

TELEPATHIC POTENTIAL

Brains are weird. Especially yours. Ever since you escaped from the lab you've felt different. Ever since the peelback accident you've heard voices. Gotten headaches, caused headaches, dreamed others' dreams. Brains are weird. And you've seen them all.

TURBO

Describe how your device helps you with an action, then boost or kick as needed.



MODS

Mind Reading. Roll to secretly read a subject's active surface thoughts. And you thought GooTube's comment section was bad!

Psychic Weapon. Roll to hurt, distract, or temporarily paralyze a sentient creature by barraging their neurons with sheer psychic force. Additionally, you may spend 1 turbo to protect you or a teammate from a psionic attack.

Nueralizer. Roll to destroy the last couple minutes of a subject's memories. Fragments remain in the submind, floating to the surface over time.

Sensory Rerouting. Roll to modify current input for one sense in one subject. Make them hear things, see things, not see things, etc. Add kick to modify multiple senses concurrently.

Inception. Roll to place your hand on a subject's head and go deep into their mind to retrieve a secret, alter a memory, repair damage, or insert a new idea. It takes nearly a minute, you are unaware of the outside world and vulnerable during the process, and afterward you recieve a slam (exhausted, proximity trauma, etc.)

FUNCTION

Freely communicate telepathically with nearby friends or roll to send a message a long distance or to someone unwilling to hear it.

LOOK

Nosebleeds, headaches, floating hair, humming, arcane gesture, colored energy, translucence ripples, something else

HOW TO MOD

Use a **trick** to represent a breakthrough and fill top. Use *In the Lab* to fill bottom. Either order.

Power. Turbo gains 1 kick.

Stability. Turbo gains 1 boost.

Evolution. Add a mod from another signature.

