

# PSYCHIC SHIELD

**Prerequisite:** [Psychic](#)

The character can manifest a powerful shield of mental energy that protects them from physical harm. Manifesting the shield requires no roll, but if the character performs any other action they must make a Resolve + Awareness roll (Difficulty 18) and if they fail it the shield vanishes with their loss of concentration.

The shield can absorb twice the character's Resolve in damage points each round it is maintained. Lethal damage is considered 12 damage points for purposes of shield damage.

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

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