

for (Magic) minutes (this also affects Initiative). If Reaction is reduced to 0, the character is paralyzed and cannot move (except to breathe). After the paralysis ends, Reaction returns at the rate of 1 point per minute.

### Psychokinesis

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

The being with the Psychokinesis power can generate psychokinetic energy with a Strength and Quickness equal to the hits scored on a Magic + willpower Test, similar to the Magic Fingers spell (p. 203).

### Regeneration

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

A critter with Regeneration rapidly heals any Physical damage. At the end of a Combat Turn, make a Magic + Body Test. Each hit regenerates 1 point of Physical or Stun damage. If a critter has already taken enough damage to enter into Physical damage overflow, the critter is not considered dead until it has had a chance to make a Regeneration Test. After a critter has made a Regeneration Test, if the damage overflow is still greater than the critter's Body attribute, then the critter is dead.

Certain types of damage cannot be regenerated from this power. Damage to the brain or spinal cord (for example, from a called shot to the head) cannot be healed this way. Likewise, magical damage from weapon foci, combat spells, critter/adept powers, or other magic may not be healed through Regeneration. If the critter has an Allergy, the critter cannot regenerate damage until the allergen's presence is removed.

### Search

Type: P • Action: Complex • Range: Special • Duration: Special

The being may seek any person, place, or object. To find the target, the creature makes a Magic + Intuition (5, 10 minutes) Extended Test. Apply modifiers from the Search Modifiers Table. The critter must have seen what it is searching for before; spirits may search out anything that their summoner provides them with a mental image of.

Critters with the Astral Form power may use Search in astral space and do not have to materialize while searching.

## SEARCH MODIFIERS TABLE

### Situation

Target hidden by Concealment power  
Target hidden behind mana barrier

### Dice Pool Modifier

–concealer's Magic  
–barrier's Force

### Situation

Target is more than a kilometer away  
Target is a nonliving object or place

### Threshold Modifier

+ kilometers  
+5

### Sapience

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

Critters with the Sapience power are self-aware, with a choice-making consciousness. Sapient critters are considered Untrained (see p. 108) in any skills they do not possess and can default normally. Sapient critters are also capable of learning new skills.

While most sapient critters are mundane, some in their species are capable of Awakening and possessing a Magic attribute. Awakened sapient critters are capable of all magical tasks and follow the same rules for magic as normal characters. It has yet to be seen whether sapient critters can become technomancers.

### Venom

Type: P • Action: Auto • Range: Touch • Duration: Instant

The critter secretes a natural venom that is poisonous to characters and other critters. Treat it as toxin (see p. 245) with the following attributes: Vector: injection, Speed: 1 Combat Turn, Power: 6, Effect: Physical damage. Note that some critters may have toxins with different attributes, as noted in their individual descriptions.

### Weather Control

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

The Weather Control power allows a creature to manipulate certain weather conditions. The desired weather must be possible in the environment where the power is used (no blizzards in Death Valley or heat waves in Iceland, for example). The weather condition builds over time, reaching a peak when the critter completes a Magic + Willpower (10, 30 minutes) Extended Test. The creature only "summons" the desired weather; it does not control it. For example, a creature that summons a thunderstorm cannot direct where the lightning bolts may strike.

## WEAKNESSES

Even as the Awakening bestowed new powers on certain critters, it also bestowed new vulnerabilities that can be exploited. This is nature's way of leveling the playing field in the ongoing struggle between society and the wilderness. Listed below are possible weaknesses that some critters may have.

### Allergy

Many critters suffer from an allergy to one or more substances or conditions. A critter with an Allergy suffers discomfort or damage when touched by the allergen. This weakness is rated similarly to the Allergy negative quality (p. 80).

### Dietary Requirement

The critter must consume a certain type of unique substance at a regular interval to sustain its life. This substance can vary, but it must be unusual and exotic. Examples include gold, metahuman flesh, orichalcum, or toxic waste. How