



METAPHYSICAL TALENTS

This bolt-on is a self-contained system designed to allow characters the opportunity to develop and utilise metaphysical (ESP) talents. It is a work-in-progress. Updates will increase the Version number of this document, and will be announced in the Yellow Dawn forum.

OVERVIEW

Metaphysical talents range from empathy and telepathy, through to pyrokenesis and on to more exotic talents like damage deflection and immense good-luck. They're not Magick, not Occult and have nothing to do with POW or the Quantisphere. Metaphysical talents are an aspect of Mind... available to a small number of humans throughout history; possibly more so since the tragic event known as Yellow Dawn ten years earlier.

New characters can start with Metaphysical talents or decide to take this option at a later stage (a delayed awakening of innate talents that previously remained dormant, until triggered by some event).

Either way, a character wishing to take the Metaphysical route requires the "Meta Seed" Hero Bonus. This is an absolute essential, as all further Metaphysical Talents depend on this. You should note that the "Meta Seed" Hero Bonus has pre-requisites, so not all characters can simply jump onto the Metaphysical track.

The Meta Seed provides the core STR of all your ability, and sets your basic competence (skill) in using them. Both of these can be grown, or developed, through experience points.

Meanwhile, adding new Metaphysical talents, or enhancing existing ones, is simply a case of selecting a new Hero Bonus.

The end of this document contains a Meta-talent progression chart, showing available Hero Bonuses.

GENERAL RULES

These are rules that apply to all Meta Talents.

FATIGUE FROM METAPHYSICS

One of the overriding consequences from using Metaphysics is the physical strain it places on the body. After any prolonged use of a Metaphysical talent, a person will begin to sweat, tremble and cough with burning lungs, feeling and looking like they've just sprinted 20 miles.

IF TARGET UNGUARDED

Simply make an Ability check**. The amount you succeed or fail by has an influence on the STR of your talent for this particular time. Note that this modified STR will determine what level of result your talent creates.



~The Age of Hastur~

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If you succeed by:

- 01-40%, no bonus – use Meta Seed STR
- 41-80%, temporarily adjust STR by +3
- 81+, temporarily adjust STR by +6

If you fail by:

- 01-20%, temporarily reduce STR by -6
- 21+, your talent has no effect this time.

** Before you make the Ability check, you can declare you wish to concentrate extra hard, risking physical damage to increase your Seed STR. See "Straining for Better Results" below. This requires you to make a COOL check before being able to do this: otherwise you're scared off by the risk of injury and pain. Also, note that if you subsequently FAIL the Ability skill check you still suffer the consequences but do not get to add any points to your Seed STR.

IF TARGET GUARDED

This refers to a situation when the target either:

- Knows for a fact that there is a Metazan observing him, or is wary of such a situation.
- Is acutely wary of anybody guessing his/her feelings and thoughts...not necessarily suspecting there could be a Metazan probing their mind.

Guarded Mind Options:

- Metazans, people with a Meta Seed have an innate ability to guard their mind: they simply activate it.
- Non-Metazans can consciously try to lock down their emotions and thoughts and keep tight reign on them. This gives them an effective resistance equal to their COOL divided by 10 point.

Overcoming Mental Defences

If you're confronted by a Guarded mind, then you have the option to pit your Seed STR against it. You have no way of knowing how strong this mind is until after you first go against it.

Doing it:** Roll 1d20 and add your Seed STR. You need to beat the score of your target to win.

If target is a Metazan:** their score is 1d20+Seed STR

If target a non-Metazan: their score is 1d20 + (COOL / 10) points.

**Before making the opposed rolls, both Metazans can opt to bolster their Seed STR by "Straining for Better Results". It requires them to succeed in a COOL check to be able to do this: otherwise the fear of pain and injury scares them off. Regardless, by attempting this, reduce their Initiative score by -1d20 points.

If you succeed: then make an Ability check to apply your talent.

If you fail: then you've rebounded off the mental Guard. You sustain +1 Fatigue point each time this happens. Regardless of how many times you fail, your concentration is dented: you

experience a feeling like a dull throbbing headache and you'll suffer -20% to all skill checks and Ability checks for the next 1 hour (this is not cumulative).

