



LPJ9970



DEVIL'S WORKSHOP

# TEMPLATE: PSYCHIC ENTITY

A living nightmare is delivering brutal justice to the old enemies of a once mighty super-hero, one who is now seemingly comatose and helpless. Imaginary friends that are all too real, protecting a child who witnessed her parents killed in a tragic accident. A horrible, unseen wraith that jumps from one body to the next, leaving a trail of carnage in it's wake. All of these are psychic entities, born from a mix of psychic power, repressed desires, and blind chance. They reflect the best and worst traits of those whose minds they spring from. They may not truly exist; the power and danger they represent most assuredly does.

## BECOMING (MANIFESTING) A PSYCHIC ENTITY

Psychic Entities are created when an individual with potent psi-based abilities (*at least 10 ranks in any two psionic powers*) suffers some sort of extreme mental trauma. The trauma may be physical in nature, or entirely psychological. It might result from scientific experimentation intended to alter, boost, or diminish the character's powers. Perhaps the character swore to never knowingly take a life, but was forced to kill in order to save the lives of others. Maybe it results from a character with a pathological fear of the dark being trapped for hours in a tiny, unlit cell. The GM should decide on exactly what circumstances might warrant the creation of a psychic entity. When a psychic character is subjected to such circumstances, the Gamemaster should secretly roll a DC 15 Will save for the character. Failure indicates the character has acquired the template.

The psychic entity usually emerges quite slowly-the only signs of it's presence early on is a gradual increase in the host character's mental abilities, the character evidencing greater psychic strength than previously. In its' latent form, the

psychic entity will begin subconsciously goading the character into action more and more frequently, attempting to push the character to the point of exhaustion, especially through the use of the newly enhanced psychic powers. When the character succumbs to the effects of combat or exhaustion, the psychic entity attempts to break free, manifesting itself outside the character's physical body.

The character immediately falls unconscious, if not so already, and remains in a coma-like state for the next 24 hours. During this time the psychic entity is free to do as it pleases, which usually means acting in accordance with its' personality quirk (*see below.*) The character's basic moral code remains the same, but the psychic entity is much less likely to consider the long term consequences of its actions, or the effects they may have on others. The psychic entity sees such considerations as unimportant compared to the "purity" of what drives it (*ideals, passions, and so on.*)

As a construct of pure thought, a psychic entity is a formidable being. It is free from bodily concerns such as hunger, thirst, and rest. It can summon forth any number of psychic powers. It may travel at nearly the speed of thought over short distances. It is dependent, however, on the well being of the character's physical body. If the psychic entity's physical body is slain, the entity is destroyed as well. As all psychic entities instinctively know this, most take pains to protect their corporeal vessels under all circumstances.



### PSYCHIC ENTITY (LATENT)

**PL Adjustment:** 0

**Feats:** Indomitable Will (*Substitute Iron Will, if feat is already possessed.*)

**Powers:** Boost +4 [*Source: Psionic; Extra: All attributes (psionic powers at once); Flaw: 8 uses/day, Tiring; Cost: 1 pp; Total: 4*], Mental Protection +2 [*Source: Psionic; Cost: 2pp; Total: 4 pp.*]

**Weaknesses:** Transformation (*stress*).

## WEAKNESS

**Transformation (*manifestation*):** Whenever the character is exhausted, stunned or knocked unconscious, the psychic entity may manifest itself. Initially, the entity instinctively uses its teleportation ability to manifest as far away from the character as possible, even using extra effort, if necessary, to conceal its connection to the character. Indeed, the character may remain unaware that any such connection exists, until he or others begin to notice the circumstances under which the entity is always encountered, similarities in speech patterns and body language, etc. Once aware of the entity's presence, the character may (*if desired*) attempt to stave off the manifestation by making a Will save against DC 15. A character who is merely stunned receives a +4 bonus to the save, but an unconscious character is unable to resist (*an exhausted character saves normally.*) The psychic entity's actions are controlled by the GM, but should reflect exaggerated or perverted aspects of the character's normal behavior. The character's memories of any actions taken by the psychic entity will be vague and unclear (*Intelligence check at DC 15 needed to recall specific events.*)

## MANIFEST FORM

### PL ADJUSTMENT: 0

**Feats:** Immunity (*Critical Hits; Flaw: Can still suffer critical hits from mental attacks*), Immunities (*Disease, Exhaustion, Poison, Starvation, Suffocation*), Indomitable Will.

