FATES WORSE THAN DEATH

IMMORTALS PSYCHIC SKILL SHEET

Psychic skill sheet for

78	7	11	PSYC	CHIC SKILLS
Skill	Attribute	levels	Type	Description/Effects
7	79			

IMMORTAL REFERENCE.

Special bonus characteristics.

Ancestor knife (Optional advantage)- costs 3 points. The PC own a hardened bone "knife" in a leather sheath. This bone belongs to one of the PC's long dead ancestors (possibly even one of the original 7). For some reason unexplained by science, the bone knife acts as a sort of channel for psychic energy. The PC gets +4 to any psychic rolls targeted against someone being touched by the knife. The knife has range 0 and does 2 bladed damage.

Orphan Immortal (Optional disadvantage)- Gives 2 bonus points. The PC's teacher is dead and the PC is the only one who holds the teachers memories. The PC is at +6 to psychic skill costs for any skills bought after character creation until the PC can find another teacher. the PC also feels a considerable duty to safeguard the teachers memories.

Psychic skill modifiers Manipulation rolls.

Manipulating target remotely: -1/ft Everyone in range effected: +10

Sensory rolls.

Touching the source: -0 -1/ft Being in a crowd: -1/4 people.

Other modifiers.

Non-human primate: -4 Non-primate mammal: -10 Birds, reptiles, fish etc: Insects, shellfish, jellyfish etc: -40 Anti-psy cap: +10 difficulty. Anti-psy skin: +30 difficulty. Dioxyl BVC ash: +15 difficulty. Ancestor knife:+4 If knife touches target.

Name Value

PSYCHIC ATTRIBUTES

WILLPOWER:_____ AWARENESS:_____

POOLED ENDURANCE: