

# PSYCHOMETRY

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

In its own way, being able to glimpse the past is just as potent as the ability to foresee the future. The past holds its own secrets and, unlike precognition, which posits possible futures, psychometric information is factual as it has already happened. By getting close to a person, place or object, the character can gain information about it.

## 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 a piece of information about a particular person, place or object. This is often a flash of insight that is accurate but incomplete; usually enough to grant a clue or point towards a course of action to discovering more. If the player wants the character to actively use Psychometry, then they must spend 1 or more Story Points and the Gamemaster will supply an appropriate amount of information.

## Note

In a universe with time travel, the past isn't as set in stone as one might suppose. A character with [Feel the Turn of the Universe](#) may note if information they gleaned from Psychometry has changed, and even regular use of Psychometry may reveal that something has changed by providing conflicting information.

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

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