

# PSYCHIC

Psychic is a Special Good Trait, costing 2 points to purchase (or 1 point if the character already has the Psychic Training trait) that allows them to reach into another person's mind and try to access hidden information, though the target can resist. Companions or humans are rarely Psychic, but it occurs in a scarce few. The Gamemaster should approve selection of this trait.

## Effect

To see into a target's mind, the player must succeed at a Resolve + Awareness test. The target must be within visual range (with the naked eye) and the trait provides the character with a +4 bonus on the roll. However, if the target is unwilling, they can resist such a mental intrusion with a Resolve and Ingenuity roll. Both sides can spend Story Points if they're concentrating intently. Psychic also gives a +4 bonus when the character attempts to resist having their mind read, and to resist possession.

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

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