

Psychosociology

1 – Enthralling Voice

Time to Activate: 1 round
Resist Check: none
Target: caster
Duration: 1 + 1/PU minutes
Area: 30' radius
Effect: listen to me

Upon the caster clearing his or her throat, the caster's voice will sound crisp and clear to all within the radius. This does not interrupt the actions of those around the caster, only ensures that the casters message gets out.

1 – Demoralize

Time to Activate: 1 round
Resist Check: (1d4+1)d6 vs. WIL negates
Target: caster
Duration: 1 + 1/PU rounds
Area: 10' radius
Effect: mock

Upon activating this ability, the caster mocks the enemies near them. If the enemies fail the resist check, their weapon modifiers are lowered by one point for the duration. The caster is immune to this effect.

2 – Friendly

Time to Activate: 1 round
Resist Check: (1d4+1)d6 vs. PER negates
Target: caster
Duration: 1 + 1/PU minutes
Area: self
Effect: seem harmless

The caster will appear to be harmless and friendly for the duration of the spell. People who would normally be afraid to approach or speak with her will become confident that she's to be trusted. Those effected only get the resist check, should the psion act out of character.

2 – Request

Time to Activate: 1 round
Resist Check: none
Target: caster
Duration: 1 + 1/PU minutes
Area: self
Effect: do what I want

The caster can choose to end the effect of this spell, when trying to convince the target of something. When this spell effect ends, the caster takes one dice off of a single skill check used to convince the target.

3 – Presence

Time to Activate: 1 round
Resist Check: (1d4+1)d6 vs. WIL negates
Target: caster
Duration: 5 + 5/PU minutes
Area: 20' radius
Effect: look at me

The caster gains a very strong presence and gains the focus of those within the area of effect. These targets gain one rank of Inferior PER, for the purpose of noticing other things happening around them that aren't the caster.

3 – Harmless Bystander

Time to Activate: 1 round
Resist Check: (1d4+1)d6 vs. PER negates
Target: caster
Duration: 10 + 5/PU minutes
Area: self
Effect: not me

After casting this spell, the psion looks harmless and innocent, and will appear to be uninvolved in abnormal activity around them. Anyone viewing the caster will only get the resistance check if the psion acts out of character for the spell effect. This spell may give bonuses to attempt to persuade people into doing things. (GM's discretion).

4 – Puppy Dog Eyes

Time to Activate: 1 round
Resist Check: (1d4+1)d6 vs. WIL negates

The caster takes on a harmless, innocent appearance. Individuals that see the caster must make the resistance check to harm her.

Target: caster
Duration: 4 + 1/PU rounds
Area: self
Effect: don't hurt me

4 – Sensitivity

Time to Activate: 1 round
Resist Check: none
Target: caster
Duration: 2 hours until used
Area: self
Effect: cover for mistake

When needed, the caster will be made aware of a mistake they are about to make. In game mechanics, it allows them to reroll a social skill, if they fail their skill check.

5 – Proper demeanor

Time to Activate: 2 rounds
Resist Check: (1d4+2)d6 vs. CSE negates
Target: caster
Duration: 10 + 10/(2PU) minutes
Area: self
Effect: I belong here

The caster appears to belong wherever they go. Most people will not question why she is where she is, as only the individuals who make the resistance check aren't convinced she belongs there.

6 – Pretentious Appeal to Innate Goodness

Time to Activate: 1 round
Resist Check: (1d3+2)d6 vs. CSE negates
Target: LOS 50'
Duration: 1 + 1/(5PU) minutes
Area: single creature
Effect: regret it

During the casting of the spell, the caster condemns the actions of the target, and claims that they're above such petty acts. If the target fails the resistance check, they are convinced that they have done wrong, and will attempt to right their wrong.

6 – Face of the Ages

Time to Activate: 5 minutes
Resist Check: none
Target: caster
Duration: 12 + 3/PU hours
Area: self
Effect: set age

The caster can choose an age, and physically appear as though they are that age for the duration of the spell.

7 – Truce Bond

Time to Activate: 1 minute
Resist Check: willing target
Target: multitouch
Duration: 30 + 5/PU minutes
Area: touched creatures
Effect: peaceful negotiation

This spell is cast when people wish to discuss peace agreements. Upon casting this spell, all those who choose to not resist are outlined in blue. These people cannot choose to harm others who chose not to resist. This allows for peaceful discussions, without fear of outbursts.

7 – Blown Kiss

Time to Activate: 1 round
Resist Check: (1d4+2)d6 vs. CSE negates
Target: LOS 200'
Duration: 5 + 5/(2PU) rounds
Area: single target
Effect: fixation

Upon failing the resistance check, the target is slowly drawn towards the caster. Upon getting to the caster, they must attempt their best pick-up lines. The target does not realize he was manipulated to do so.

