

Chakras

What the hell are they?

The word chakra is derived from an old Sanskrit word meaning 'wheel', 'disc', or 'circle'. It's meant to describe the shape the chakras are said to have to the trained eye. Most people describe the chakras as looking like lotus flowers, opening and closing. It is said there are seven chakras in the human body which are tied to certain parts of the body and certain functions and have different colors assigned to them. But there are other schools of thoughts that say there are far more than seven. However, we are going to concentrate on the seven main chakras.

The seven basic chakras are situated in a straight vertical line in the human body and correspond to different parts of the human body. All seven have different functions and colors, which we will discuss more in depth in a bit. The areas they are linked to are the base of the spine, the stomach area, the chest, the heart, the throat, the forehead and the top of the head. All seven have different names as well.

It is believed that someone in control of their chakras is enlightened and in control of their body. Someone who is enlightened is able to access the power within their chakras. They have learned through experience how to do it. It's not an easy process, but it is possible. Some mages and psis are able to 'fake' enlightenment and open the chakras through magic or psionic manipulation. Although they will argue that they themselves are enlightened since they are able to perform magic or use psionic abilities. Others are born with the ability to tap into their chakras and use the power contained therein.

Some people are also able to erode or taint someone else's chakra or even prevent them from tapping into the power within the chakra. Mages and psis have spells to do this.

There is also a skill available, Chakra Knowledge that lets an agent, on a successful roll, know about chakras and such. This will be gone over more in depth as well.

Gaining Chakra Ability

A mage or a psi has access to the spell list for chakras. However, if a character wants to be able to access chakra powers without being a mage or a psi, they purchase the Ability spell list with skill points much the same way a mage or psi purchases one of their spell lists. However, they are not considered mages or psi's, which means they are not affected by anti-psi's, or spells that affect magic users or psionicists. They gain WKP and develop them the same as a psi does. They are under the same penalties for use as a psi and a victim of one of their spells still gets to use their MRE against it.

Chakra Descriptions

Aligned in a vertical line projecting down the front of the body, the seven chakras are attached to different parts of the body and serve different functions. The chakras in order, from lowest to highest are as follows: Muladhara or Base, Svadishana or Sacral, Masnipura or Solar Plexus, Anahata or Heart Centre, Visuddha or Throat Centre, Ajna or Forehead Center and the Sahasrara or Crown Centre. As said before, each controls a different part of the body and different functions or abilities. Each one is also attuned to a different element.

Base Chakra (Muladhara)

The Base chakra is located at, oddly enough, the base of the spine, thus its name. It's associated with the element of earth. The powers associated with the Base chakra are the triggering of a were-form, sending ones self into a berserker rage, opening lesser forms of the other chakras (excluding the elemental) and of course, Earth elemental. Its color is red.

Sacral Chakra (Svadhishana)

The Sacral chakra is located at the waistline just below the navel. It's associated with the element of water. The powers possible from the Sacral chakra are increased physical speed and strength as well as heightened Magic Resistance. Opening the Sacral chakra can also give admittance to the powers of the element of water. Orange is its color.

Solar Plexus Chakra (Manipura)

The Solar Plexus chakra is located where the solar plexus is on the human body, on the lower part of the breastbone. It is associated with the element of fire and its powers are heightened fear resistance and detection of lies. Abilities of the element of fire are also gained. Yellow is its color.

Heart Centre (Anahata)

Located in the middle of the chest is the Heart Centre chakra. It is connected to the element of air and controls the immune system. Opening the Heart Centre can give you greater immunity to disease (including vampirism and lycanthropy), extra hit points and a stronger constitution. Powers of the element of air can be harnessed. The color of the Heart Centre chakra is green.

Throat Centre (Visuddha)

The Throat Centre chakra is located at the top of the throat and is associated with the element of ether. It can give you heightened senses, better speaking skills (as well as other languages), writing skills (and reading), and you can utilize power from the element of ether. The associated color of the Heart Centre chakra is blue.

Forehead Centre (Ajna)

The sixth chakra is the Forehead Centre chakra and, as its name suggests, it is located on the forehead above and between the eyebrows. Its associated element is time and is often referred to as the 'third eye' chakra. The powers of the Forehead Centre chakra are precognition, postcognition, telepathy, and remote viewing, basically clairvoyance. Access to the power of the element of time can also be gained. The color of the Forehead Centre chakra is indigo.

Crown Centre Chakra (Sahasrara)

The top of the head is where the Crown Centre chakra is found. It is supposed to be the perfection of the mind, body, and spirit. Its element is spirit and is the most powerful of the chakras. Powers gained from opening the Crown Centre chakra are teleportation, astral projection, aura sight, channeling, or any three of the lesser chakras. Power derived from the element of spirit is also allowed. Its color is white.

Colors

The color of a chakra denotes how healthy that chakra is. If the chakra is any color besides the one indicated, then something is wrong and the person needs to get their chakras cleansed. The

stronger the color of a chakra, the more the person uses that particular chakra.

How to Use Chakras

To use one's chakras, a mage or psi casts a spell off of the mage/psi list (paying appropriate spell cost). If the spell is successful, the mage or psi can access the chakra power he or she is trying to access off of the list. He or she must then pay the cost to use the power.

An agent who can access the chakras but is not a mage or psi, gains WKP (which is developed normally) and can use them to cast the spell off of the Ability spell list. They then do not have to pay any extra cost to activate the chakra unless specifically noted in the power.

An agent who is not trained in accessing chakras may try as well. They must roll under their MRE, adding +5% if they have the skill Chakra Knowledge. They then will have 30 WKP to use. If a spell is more than 30, the extra will come from their HP's or a nearby psi, who will probably be none to happy to have their WKP drained.