Cost of Maintaining a Guard

Metazans: Somebody with a Meta Seed has the innate ability to withdraw their thoughts and feelings deep beneath the surface, throw up a shield so to speak. However, maintaining this level of concentration can be draining. After the first 1 minute, the Metazan gains +1 Fatigue point; if they continue to maintain a mental Guard, then add +1 Fatigue point for every 30 minutes. This allows the Metazan to add their Seed STR to any opposed rolls.

Non-Metazans: a normal human being with no Metaphysical Talents can focus their thoughts on nothing. Quite literally, using that as a shield against any Metaphysical probes...or in mundane terms, simply doing everything to conceal their true thoughts and feelings from appearing on the surface (facial expressions, slipping into conversation). Any time the person does this, they suffer -20% penalty to any skill checks, or IDEA rolls for the duration (*and for an additional 10 rounds afterwards*). This gives the non-metazan a mental resistance equal to their COOL divided by 10 point.

STRAINING FOR BETTER RESULTS

There are three stages during which a Metazan can attempt to concentrate *extra* hard to increase their Seed STR:

1. Prior to making an Ability check
2. When launching an opposed Seed STR roll against another mind.
3. When defending against an opposed Seed STR roll.

Make a COOL check

Straining yourself like this can cause pain and physical damage. To be able to take this option, you need to succeed in a COOL check. If you fail, you're unable to overcome the fear of the pain.

Failing COOL check: also prevents you from even thinking about Straining for Better Results again for at least another 1 minute.

How much strain can you sustain?

There is a difference to how much you can strain yourself, depending on which stage you're at.

- o **Prior to making an Ability check:** you can sustain 1d6 Stun points to gain +1d6 Seed STR.
- o **When launching an opposed Seed STR roll against another mind:** you can sustain 1d6 or 2d6 Stun points to gain +1d6 or +2d6 Seed STR.
- o **When defending against an opposed Seed STR roll:** you can sustain 1d6, 2d6, or 3d6 Stun points to gain +1d6, +2d6 or 3d6 Seed STR.

Stun damage in Metaphysical plane

Stun damage by itself does not break the skin or cause bleeding, but, it does represent pain and if severe enough, stun damage can cause the loss of hit points and this translates into anxiety, damage to neural network and nervous system, and heart strain. The risk of stun damage causing hit-point loss is charted below:

Stun Damage	Hit Point Loss
01-04	20% chance of losing 1 hit point
05-08	Lose 1 Hit Point
09-12	Lose 4 Hit Points
13-16	Lose 5 Hit Points
17-20	Lose 6 Hit Points

HP damage in Metaphysical plane

Any time HP damage is suffered in this way, roll 1d10 to determine where this damage is applied:

- 01 Heart
- 02-05 Neural Network
- 06-10 Nervous System

Heart

Risk of Heart Attack: multiply the HP damage by 5%, this is the chance of suffering a Heart Attack. The character enters Cardiac Fibrillation.

Regardless: the person feels an intense crushing pain in their chest. They must make an Anxiety check or lose 0/1d3 COOL points. They also gain +1d6 Fatigue points.

Neural Network

Risk of suffering a stroke: multiply the HP damage by 5%, this is the chance of suffering a Stroke. If this happens, the character will black out and be incapacitated until they roll a '1' on 1d20, one roll per round. Once they recover, they will have sustained brain damage, memory loss, and partial paralysis in limbs and face.

Roll 1d100 and consult the table below to determine the severity of the Stroke (Hero Points not allowed; but you can use Karma points).

Stroke points: permanently reduce the person's INT and DEX by this score. Also reduce all skill checks by a blanket penalty of the stroke points x 5% (loss of eye-hand coordination effects physical skills; memory loss and brain damage affects cognitive skills; slurring speech impediment affects communication skills). This can be cumulative, if the person ever suffers more than one stroke.

Risk of Paralysis: use the Stroke Point x5% as the percentage chance that each limb is paralysed and effectively useless. If a leg becomes paralysed, then the person can move around at 1 metre per round (or 2 metres per round on crutches).

Die Roll	Stroke Points	Die Roll	Stroke Points
00	10	90-94	5
99	9	81-89	4
98	8	51-80	3
97	7	31-50	2
95-96	6	01-30	1

Regardless: if the person doesn't suffer a Stroke, they still feeling a stabbing pain between the eyes and crippling pain throbbing around the back of their skull. They will suffer -40% to all IDEA and skill checks for the next 4 hours (this is not cumulative).

