

LETHEAN

THE NEXT GENERATION ERA ONLY

Letheans are a telepathic species, whose telepathic attacks are almost always lethal. They have a fearsome appearance to them, and will sell their telepathic skills to the highest bidder.

EXAMPLE VALUE: *Your Mind Is Mine To Dissect.*

- **ATTRIBUTES:** +1 Control, +1 Daring, +1 Insight
- **TRAIT:** Lethean. Letheans have brown skin tone with red eyes, and have a skeletal look to them with ridges and protruding bone spurs. They appear hairless. They are telepathic, and are able to attack with lethal telepathy. Their telepathic attack manifests as lightning within their hands, and they must be close enough to almost touch a person's head to activate their telepathy.
- **TALENTS:** The character receives access to the following talent:

LETHEAN TELEPATHY

REQUIREMENT: Lethean.

You have the Talent *Telepath* (see page 105 of the Core Rulebook), but only at Reach range. In addition, you may make a lethal telepathic attack as follows:

- 1) You must succeed at an Opposed melee attack, within Reach of your intended target.
- 2) Treat the Telepathic Attack as a weapon with these stats: Melee, 6▲, Vicious 1, Intense, Deadly, Debilitating, Cumbersome, 2H. However, see Special Rules below (#4).
- 3) Once the melee attack succeeds, you must spend two points of Determination (Main Character) or 6 points of Threat (NPCs) to activate the telepathic attack. (This cost likely requires Main Characters to challenge a Value, limiting the number of lethal attacks per adventure.)
- 4) If a Main Character is attacked by Lethean telepathy and cannot pay the Momentum/Determination cost to *Avoid an Injury* (likely due to the *Intense* Damage Effect), they may ask the GM for the chance to fight for their life in a scenario that represents their mind. This adds 6 Threat back to the pool. Other players play aspects of the victim's inner voices as themselves, and cannot use Momentum or add to the Threat pool. The GM may run a scenario like in the DS9 episode 'Distant Voices', or create a new winning condition to survive the deadly telepathic assault.

