Psychic Abilities and Balance

Psychics aren't mandatory. Non-psychics contribute through skills, equipment, and ingenuity.

Overuse has consequences. After 2-3 psychic feats in a session, impose stress or require rest.

Psychic abilities create opportunities, not solutions. Weather working can't stop a superstorm, only redirect it. Deep bonding doesn't make creatures invincible.

Narrative power is fine. If a player's thermal sensing creates a cool moment, let it happen without a check.

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