**Powers:** Boost +5 [*Source: Psionic; Extra: All attributes (all psionic powers at once); Flaws: 8 uses/day; Cost: 2 pp; Total: 10*], Mental Protection +3 [*Source: Psionic; Cost: 2pp; Total: 6 pp*], Super-Charisma +5 [*Source: Psionic; Extra: Intimidating Presence; Flaws: Limited (No bonus to Cha skill rolls or checks, no bonus to Loyalty score) Cost: 1 pp; Total: 5 pp*], Teleportation +3 [*Source: Psionic; Extra: Extended Teleport; Flaw: Extended Only; Cost: 2 pp; Total: 6 pp*], Variable Effect +10 [*Source: Psionic; Flaw: Limited-psionic effects only; Cost: 8 pp; Total: 10 pp*]

**Weaknesses:** Disability (*physical form left behind*), Disturbing, Egocentric (*see below*), Quirk, Transformation.

**Disability (*physical form left behind*):** As noted above, a character does not so much transform into a psychic entity as manifest one, outside the character's physical body. The corporeal form of the character remains behind, unconscious, while the psychic entity ventures forth into the world. It remains unconscious until the psychic entity dissipates after 24 hours or is forced to retreat back into physical form. The character's body is obviously vulnerable in this state, as it cannot act or defend itself. The psychic entity can, however, sense any overt harm done to its corporeal form, and will either willingly dissipate/transform back, or will move as swiftly as possible to protect its physical body.

**Disturbing:** The Psychic Entity is an embodiment of the character's repressed emotions, thoughts, or urges. It may appear as a perfectly formed, a demigod-like being, an abstracted human form, or a grotesque monster. It is clearly something other than human, and its appearance results in a -5 penalty to all Bluff and Diplomacy skill checks.

**Egocentric:** A Psychic Entity regards the material world around it as less "real" than its own thoughts and feelings. The psychic entity is only interested in interacting with others to satisfy its own needs. This results in the same penalties as the Naïve weakness,

a -5 penalty to Sense Motive attempts and on all rolls made to avoid being surprised.

**Quirk (*obsession*):** As discussed above, psychic entities are born from the repressed thoughts or feelings, released through some traumatic experience. Every psychic entity is born with some overriding compulsion, fear, or obsession. A psychic entity created when a hero saw his allies brutally murdered might have no compunctions about using lethal force against law-breakers, even minor scofflaws, murdering and torturing already-defeated foes. Other possibilities might include a psychic entity that seeks to eradicate any extraterrestrial presence or influence upon human society, one that destroys all technology it views as too "dangerous", or one that kidnaps normal humans for experimentation, attempting to awaken their psychic potential. The urge to engage in such actions may be delayed for the duration of one encounter by spending a Hero point, but the compulsion always resurfaces.

**Transformation:** The psychic entity may be forced to transform back to its latent state if it suffers a critical hit (*which can only come from a mental attack.*) The transformation may be resisted with a successful Will save against DC 15, but the entity suffers a cumulative -1 penalty to the saving throw for each additional critical hit taken during the same encounter.

## LEAVING THE TEMPLATE

The only way to leave the template is to destroy/dispel the psychic entity. This involves repairing the mental damage that allowed the entity to emerge. A character who possesses at least ten ranks of the Telepathy power may attempt to dispel the existence of the entity via psychic surgery. To do so, the individual must make physical contact with the character, and maintain such contact for the next minute (*ten rounds*), taking no other actions during this time. The person attempting the psychic surgery

must also spend two Hero Points; one at the beginning of the turn, when first making mental contact with the psychic entity, and the other at the end of the turn, when actually making the attempt to exorcise the entity from the mind of the afflicted character. The individual must then attempt a power check against DC 20. A successful check means the unwanted entity has been purged from the character's psyche, with the afflicted character losing all bonuses and penalties associated with the template. Failure may result in something unwanted happening (*GM's choice; the psychic entity takes on a malevolent persona, if it did not already possess one; the person attempting the cure acquires the template instead; the psychic entity controls the character's body even when not fully manifested; and so on.*) If the individual attempting the cure rolls a "1" on the power check, both of the characters involved in the attempt are forced to attempt Will saving throws vs. a DC 15 mental attack. If unsuccessful, the character(s) immediately fall into a comatose state, and will begin dying the round thereafter, unless provided with medical aid. If stabilized through medical treatment, the character(s) will regain consciousness within the next 1d20 days, and the psychic entity will have apparently been destroyed ...although such mental trauma is often not without lingering effects (*GM's option, anything from total recovery to slowly creeping insanity.*)