Nervous System

Risk of suffering a Nerve Damage: multiply the HP damage by 5%, this is the chance of suffering Nerve Damage. If this occurs, the character will go into a muscular spasm, unable to move or communicate (other than gurgle and shriek), lasting until they roll a '1' on 1d6, one roll per round. Once they recover, they

should roll 1d10 to determine which of the following ailments they have permanently picked up:

1. *Numbness*. GM's call, but the result will be -5% to any *physical* skill using that body part.
2. *Slow reflexes*. Suffer a permanent loss of 1d3 DEX.
3. *Creeping flesh Sensations*. Causes a dislike of being touched, reducing First Contact by -20 points.
4. *Pains*. Creates a general discomfort that causes poor concentration and bad sleep. Suffer -5% to any *cognitive* skills (non-physical).
5. *Temperature sensitivity*. Increase burn damage by x 1.5; any ambient temperature below 10c feels like it is 0c, so reduce the subjective character by -10c for this person.
6. *Taste symptoms*. Food and drink does not taste as it should, indeed some things taste utterly disgusting. This causes general anxiety, permanently reduce COOL by 10 points.
7. *Hearing impairment*. Reduce the basic listening ability from its usual 80% down to 40%.
8. *Tingling*. Mild discomfort but no other adverse effects.
9. *Burning*. Comes in random moments, causing person to break out in acute sweats, bugging eyes, frowns and visible appearance of discomfort. Every time a skill check is being performed, there is a '1' on 1d6 chance of suffering an attack, which lasts for 1 hour and imposes a -20% penalty on all skills and First Contact checks.
10. *Optic nerve damage*. Reduce awareness and all physical skill checks by 5%.

Regardless: if the person does not suffer Nerve Damage, they experience acute anxiety as their body systems literally short-circuit. They must make an Anxiety check or lose 1/1d6 COOL points. They break out into a cold sweat and are left trembling and edgy. They suffer -8 DEX and -20% to all skill checks for the next 1 hour.

Losing 5 or more HP

If you lose 5 or more HP through Metaphysics, you should consult Table 16.4 in the primary rulebook. This is because there is a chance of falling unconscious from Shock; suffering blood loss from internal haemorrhaging and a further chance of complication.

Blood Loss: every 1 hour there is a 20% chance that the bleeding stops through the body's own actions.

Complication: if a complication occurs then apply the following. A minor complication means the person suffers an extreme physical / psychology trauma; they shuffle around, upset, dazed, and lacking real motivation; the result of this is that they are on ½ STATS, ½ movement, and suffer -40% to all IDEA and skill checks until they roll a '1' on 1d20, one roll every day.

A major complication indicates the person falls into a coma. This will last until the GM rolls a '1' on 1d20, one roll every day. Unless the person is placed on Life Support they will start to sustain 1d3 HP damage every day, after the first 24 hours.

RANGE FOR META-TALENTS

Basic talents operate within a visual range: they don't actually rely on the sense of sight, rather they're working on the sensory range of the person's 6th sense...their metaphysical talent. Visual ranges are broken down into distance-zones, determined by Meta Seed STR.

More refined talents operate across larger distances, either homing in on a "beacon" or able to filter through millions of Minds to find the right one.

- o **Touch Range:** as it says, if the Metazan is in physical contact with the target they gain a +20% bonus to their Ability.
- o **Visual Range:** this is determined as Seed STR x 10 metres.
 - a. **Extreme Visual Range:** this is still classed as "Visual Range" but is determined as Seed STR x 20metres, and creates a penalty of -20% to any Ability check.
- o **Far Sense Range:** this is determined as Seed STR x 100 metres.
 - a. **Ex1 Far Sense Range:** this is still classed as "Far Sense" but is determined as Seed STR x 1 mile, and creates a penalty of -20% to any Ability check.
 - b. **Ex2 Far Sense Range:** this is still classed as "Far Sense" but is determined as Seed STR x 2 mile, and creates a penalty of -40% to any Ability check.
 - c. **Ex5 Far Sense Range:** this is still classed as "Far Sense" but is determined as Seed STR x 3 mile, and creates a penalty of -80% to any Ability check.
 - d. **Ex10 Far Sense Range:** this is still classed as "Far Sense" but is determined as Seed STR x 10 mile, and creates a penalty of -120% to any Ability check.

