

PSYCHIC STUN

Prerequisite: [Psychic](#)

This trait allows a psychic character to blast an opponent with psychic force, overwhelming them into unconsciousness. The character selects a single target and both must make a double Resolve roll. If the psychic character only just succeeds, the target remains conscious but cannot act. They may attempt to stun the target again next round. A Good Success renders the target unconscious, and a Fantastic Success also reduces the target's Resolve by 2 when they awaken.

Should the attack fail the victim's mind has proved too strong and no further attempt can be tried. A Disastrous Failure instead knocks the psychic out, if their target has any form of psychic ability themselves.

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

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