

# PSYCHIC POWERS

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The following is an official FATE CORE rules supplement, created for Carl McLaughlin as part of a FATE CORE Kickstarter commission.

Psychic powers take the form of two things in the rules: **forms** and **talents**.

A **form** is a word that represents a broad way of doing things. It's rated on the ladder and, when you accomplish a psychic task, you roll one of your forms. The form you roll depends on how you're describing the action, but also on what talent or talents you're using. The forms are: Project, Receive, and Deflect.

A **talent** represents a specific psychic knack, a thing you can do with your forms. You can have a **general talent**, which applies to any forms you possess a rating in; or you can have a **focused talent**, which applies to only a single form. The talents are: telepathy, empathy, awareness, telekinesis, and energy.



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## FORMS

Forms are rated on the ladder, and represent how you accomplish a task with your psychic powers. In order to be a psychic, you must *reduce your refresh by 1* and *have an appropriate aspect*. Once you do these things, you may take forms as if they were skills. You put them in your pyramid like any other skill, and they take up a skill slot that you might otherwise use for something else. There are three chief differences between skills and forms though:

- A form is **only** used for psychic actions
- A form must have one talent assigned to it; including the general talents assigned to all forms
- If you don't have a rating of at least Average (+1) in a form, you can't use it

## PROJECT

You use Project to affect things directly in the environment. Speaking into peoples' minds, moving things around with telekinesis, and setting a room on fire are all uses of Project.

- 🌀 **Overcome an obstacle:** You might use telekinesis to open a locked door, telepathically speak to a friend so as not to arouse suspicion, or levitate yourself above an obstacle.
- 🌀 **Create an advantage:** A Project advantage might come in the form of an emotion or thought you plant in someone's head, some SENSORY OVERLOAD, or just setting someone ON FIRE.
- 🌀 **Attack:** Project is the de facto psychic attack form. Telekinetic punches, flames springing from your hands, mental assaults; all these things are possible.
- 🌀 **Defend:** You might move an interdicting obstacle between yourself and an opponent or meet their psychic assault with one of your own.

## RECEIVE

Receive is the form for taking things into yourself. You can use this form to read another's thoughts or emotions, to harmlessly dissipate a blaster shot, or to heighten your senses.

- 🌀 **Overcome an obstacle:** Need to figure out what the guard's orders are? Read his mind! Need to walk through a freezing cold plain? Absorb and dissipate the cold!
- 🌀 **Create an advantage:** Did the diplomat think about some SENSITIVE SECRET while you were scanning her thoughts? Maybe your LIFE SENSE alerted you to a nearby life-form.
- 🌀 **Attack:** Receive isn't used for attack.
- 🌀 **Defend:** When you absorb and dissipate the cold, you're defending. When you catch and disperse the force of a bullet, that's also a defense.

## DEFLECT

Deflect is used for defense, but also for stealth and obfuscation. You can use it to telekinetically block a plasma blast just as easily as you can use it to reflect and bend the light around you, hiding you from sight.

- 🌀 **Overcome an obstacle:** You might need deflect the rain to keep dry, or you might need to deflect someone's attention from you.
- 🌀 **Create an advantage:** When you create a CLOAKING FIELD, you're using Deflect to bend the light. When you don't let the flames touch you, that's also a use of Deflect.
- 🌀 **Attack:** Deflect isn't usually used for attack, though it's not outside the realm of possibility. You might redirect the path of a laser using Deflect, for example.
- 🌀 **Defend:** It's easy to use Deflect for defense. Want to shield your mind from a telepathic invasion? Stop a bullet in its tracks? Both use Deflect.

## TALENTS

Talents represent the specific applications of your psychic ability. They can be general or focused, and you gain them by taking the following stunts. You get one automatically if you're a psychic character; it's built into the cost of being psychic. You can choose either one, and you can take each stunt as many times as you wish, provided you can pay the refresh cost of doing so.

- **General Talent:** Choose one talent you don't already possess. It's a general talent: you can use it with every form you have a rating of at least Average (+1) in.
- **Focused Talent:** Choose a form you have at least an Average (+1) rating in and choose one talent you don't already possess for that form. It's a focused talent: it applies only to the chosen form but, when you use it, you get a +2 bonus to your form roll.

The talents themselves each describe what they have influence over.

- **Awareness:** This talent affects the physical senses as well as more the esoteric senses, such as ESP, life sense, aura reading, psychometry, and so forth. You can't use it to read thoughts or emotional states.
- **Empathy:** Empathy gives you influence over emotions. You can read them, project them, manipulate them, change them, and so forth.
- **Energy:** This talent gives you control over different kinds of energy such as heat, cold, light, electricity, and so forth. You can neither create nor destroy energy with this talent, but you may manipulate, amplify, and suppress.
- **Telekinesis:** You can create a force that allows you to move and manipulate things with the power of your mind.
- **Telepathy:** You can read the thoughts of others and project your own thoughts into the minds of others. When you project your thoughts into someone else's mind, he will know it is not his own.

# USING PSYCHIC POWERS

When you use your psychic powers, follow these steps:

- Decide what you want to do
- Choose a form
- Determine talents
- Determine scope
- Roll and resolve

## DECIDE WHAT YOU WANT TO DO

In fictional terms, what are you trying to do with your psychic powers? Read someone's mind? Make them feel fear? Hurl them across the room? Don't worry about forms and talents at this point, just say what you want to try to do.

## CHOOSE A FORM

Pick the form that best applies to what you're trying to do. If you're learning, absorbing, or otherwise taking things into yourself, it's Receive. If you're exerting influence on the world around you or the people in it directly, it's Project. If you're blocking, obscuring, or redirecting something, you're using Deflect.

## DETERMINE TALENTS

One or more talents should apply to any given roll. Look at the talent descriptions to see what they cover; if you're trying to do something not covered by a talent, it's not possible with your psychic powers. If you're using multiple talents, increase the opposition by 1 for every talent past the first that you're using, starting at Average (+1) passive opposition unless someone's actively opposing you. If you manage to apply multiple focused talents, you get the benefits of all of them.

## DETERMINE SCOPE

The **scope** of a psychic feat is how big and complex what you're trying to do is. If you're affecting a large area, increase the opposition by 2. If you're affecting a large number of people (more than two or three), increase the opposition by 2. If you're attempting something very delicate or complex, increase the opposition by 2. Finally, if you're trying to cover your tracks, increase the opposition by 2. All of these increases are cumulative.

## ROLL AND RESOLVE

Roll your chosen form; apply any bonuses for talents, plus any other bonuses for stunts or aspects. Compare that to either passive opposition or active opposition modified as above for number of talents and scope. Resolve the action as you would any other action.