NO EXPERIENCE POINTS

A character does not gain experience points for succeeding in Ability checks.

HERO BONUS: META SEED

Prerequisite: character must have a *natural* COOL 80+ at the point they decide to take this Hero Bonus (it does not matter if COOL drops below this at a later point). Natural COOL refers to the actual COOL score, not including any bonuses from Drugs or other Hero Bonuses.

A small downside: taking the Meta Seed hero bonus forces the character to lose 1 point from either STR or DEX, highlighting the consequences of being preoccupied with the Mind.

Meta STR: when a character first takes this Hero Bonus they gain a Meta STR of 3d6**

Seed Ability: when a character first takes this Hero Bonus they start with a Seed Ability of 1d100**

**If you roll a natural '18' or a natural '00', then roll again and add the scores together.

Meta STR defines STR of all Meta Talents

If a character acquires any new Meta Talents, its STR is determined by this Meta STR .

Increasing Meta STR: by spending 15 Experience points, a character can attempt to increase their Meta STR. It is improved if the character can roll equal to the current value of their Meta STR or *higher* on 1d20. A success gains +1. When already above '20', Meta STR can be increased by rolling '20'.

Seed Ability – the basic and the ceiling

If a character acquires any new Meta Talents, the basic ability score (skill level) is determined as 1/5th of the character's current Seed Ability.

If a character starts to increase their ability in Meta Talents, then the score cannot ever go above their Seed Ability.

In this way, the Seed Ability sets the basic score and places a ceiling on development.

Increasing Seed Ability: it follows an almost identical process to spending experience points to increase a skill. The only difference is that it costs 5 experience points to increase the ability by 1 point. As with normal skill increases, there are no restrictions on adding points until you reach 80%. At this point any time new points are to be added, the character must roll *over* the current ability score; otherwise those experience points are lost. If the ability score is over 100, then rolling 96-00 is still considered a success.

SENSE SURFACE FEELINGS

The "basic" talent that comes with Meta Seed is the ability to sense the surface feelings, emotional state and temperament of a person. This allows the Metazan to gain an advantage in communications, first impressions and to avoid potentially volatile situations. To do this you simply reach out your with your "feelings" towards your target.

If target is Guarded: then use section in General Rules for this.

If target is un-Guarded: simply make an Ability check, and apply any DM's from the level of success / failure to your Seed STR. Then find your modified STR on the table below, "Meta Seed – Sense Surface Feelings", and see what you get.

Meta Seed – Sense Surface Feelings

Modified STR

0 or less: you sense nothing

01-03: you gain +5% Psychology and +5% to First Contact.

04-09: you gain a sense of their basic emotions (calm, happy, angry, upset), also +5% Psychology and +5% to First Contact.

10-17: you gain a detailed sense of their emotional state and a definite sense if you're the cause of it, or somebody within visible sight, or if the emotional state is independent from this moment in time; also +5% to Bargain, Interview, Interrogation, Persuade, Psychology, Seduction, and +5% to First Contact.

18-25: As above, but +20% bonus.

26-30: As above, but +25% bonus.

Every 5 STR creates an extra +5% bonus.

Duration of successful "Sense Surface Feelings": for the next 10 minutes. Any skill check that normally takes longer than this, still gets the bonus so long as the skill-attempt was started within this 10 minute window of opportunity.

Range: Sense Surface Feelings only works within Touch and Visual range.

NEW META-TALENTS

A character can only acquire new Metaphysical Talents as Hero Bonuses. They must start with the Metaphysical Seed, and then select new talents that follow on from each other, see "Meta-Talent Progression" chart at the end of this document.

Talent STR and Ability: the STR of any talent is always equal to your Seed STR. Your "skill" with any ability always starts as 1/5th of your Seed Ability, after which you can grow it like any skill, using experience points.

