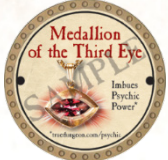
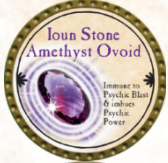


# Psychic Power



Players wishing to use a Psychic Power must unlock their character's Psychic Potential by equipping a [token that awakens this latent talent](#). Your coach notes on the party card when a character has awakened Psychic Power. Each player then adds up the number of unique Teeth of Cavadar tokens they have equipped. During the adventure, the player may choose to activate one of the Psychic Powers listed below, so long as the player has

enough unique Teeth of Cavadar equipped to qualify for that Power's tier. Without any Teeth equipped, only *cell repair* may be used. A Psychic Power can only affect the individual who manifests it.

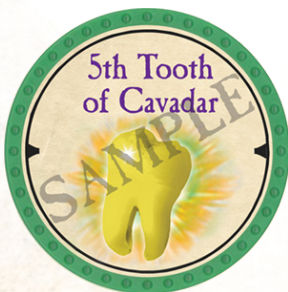
Only one Psychic Power may be used per person per adventure. Equipping more Cavadar Teeth does not grant you additional manifestations of powers, it grants you access to a higher tier's power. E.g., if you had three Cavadar Teeth equipped, you would have access up to the tier 3 power and you could manifest *ESP*, or *control mass*, or *adjust mass*, or *cell repair*; not all four, not three, not two.

| Power Tier | Power             | Description<br>(no more than one power from this list may be used per game)                                 | Duration* | 1 <sup>st</sup> Year Available |
|------------|-------------------|---|-----------|--------------------------------|
| 0          | Cell Repair       | Heal 4 HP (once)  | instant   | 2015                           |
| 1          | Adjust Mass       | Walk on water as if it were solid ground  | full room | 2015                           |
| 2          | Control Mass      | Greatly slow your fall(s) for no damage   | full room | 2016                           |
| 3          | ESP               | If the DM announces you're Surprised, this retroactively negates it. Inform the DM you're using this power. | full room | 2017                           |
| 4          | Planar Vision     | Ignore the 50% miss chance when attacking incorporeal targets   | full room | 2018                           |
| 5          | Mind Shield       | Negate the effects of a failed Will saving throw (once)   | instant   | 2019                           |
| 6          | Energy Adjustment | Negate 5 points of Cold, Fire, Shock, or Sonic damage (once)  | instant   | 2020                           |
| 7          | Energy Control    | Negate 10 points of Cold, Fire, Shock, or Sonic damage (once)   | instant   | 2021                           |
| 8          | Astral Projection | Gain access to special event <sup>†</sup>   | n/a       | 2021                           |

\*All Psychic Powers require a Free Action to activate.

<sup>†</sup>Details to be announced at a later date. This will be a very cool one-time event held in 2021.

## How to Access Higher Power Psychic Tiers



Currently, [Cavadar teeth are the only tokens that can improve what tier of powers you have access to](#). A

Cavadar tooth is a Premium token—a free bonus given to all token collectors for each \$1K in token purchases they

make during each token cycle (typically November through October.) Like nearly all tokens, you may not equip more than one same-named token. E.g., you may equip the 1<sup>st</sup> and 2<sup>nd</sup> Tooth tokens and gain access to *control mass*, but not more than one 1<sup>st</sup> Tooth nor more than one 2<sup>nd</sup> Tooth.

Every year from 2015–2021, a new Tooth of Cavadar token was made available to \$1K token collectors. All seven Teeth can be transmuted into one powerful Eldritch token that grants access to all tiers of Psychic Powers as well as other benefits.

