

CLAIRVOYANCE

Prerequisite: Psychic

A true clairvoyant has the ability to see distant locations through intense concentration as if they were actually there. In the past, this talent was found in tribal 'seers' and visionaries. During the Cold War this was called 'Remote Viewing' as teams of intelligence psychics tried to spy on distant countries to uncover secret bases and weapons.

CLAIRVOYANCE TABLE

RESOLVE	RANGE	DURATION
1	up to 5m	Brief flash
2	up to 10m	A few seconds
3	up to 200m	30 seconds
4	up to 1km	A minute
5	10km	3 minutes
6	100km	5 minutes
7	500km	10 minutes
8	1000km	20 minutes
9	Anywhere on the planet	30 minutes

Effect

Clairvoyance is a Special Trait, requiring the character to already have the Psychic trait. Clairvoyance costs 2 points. The character can see into other locations without actually being there or having to rely on technology. It will cost a Story Point to activate this ability and the range is limited to the character's Resolve - the higher their Resolve, the further away they can see. Often these 'visions' will be flashes or mere glimpses into another place, but with practice, concentration and a high Resolve, the experience can be prolonged and immersive.

Clairvoyance uses the character's innate abilities, rather than a skill, so Awareness and Resolve are used to view distant locations. People at the spied location with the Psychic Training trait can sense they are being watched or observed and may try to resist.

[good](#), [special](#), [psychic](#), [characters](#)

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