TELEPATHY

This is the ability to skim the surface thoughts and emotions of a particular individual. You can look out across a seemingly empty area and determine if there are people out there (minds thinking); so long as they're not guarded. There is also a minor ability to observe a crowded area and "listen" to determine if anybody is observing you** or specifically thinking about you**. Finally, you'll be able to sense if another Telepath is attempting to Skim your Surface Thoughts, or probing an area around you.

**This can be about you, directly, or about any particular subject you're aware of.

Range: Telepathy only works within touch and visual ranges.

SKIM SURFACE THOUGHTS

This refers to the target's "internal dialogue", that narrative that most of us have from moment to moment. If the target is occupied with some task, then their thoughts will be focussed around what they're doing. If the target is observing / listening somebody or some thing, then the target may be thinking about why they're there, what they want, perhaps even what they fear. Thoughts include "pictures", either what the target is witnessing at that moment, or an image from some scene the target has witnessed, and is now reflecting on. Of course, the amount of detail the Telepath can acquire depends on their modified talent STR.

Telepathy – Skim Surface Thoughts

Modified STR

0 or less: you sense nothing

01-03: if the target is focussed on one word or particular thing with intensity, then the Telepath picks this up; otherwise they're unable to discern any clear thoughts. Bonus: +5% Psychology and +5% to First Contact.

04-09: fuzzy images, garbled thoughts that may need an IDEA roll to decipher, unless the subject of the thoughts are very relevant to the Telepath. Bonus: you gain a sense of their basic emotions (calm, happy, angry, upset), also +5% Psychology and +5% to First Contact.

10-17: a clear "feed" of their internal dialogue and mind-pictures. Bonus: you gain a detailed sense of their emotional state and a definite sense if you're the cause of it, or somebody within visible sight, or if the emotional state is independent from this moment in time; also +5% to Bargain, Interview, Interrogation, Persuade, Psychology, Seduction, and +5% to First Contact.

18-25: As above, but +20% bonus.

26-30: As above, but +25% bonus.

Every 5 STR creates an extra +5% bonus.

Duration of successful "Skim Surface Thoughts": for the next 10 minutes. Any skill check that normally takes longer than this, still gets the bonus so long as the skill-attempt was started within this 10 minute window of opportunity.

DETECT OTHER MINDS

Pan your gaze (or senses) across an area. If there's a crowd, you'll detect the combined mood of that crowd. If there's a lot of empty space, you'll detect the presence of any unguarded mind out there. Once you detect another mind out there, you can use your Telepathy again, separately, to Skim Surface Thoughts.

GM NOTE: if the other mind is a telepath, they get an immediate chance to detect they're being scanned (*before* a Skim Surface Thoughts can occur).

Guarded Minds: if there's somebody out there with a guarded mind, then the GM should make a secret roll to determine if the Telepath's STR is strong enough to "overcome mental defences" of the person trying to remain concealed. If the telepath fails, then the person remains concealed; if the telepath succeeds then their ability check can reveal this person's presence – and the fact they were trying to remain concealed.

Telepathy – Detect Other Minds

Modified STR

0 or less: you detect nothing

01-03: Lurker: you become aware that something is out there, but not who or where. Crowd Mood: you can detect a crowd as a fuzz of thoughts, but the only emotions you can be sure of would be intense anger or intense happiness, anything else is indiscernible by you.

04-09: Lurker: you sense somebody is out there and you know roughly in which direction but not how far. Crowd Mood: you can sense the general mood of the crowd.

10-17: Lurker: you get a clear sense of the minds out there, with a good inkling of where (direction and range); you also get a "feel" for the Mind and would recognise it if you came across it again. Crowd Mood: as above.

18+: Lurker: you get a very clear sense of where the mind is, a glimpse of whatever that person's Point-Of-View is...visually and cognitively (not actual thoughts, just whether their intentions are friendly or hostile or suspicious or curious, etc. Crowd Mood: as above.

Duration of successful "Detect Other Minds": for up to 10 minutes.

FILTER THOUGHTS OF A CROWD

This is a weak ability within the basic Telepath "toolkit". If you want to discern if there's somebody "concealed" within a crowd, watching you, thinking about you (or about a person / object you're familiar with), then send your senses out amongst it and listen to the general hubbub.

Negative DM: because this is a minor function within the Telepath talent, your ability suffers a -40% penalty.