Alternately, an attempt may be made to cure the character using more conventional means, such as psychiatric treatment involving therapy and psychotropic drugs. This requires confinement in an appropriate mental health facility for a number of months equal to one-half the character's power level. Such a facility must, of course, be properly equipped to confine/deal with a super-powered patient capable of manifesting a potentially hostile being composed of pure thought energy; otherwise the character's stay, even if initially voluntary, is likely to be cut short. At the end of the required time, the character must spend one Hero Point and make a DC 15 Will saving throw. If the saving throw is successful, the character has recovered from the psychological

imbalances that led to the psychic entity manifesting itself. Failure indicates that further treatment is needed.

If the psychic entity is of the No Body Is Home variation (*see below*), the only way to leave the template is for the entity to acquire a permanent host body. This means either recreating or retrieving the character's original body, or providing a suitable alternative form for the character to inhabit. Such a host body must be mindless (*or at least non-sentient*), reasonably humanoid in shape, and primarily organic in construction (*sophisticated androids made of high-tech materials may be suitable; mechanical constructs are not.*) Locating or creating a body that meets these specifications is usually a daunting task even for super-powered individuals, and can easily involve several game sessions of adventuring.

## CUSTOMIZATION

**No Body Is Home:** This type of psychic entity has no permanent host, but must instead leap from one body to the next. It is created when a psychic character's physical body is suddenly, violently destroyed, or (*more rarely*) when a psychic who was projecting his mind outside his body somehow cannot return to his corporeal form (*if the body is shifted to another dimension, for example.*) In a desperate bid for survival, the psychic fashions a form out of pure will. The character retains all memories, skills, and other attributes, but becomes permanently invisible and intangible. The character must also now possess the bodies of others, as even the strongest will cannot sustain indefinitely without solid form. The host bodies must be usually be human or at least humanoid; human-like aliens, mutants, cyborgs and the like may be suitable, but most extraterrestrials, robots, supernatural beings, and animals are not.

## PSYCHIC ENTITY

### (no permanent host body)

**PL Adjustment:** 0

**Feats:** Immunity (*Aging, Critical Hits*; *Flaw: Can still suffer critical hits from mental attacks, Sleep*), Indomitable Will.

**Powers:** Amazing Save (*Damage*) +1 [*Source: Psionic; Cost 1 pp; Total: 1 pp*], Incorporeal +5 [*Source: Psionic; Extras: Immunities (Disease, Exhaustion, Poison, Starvation, Suffocation), Invisibility +2; Flaw: Permanent; Power Stunts: Invisible to any two additional senses; Cost: 1 pp; Total: 16*], Mental Protection +3 [*Source: Psionic; Cost: 2pp; Total: 6 pp*], Possession +10 [*Source: Psionic; Extras: 5 ranks of Ghost Touch; Flaws: Limited-humans only, except as noted above; Tainted-acquires any psychological weakness (Naïve, Quirk(s), etc.); Cost: 1 pp; Total: 10*]

**Weaknesses:** Mute, Egocentric (*see above*), Susceptible (*host bodies*), and Quirk (*see above*).

## WEAKNESSES

**Mute:** Outside of a suitable host body, the character cannot speak, and is limited to communicating through non-verbal means, though even this may be difficult given the character's nature. The character may communicate via telepathy, if that power is possessed.

**Susceptible (*Host Bodies*):** The psychic entity is dependent on inhabiting/possessing host bodies; the character can exist as pure thought (*incorporeal form*) for only a limited time before it's life energies begin to decline. The psychic entity can remain active and unhindered for periods of up to one hour per point of Wisdom bonus (*minimum one hour*). Thereafter, it must possess an appropriate host or begin to suffer the effects of the susceptibility weakness. The character must spend

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a minimum of ten minutes inhabiting a host for each hour spent outside a host body. The character may then safely exist outside a host body a host body again, up to its' normal time limit.

**Variation:** Some psychic entities of this type cause their host bodies to "burn out", to rapidly decay from accelerated aging. A horror-minded Gamemaster could rule that characters possessed by such an entity lose one Constitution point every hour, every ten minutes, or even every turn, until they crumble to dust. This should be treated as a plot device, not a power or a weakness, as the drawbacks and benefits tend to cancel out.

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