Chakra Powers

The powers from each chakra are varied. The higher the chakra, the more powerful it is, with the exception of the elemental power. Generally, these powers last only for 1d2 hours, unless otherwise stated.

Muladhara

- 85% chance to trigger were-form in self, 75% to trigger it in others. No action if not a were.
- Berserker rage 75% chance to trigger in self. Gives +25 to any physical combat or martial art, +4 STR and +50 HP.
- Use other chakra powers at 25% of full (excluding elements).

- Earth Element: Shield of Earth can take 500 points of damage, 10 feet high x 10 feet wide x 1 foot thick.

Svadishana

- Increased STR +2d6
- Increased DEX +2d6
- Increased AGL +2d6
- Water Element: Does not need to breath. Swim +65%

Manipura

- Lie Detection 85%
- Fear Resistance 70%
- Low Light Vision (need at least moonlight to see as if it were day)
- Fire Element: Heat resistance up to 800 degrees. Flame blast 50 feet for 5d10 burn damage, MRE save halves damage.

Anahata

- Extra HPs +2d20
- Increased CON +2d6
- Disease Immunity 80%
 - Vampirism 40%
 - Lycanthrope 50%
- Air Element: Fall without injury 50 feet. Glide 300 feet.

Visuddha

- Communication +25% to all speaking skill rolls
- Can add 3 languages
- Writing skills improve to include forgery by +30%
- Night Vision (no light to see)
- Smell heightened +25%
- Hearing heightened +25%
- Touch heightened +25%
- Taste heightened +25%
- Ether element: Lightning bolt 50 feet for 5d10 shocking damage. Stabilize death shock at 85%.

Ajna

- Precognition
- Postcognition
- Telepathy
- Remote Viewing
- Time Element: Character gains 1d4 actions per round.

Sahasrara

- Teleportation
- Astral Projection
- Aura Sight
- Channeling
- Any three of the lesser chakra powers (excluding elemental) +25%
- Spirit Element: Charm spirit 75% MRE save means no harmful action against character. Gives access to Control Mind spell list (STNF 93, pg 74-75).

These powers last only for the length of time that the chakra is open. Once the chakra closes the power is gone. Any damage taken while open does not go away and must be healed. The only exception is any disease counteracted by the Anahata Chakra.

Spell List

There are two spell lists for Chakra spells. The first is for mages and psis that do not have the ability to open their chakras. The second is for characters who have taken the Chakra Ability. Agents and characters not trained in the ability to access their chakras use the spell list for mages and psis should they be successful in opening their chakra. They, like mages and psis must pay the cost for the initial opening as well as the extra cost for the power they wish to access.

SPELL	COST	TIME
Access Chakra		1m
Deny Chakra		1m
Taint Chakra		1m
Cleanse Chakra		1m
See Chakras		1m
Close Chakra		1m

Ability User Spell List

Mage/Psi/Untrained Spell List

SPELL	COST	TIME
Access Chakra		1m
*Muladhara		1m
*Svadishana		1m
*Manioura		1m
*Anahata		1m
*Visuddha		1m
*Ajna		1m
*Sahasrara		1m
*Elements (all)		1m
Deny Chakra		1m
Taint Chakra		1m
Cleanse Chakra		1m
See Chakras		1m
Close Chakra		1m

Access Chakra- This is the basic spell that allows a person to open their chakras and use the power within. Only one chakra may be open at a time. Mages, psis and untrained users must first cast Access Chakra before they can use any of the powers listed for the chakras.

Deny Chakra- Closes a person's chakra while they are trying to open it. If they save, they can attempt to finish opening it. If not, the WKP are still spent, but the chakra does not open.

Taint Chakra- Whenever a character attempts to use a tainted chakra, the effect is either the character takes 2d10 HP of damage or else the chakras effect

is reduced by 75%. This stays in place until the chakra is cleansed.

Cleanse Chakra- Removes the negative effects of a Taint Chakra spell as well as any other effect that may cause a chakra to not function properly. Also

See Chakras- Allows caster to see a person's chakras, to include color, and whether that person's chakra is open or closed or is attempting to open.

Close Chakra- This spell closes a chakra someone has already opened. If the spell is successful, the chakra opener requires another roll. This roll is to try to keep the chakra from closing and is made as a skill check. If that roll is successful, the chakra remains open, but the person accessing must reroll all rolls associated with that chakra.

Example- Charlie the Chakra User is opening his sacral chakra to gain heightened strength. Angel Fisher does not want this as her teammate is in a fistfight with Charlie. He opens the chakra and rolls a +12 (2d6) to his STR., a perfect roll. Angel tries to close the chakra and succeeds on her roll. Charlie rolls to try to keep it open. He succeeds and must reroll the added STR. He gets a dismal +3. Charlie is not happy. Had Charlie not succeeded, the chakra would have closed and he would have had to start over.

Chakra Knowledge

The skill of Chakra Knowledge can be purchased as a Bureau skill and increased like a regular skill. It gives an agent insight into what chakras are, how they are used, what they can do and the spells associated with them. On a Difficulty rating roll of 9 (STNF 1993,

pg 14), the agent can tell when someone is trying to tap into a chakra. It does NOT give the agent the ability to use chakras.

Detecting Chakras

When viewed with Aura sight or with the Bureau issue sunglasses, the seven chakras will stand out on a person trained to access their chakras. A kirilian meter will pick up a chakra user as a flux between spirit and psionic energy. Otherwise a trained chakra user will go completely unnoticed. When someone attempts to open a chakra, agents are allowed a regular SNS roll. And unless they roll really well, they will have no idea what is going on, just that something is not right.

Conclusion

Chakras can make for somewhat powerful agents, but they can make for powerful enemies as well. Don't be afraid to use a chakra user against your agents. They may not know what he or she is until it's too late. And their enemies may be just as surprised also.