Telepathy – Filter Thoughts of a Crowd

Modified STR

01-03: You get a feeling if somebody(s) within the crowd is directing their attention on you, but not who or where.

04-09: You discover if somebody(s) amongst the crowd has an interest in you; you know roughly in which direction

but not how far, if you can make an Awareness roll you'll be able to spot the face the mind belongs to.

10-17: You get a clear sense if there is a mind(s) out there interested in you, with a good inkling of where (direction and range)... if there is direct line of sight you'll be able to spot the face right now. You also get a "feel" for the Mind and would recognise it if you came across it again.

18+: As above.

Duration of successful "Filter Thoughts of a Crowd": for up to 10 minutes per Ability check.

ALERT TO ANOTHER TELEPATH'S PROBING

Any time you become the focus on another Telepath, either through a direct Skim attempt, or as part of a general scan that picks you up, there is an immediate chance you become aware of this fact: even if you are Guarding your mind.

Telepathy – Alert to another Telepath's probing

Modified STR

0 or less: you detect nothing

01-03: Your senses tell you somebody is taken "notice" of you... although you don't know if this is a direct Skim or part of a general scan.

04-09: You know somebody is either trying to Skim your thoughts or has taken notice of you in a general scan.

10-17: You detect the Mind taking an interest in you, and also get a "feel" for the Mind and would recognise it if you came across it again.

18+: As above but if the Telepath is within direct line of sight, you can look round and see them right now.

Options once you detect another telepath: you can either try to find them (in return); or if your modified STR was 10+ and you have a "feel" for the Mind, you can attempt to Skim them; finally, you can take the immediate decision to pull back all your senses, withdraw, and Guard your mind.

TELEPATHIC BOND

Allows you to create a bond with a target, willing or otherwise, that extends the range of your telepathic powers.

Step one: succeed in a successful Skim Surface Thoughts of target; this is to give you a foothold on the outer surface of their mind.

Step two: make an Ability check for Telepathic Bond. There is no need to make an opposed roll, even if the target is unwilling, because you will have resolved this during Step One.

Failing the Ability check: creates a negative temporal "scar" that lasts for 24 hours. If you try again within this period you will suffer -20% penalty to your Ability check; if this fails, then the scar deepens: it will still last for 24 hours from this point but the penalty increases to -40%; then -80% if failed again, and finally -120%.

Success: extends the reach of your telepathic abilities to "Far Sense Range". Normally a target's mind is much too faint to detect at far distances, but the bond you place within their temporal make-up acts like a bright beacon...guiding you in,

helping you establish a psychic bridge along which you can channel thoughts.

This means that a Telepath with a strong enough talent is able to remote view where the target is, and what they're doing, via the target's sensory input.

Duration: same as Telepathy, up to 10 minutes per Ability check.

TELEPATHIC PROJECTION

The basic telepathic ability allows you to skim thoughts from the minds of others. This enhancement to the talent allows you to place thoughts (your words or mental imagery) directly into the periphery of their mind. Depending on the STR of your talent this can range from a vague suggestion or whisper, right through to a loud and booming voice...as if somebody was standing right beside them.

Step One: no need to Skim Surface Thoughts if you don't want to; you could just cut to projecting thoughts (your words or mental imagery) into the target's mind. Either way, if the target is Guarded, then you'll need to overcome their mental defences with an Opposed Roll, but you'll only need to do this once: in other words, if you successfully beat target's mental defences to Skim Surface Thoughts, then you're already "inside their mind" and can use Telepathic Projection without opposition.

Step Two: make an Ability Check for the first time you Telepathically Project. If you succeed, the connection remains open – waiting for you to communicate – for up to 10 minutes. If you're combining this with Skim Surface Thoughts, then you're able to observe *and* respond.

NOTE: If you are combining Skim Surface Thoughts and Projection, this normally requires two separate Ability checks; but if you wish, you can make just *one* Ability check with a DM of -20% (DIFFICULT) to gain this two-way communication.

Shock: if the target is not expecting this outré communication then they're going to get a shock when they realise what's happening. At this point they need to make a Anxiety check or lose 0/1d3 COOL.

If the person is expecting this communication, then there's no shock. It may still be bizarre and make the person uneasy, but no Anxiety check required.

