

# PRECOGNITION

**Prerequisite:** Psychic

Some people, such as the Sybilline Sisterhood, are gifted with the ability to see the future. In many civilisations, they become the town 'seer', or are outcast from society due to their strange abilities. Most of the time, these abilities manifest as visions – incomplete fragments of a potential future seen as a strange and abstract dream. The future is usually in flux, ever changing, except for certain fixed points in history, so the visions of the future are fairly vague to reflect the potential for the events to change.

## Effect

This trait costs 1 point to purchase and can only be taken by characters with the Psychic trait. When appropriate to the story, the Gamemaster may give the character flashes of information to help or encourage them to pursue a particular course of action to aid the adventure. If the player wants the character to actively try to sense what is to come, they should spend a Story Point, and the Gamemaster will supply as much useful information as they think necessary (without ruining the story!).

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

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