

Step 3: Psychic Ability (Optional)

Psychic abilities are common on Duskara but not universal. If you want one, choose from the list below or roll randomly.

Overuse causes psychic burnout—represented by stress or skill degradation. The GM decides when you've pushed too hard.

Psychic Abilities

- 1. Thermal Sensing:** Perceive heat signatures and temperature gradients with precision. Navigate day-side margins, detect hidden life, sense geothermal activity.
- 2. Weather Working:** Sense and subtly influence atmospheric patterns—wind speed, pressure changes, storm formation. Guide caravans, protect settlements, predict superstorms.
- 3. Deep Bonding:** Psychic connection to native fauna (wind serpents, thermal lizards, shadow stalkers). Communicate, command, and share senses with bonded creatures.
- 4. Shadow Walking:** Move unseen through low-light environments. Blend with darkness, traverse night side undetected, infiltrate settlements.
- 5. Water Finding:** Sense underground aquifers, hidden water caches, and moisture in air. Invaluable in a world of scarcity.
- 6. Resonance:** Perceive and manipulate vibrations through stone. Communicate across kilometers in cave systems, detect structural instability, navigate Deep Roads.

Psychic abilities can add narrative advantage (GM may reduce risk or allow automatic success) or **replace skills for certain checks** (use a d10 or d12 for abilities you've mastered).

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