Reaction: if the person makes their Anxiety check then they accept what is happening; in fact, a subconscious part of them will remember that this is how humans used to communicate many many thousands of years earlier... before the Mythos creators removed the ability from the basic coding. If the person failed the Anxiety check then the GM should decide their reaction, based on context: is the person threatened, is the communication hostile? It could be based on NPC Motivation, and the first decision is "stay and listen or freak out". Can the person see the Telepath? The person may run away... or may attack the Telepath. Again, the GM should base decisions on what's happening

Sending Horrific Messages: this includes words (thoughts) and imagery. It can be threats, it can be malicious, it can be whatever the Telepath wants to conjure in their minds... but they have to be things the Telepath has experienced in person, and, if they're only vague experiences, or uncommon, then the Telepath will need to make an IDEA roll to successfully "remember" them clearly.

Telepathy – Projection

Modified STR

0 or less: the target senses nothing

01-03: the target has the strangest sensation of an idea trying to present itself to them, but it's so faint and fuzzy that only the ONE WORD or a SINGLE IMAGE can possibly get their attention. If the "message" is obscure (GM's call) then the subject will need to make an IDEA roll (-40%) to even grasp the significance of it; failing the IDEA roll means this attempt is wasted. The Telepath can try again, in 1d20 rounds!

04-09: the target can sense words and images, but it's like there's several metres of cotton wool or frosted glass interfering with the clear meaning. In game-terms, the Telepath can communicate FIVE WORDS or THREE IMAGES (frames of action). If the "message" is obscure (GM's call) then the subject will need to make an IDEA roll (-20%) to even grasp the significance of it; failing the IDEA roll means this attempt is wasted. The Telepath can try again, in 1d20 rounds!

10-17: the target here's a faint, slightly muffled voice in their mind, as if somebody is standing right beside them... whispering. Words and images flow, morph, mix together. If the "message" is obscure (GM's call) then the subject will need to make an IDEA roll (No DM) to even grasp the significance of it; failing the IDEA roll means this attempt is wasted. The Telepath can try again, in 1d20 rounds!

18+: The subject hears a voice in their head almost as clear as if you were speaking to them face to face; however, they can also perceive and kind of imagery you're able to muster (complex or unfamiliar topics may require the telepath to make an IDEA roll to successfully convey the *correct* image).

Duration: 10 minutes.

Range: Touch & Vision – with Telepathy. Far Sense if you have Telepathic Bond.

TELEPATHIC COMMAND

This enables you to use Telepathic Projection to *force* a subject to do something against their Will. This does not include suicide, or murder, unless those extreme behaviours were already part of the person's intrinsic character. But it could be used to force somebody to "go somewhere", even if the person knows that going there will be dangerous.

Step One: use Telepathic Projection.

Step Two: make an Ability check for your Command.

Step Three: make an Opposed Roll, using the modified STR of your talent *plus* 1d20, against the target's POW *plus* 1d20.

NOTE: the Opposed Roll is against the target's POW and not their mental defences. This is because the Telepath is now going beyond the surface of the mind.

If the Opposed Roll fails: the target shrugs off the compulsion / command being created by the telepath. However, the Telepath still has an "open link" with the target – via the Telepathic Projection... and this will last for up to 10 minutes. The Telepath can attempt to Command again during this time but not straight away; they must wait for 1d20 rounds.

If the Opposed Roll succeeds: the person will do whatever is being commanded. Bear in mind that the scope of the command

may be limited by the modified STR of the Telepathic Projection... it could only be a few words or an image. If the command covers some period of time, then the person will continue to obey the given command until they roll a '1' on 1d20, one roll per minute. At this point, the Telepath gets an immediate chance to reinforce / repeat the Command, using the same rules above. However, bear in mind that the Telepath will need an "open link", a Telepathic Projection in place, for this to work.

Range: the same as Telepathic Projection. **NOTE:** the GM should watch the distance between Telepath and target. If it breaches the effective range of the Telepathic Projection then the signal is broken... but any command will still be carried out until the target rolls the '1' on 1d20.

META-TALENT PROGRESSION

[Meta Seed]

▼

[Telepathy]

▼

[Bond] ↔ [Projection]

▼

[Command]

DEVELOPMENT NOTE: apologies but this supplement is still under development. As of writing (5th Feb 2009) this section only contains one Metaphysical Talent: Telepathy. Keep checking for updates: these will be published in the Yellow Dawn Forum.