8 – Maiden's Kiss

<p>Time to Activate: 1 round Resist Check: willing target Target: LOS 20' Duration: 2 hours until used Area: single ally Effect: motivate</p>	<p>Upon casting the spell, the caster offers a kiss if the target can accomplish a certain goal. They are more motivated and take a dice off of a single skill check required to accomplish this goal. If the person accomplishes this goal, they get a kiss that heals 4d6 damage points. This spell only functions on an individual who is attracted to the caster's current gender.</p>
<p>8 – Natural Listener</p>	
<p>Time to Activate: 1 round Resist Check: none Target: caster Duration: 30 + 5/(2PU) minutes Area: self Effect: multi-focus</p>	<p>The caster becomes much better at multitasking after casting this spell. They can continue with a task that requires mental focus while maintaining a conversation with someone else. Additionally they can add the capacity of one more conversation per finesse. They are limited on who they can respond to at any given time, by the number of communication media he or she has access to (speech, telepathy, sign language, etc.)</p>
<p>9 – Calm Down</p>	
<p>Time to Activate: 2 rounds Resist Check: (1d4+2)d6 vs. CSE negates Target: caster Duration: 15 + 5/(2 PU) minutes Area: hearing Effect: chill</p>	<p>This spell is activated by the caster yelling for "EVERYONE (to) CALM DOWN". Upon failing the resistance check, an individual will begin to think rationally. This effect does not stop them from doing anything, but can stop conflicts motivated exclusively by emotional flare-ups.</p>
<p>9 – Protector's Flag</p>	
<p>Time to Activate: 1 round Resist Check: none Target: piece of cloth Duration: 1 + 1/PU minutes Area: 20' radius Effect: inspiration</p>	<p>The caster's piece of cloth becomes a Blue flag in front of them. This flag, through language barriers, conveys a sense of safety. All those in the radius, that the caster dictates are allies gain 1 + 1/F to each of the following; defensive values, skills used to try to calm down conflict, and points added to healing spells affecting them. At any point, an enemy may choose to surrender, and gain the benefits, but they will not be able to initiate combat with anyone else for the remaining duration of the spell.</p>
<p>10 – Regale</p>	
<p>Time to Activate: 2 rounds Resist Check: (1d4+2)d6 vs. WIL negates Target: caster Duration: 10 + 5/(2PU) minutes Area: hearing Effect: distractions</p>	<p>After this ability is active, the psion becomes telling a tale of adventures past, and journeys traveled. Those who fail the resistance check will be blind to what's happening around them, because they become so enthralled with the story. This spell only works on a calm group (i.e. not in combat).</p>
<p>10 – Read the Crowd</p>	
<p>Time to Activate: 1 round Resist Check: none Target: caster Duration: 10 + 5/(2PU) minutes Area: self Effect: go with the flow</p>	<p>After casting this spell, the caster can, without fail, find the path of least resistance through a crowd of people, to her target destination. This spell helps them prevent bumping into people, and avoid starting conflicts. If this spell is fully finessed, it can allow the caster to safely walk through even the most violent of riots that aren't directed at her.</p>
<p>11 – Sly Wink</p>	
<p>Time to Activate: 1 round Resist Check: (1d6+1)d6 vs. WIL negates</p>	<p>As this spell is cast, the target winks at a target from the opposite gender. If the target fails the resistance check, they lose the ability to</p>

Target: LOS 120'
Duration: 2 + 1/(5PU) rounds
Area: single creature
Effect: induce stutters

form coherent sentences. Additionally, they have great difficulty forming verbal components of spells.

12 – A Smile to Protect

Time to Activate: 1 round
Resist Check: (1d6+1)d6 vs. WIL negates
Target: LOS 60 + 15/F'
Duration: 2 + 1/(6PU) rounds
Area: single creature
Effect: guardianship

Upon failing the resistance check, the target is so overcome by the caster's appearance that they feel a strong compulsion to protect the caster, even to the point of turning on their friends.

12 – Cheerleader Squad

Time to Activate: 1 round
Resist Check: willing target
Target: caster
Duration: 1 + 1/(3PU) rounds
Area: 120' radius
Effect: more motivation

This spell summons 4 phantasmal copies of the caster. The caster must then spend the rest of the duration cheering on people. Each round she can choose to cheer for a different person within the radius. When a target is being cheered to, they gain the caster's COM/5 to all their attack rolls, skill rolls, damage rolls, and all stats for the purposes of resist checks. This bonus has a maximum of five.

13 – Compound the Comeliness

Time to Activate: 5 minutes
Resist Check: none
Target: caster
Duration: instantaneous
Area: self
Effect: more attractive

At the moment of casting this spell, the caster gains a bonus of 2 + 1/(2 F) points of COM. This spell cannot be cast twice of the same individual and the most powerful version will take effect.

XP Cost: 5,000 + 2,500/(2 F).

14 – Cursed Beauty Mark

Time to Activate: 5 minutes
Resist Check: none
Target: caster
Duration: instantaneous
Area: self
Effect: pretty problematic

The target of this spell grows a beauty mark on their choice of location. When the target chooses to activate it, all who view the beauty mark must make a resistance check of 4 dice against CSE or develop affection or a fondness for the target. When the resistance check is made, the individual is immune to the effect until the end of the day. Every time the target does something to offend a person under this effect, they may attempt the resist check again.

XP Cost: 2,500

15 – Youth

Time to Activate: 5 minutes
Resist Check: none
Target: caster
Duration: instantaneous
Area: self
Effect: make younger

The caster becomes 3d6 years younger.

XP Cost: 2,500

16 – Magical Girl {character name}

Time to Activate: 1 round
Resist Check: none
Target: caster
Duration: 1 + 1/(10PU) minutes
Area: self
Effect: unlock magic capacity

Upon the activation of this ability, the caster spends a round transforming. The end result, they end up wearing a dress (with the same defensive levels of their previous armor +2 with no penalties). They gain 10 ranks of magical flying. Additionally, they can, as an attack action, spend up to their COM/2 in units causing a single target magical bolt dealing 1d6 points of magical damage per unit burnt this way.

16 – Master Orator

Time to Cast: 1 round
Resist Check: (1d3+4)d6 vs. CSE negates
Target: caster
Duration: while speaking
Area: hearing
Effect: convince group

When the caster activates this ability, they begin a speech. All within hearing must listen to the speech and will understand and be convinced that all said during the speech is truth and in their best interest. The resistance check is only valid if the speech goes against a target's fundamental beliefs. The speech cannot be used to incite combat or other hostile actions.

XP Cost: 1,000 XP