then you received the “Gift”.

Voices whisper in your ear all the time. Whispers on top of murmurs on top of feelings. If you concentrate, you can understand what some of them are saying. But you have to concentrate hard.

Sometimes you can’t control it. The power surges forth on its own, hurting those you love and frightening strangers.

Anger, fear, annoyance, lust. Emotions bash against your mind like waves on a beach washing you away a bit at a time. One day, you may not be you anymore.

Is it a gift or is it a curse? It all depends on how you look at it, and you can look at it from everyone’s perspective now. Forced to, that is.