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About the Author

David J Rodger was born in Newcastle Upon Tyne in 1970. He has published three novels (fiction) and is the creator of YELLOW DAWN, a successful role playing game based on the world formed by his books.

He has written freelance non-fiction for UK magazines and had short stories published in the UK, US and Canada. His presence on the Internet got him a place in a BBC documentary in 2000, 'Through The Eyes of the Young.'

He spent 8 years working for a government agency, within the IT Division, developing a virtual communications service, before moving into commercial project management for a major UK publisher.

He now lives in Bristol with a Braun coffee-maker, writing from a house on a hill with a view of the Earth's curve. He can be found on the web at:

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About Yellow Dawn

The Earth has been ravaged by viral pathogens. The death of billions was observed by the orbital colonies and deep-space habitats largely unaffected by the Outbreak. Terrified of infection, nobody came to help. Less than 30 percent survived the first few weeks. Then came the 2nd Wave of infection, spreading steadily outwards from the impact points, and that was when the horror really began...

It's been 10 years since Yellow Dawn happened and you're part of this world. A survivor. You've seen a handful of cities bounce back; you've seen settlements spring up across the New Wilderness and you've seen the dead things that come shrieking out of the ruins at full sprint. Rumours of alien monsters and Satanic ceremonies filter out from the deep wilderness on the tongues of travellers; you've seen recorded footage, fuzzy and badly shot, purporting to be evidence of a new threat to humankind. Some people believe, most do not. There's a hundred different stories hitting the satellite feeds every day, of people carving a niche for themselves in this Brave New World: adventurers, entrepreneurs, engineers, mercenaries and story tellers. It's been 10 years and now you've got a chance to join them. A chance to become a hero. Post an advert on-line fishing for clients, or stuff your possessions into a backpack and head off into the New Wilderness to test your skills.

FEATURES: High-tech and Low-tech weaponry • Equipment and armour • Zombie surges • Computer hacking • Drug abuse • Non-human characters • Scavenging Dead Cities for resources and raw components to build whatever you need • Enhancements through cyberware and bioware. • Complex political, corporate and quasi-religious tensions • Schools of Elemental Magick, occultism, demonology, and many new alien horrors of the Outer Chaos - H.P. Lovecraft's Mythos.

Preview or purchase a copy: www.lulu.com/content/923035

Shadows of the Quantinex (beta)

"Shadows of the Quantinex" is a major campaign for Yellow Dawn. It allows the characters to discover the truth behind this event: the machinations of an individual obsessed with The King in Yellow, and his desire to "bring his God into this world". It also plunges the characters into a desperate race to stop the next catastrophe... a major conspiracy building up to deal another blow to humanity, except this time the King in Yellow has been usurped by a far more powerful Mythos entity, and the consequences will be far reaching (not just Earth)..

Preview or purchase a copy: www.lulu.com/content/2216451

New "Mythos" Novels

For the uninitiated I'm referring to the collective body of cosmic horror begun by the American author of horror, fantasy, and science fiction, Howard Phillips Lovecraft (1890 – 1937). In particular, I'm referring to his Cthulhu Mythos, which contains within its black heart a pantheon of monstrous, god-like entities, and often describes the "sanity-shattering" consequences for those protagonists who foolishly attempt to learn more about them, or worse, interact with them.

This is a brief statement the role Mythos plays in my writing to capture the interest of Mythos fans. None of the PR around my writing screams out "Cthulhu Mythos" bad guys. However, two of my novels, God Seed, and EDGE, have significant Mythos elements.

GOD SEED: see what an aspect of Nyarlathotep has in store for humanity. Can documentary film-maker, Adam Kyle, stop it? Or will Kyle merely capture a record of humanities demise.

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EDGE: after several millennia roaming the outer cosmos a potent Mythos entity - a Great Old One - has crawled back within our reality through a weak-spot in the Quantispheric boundary. The remote mountain is now a snowboarding resort in New Zealand. See the shocking consequences as its emergence corrupts the susceptible minds within the resort.

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Wishing you the best of dark dreams.

David J Rodger
- Bristol, 2009