

The secondary effects of some engulfing attacks are described as follows:

Fire Engulf: The victim resists Fire damage (see p. 155).

Water Engulf: The victim resists Stun damage. This is rougher than normal drowning, because the critter is capable of exerting great pressure on the victim. Victims who pass out from Stun damage continue to take damage after falling unconscious, with the Stun damage overflowing into Physical damage as normal.

Air Engulf: The victim resists Stun as if from an inhalation-vector toxin attack (see p. 244). Armor does not protect against this attack, but other protective gear might (see the Toxin Protection table, p. 245). If the victim passes out from Stun damage, he will continue to take damage, with the Stun damage overflowing into Physical damage as normal.

Earth Engulf: The victim resists Physical damage.

Enhanced Senses

Type: P • Action: Auto • Range: Self • Duration: Always

Enhanced Senses covers any improved or augmented senses beyond the normal human range of awareness. This includes low-light and thermographic vision, improved hearing and smell, heat-sensing organs, natural sonar, and so on.

Essence Drain

Type: P • Action: Complex • Range: Touch • Duration: Permanent

The Essence Drain power allows a being to drain the Essence from another character, adding drained Essence to the critter's own. Essence Drain can only target physical sentient beings (characters and non-astral critters with the Sentience power).

The critter cannot drain from a resisting victim; the victim must either participate willingly, or be subdued into helplessness (restrained, paralyzed, knocked unconscious, mentally controlled, etc). Essence transfer only occurs in the presence of strong emotion. This can be a lover's passion, the terror of an unwilling victim, or the rage of a defeated enemy, for example. The emotions must be strong, and they must be focused personally on the critter using the power. Sometimes the transfer of a token amount of physical material takes place, such as blood for a vampire or flesh for a wendigo, though this usually serves to enhance the passion or terror of the moment.

Draining a point of Essence takes a Charisma + Magic (10 – target's Essence, 1 minute) Extended Test. If the critter is disturbed or interrupted before this test ends, the Essence point is not drained. The critter may drain as many points of Essence as it currently possesses, with a minimum of 1 point. A critter can only increase its Essence to twice its natural maximum.

Lost Essence will affect a character's Magic or Resonance rating, as noted on p. 62. If a character's Essence is drained to 0, the character dies.

The psychic stimulus of the act of draining has a side effect of creating ecstasy in the victim. A victim being drained must make a Willpower (2) Test. Failure indicates addiction, causing the subject to seek out the creature for another "rush." Treat

this as a Mild Addiction negative quality (see p. 80). This will, of course, lead to a rapid loss of Essence and eventual death if the character is not restrained or does not "kick the habit."

If pressed, a critter that has drained Essence within the past hour can siphon the stolen life force into other attributes, including (and often especially) Magic. Every 2 points of drained Essence temporarily boosts one Physical or Mental attribute, or Magic, by +1. Only one attribute may be boosted at any time. This attribute boost wears off after 12 hours, and half the Essence points used to fuel the boost are lost.

Fear

Type: M • Action: Complex • Range: LOS • Duration: Special

The Fear power gives a being the power to fill its victims with overwhelming terror. The victim will race in panic for the nearest point of apparent safety, and will not stop until he is out of sight and a safe distance away. The critter makes a Willpower + Magic Opposed Test against the target's Willpower. The terror lasts for 1 Combat Turn per net scored by the critter. Even after that point, the target must succeed in a Willpower + Charisma (critter's net hits) Test to return or face the critter again.

Guard

Type: P • Action: Complex • Range: LOS • Duration: Sustained

The Guard power gives the critter the ability to prevent normal environmental accidents and hazards (both natural and those induced by the Accident power), such as preventing someone from succumbing to heatstroke or saving someone from drowning. The Guard power can also be used to prevent a glitch from occurring. Guard may be used on a number of characters at once equal to the critter's Magic attribute.

Hardened Armor

Type: P • Action: Auto • Range: Self • Duration: Always

Hardened Armor is even tougher than normal armor. If the modified Damage Value of an attack does not exceed the Armor rating (modified by Armor Penetration), then it bounces harmlessly off the critter; don't even bother to make a Damage Resistance Test. Otherwise, Hardened Armor provides both Ballistic and Impact armor equal to its rating.

Immunity

Type: P • Action: Auto • Range: Self • Duration: Always

A critter with Immunity has an enhanced resistance to a certain type of attack or affliction. The critter gains an "Armor rating" equal to twice its Magic against that damage. This Immunity Armor is treated as "hardened" protection (see *Hardened Armor* above), meaning that if the Damage Value does not exceed the Armor, then the attack automatically does no damage.

Immunity to Age: Some beings possess immunity to aging. These beings neither age nor suffer the effects of aging.

Immunity to Normal Weapons: This immunity applies to all weapons that are not magical (weapon foci, spells, adept or critter powers). If the critter has the Allergy weakness, then the Immunity does not apply against non-magical attacks made using the allergen.