

Blind Combat (New Sensitive ability)

Also known as *See without Sight*

Range: Self and surrounding area in a 200-foot (61 m) diameter, or 100 feet (30.5 m) straight ahead.

Duration: Three minutes per level of the psychic.

Saving Throw: Not Applicable

I.S.P.: 5

When blinded, the use of this unique ability allows the character to use the psychic senses of the so-called Third Eye. Blind Combat enables psychics to *sense* their surroundings, opponents, innocent bystanders, allies/teammates, and attacks directed at him or those around him within a 200-foot diameter/all around him. It matters not the reason the psychic cannot see. It may be the result of being cast into darkness or thick smoke or fog, head injury, or when blindfolded, blinded by magic or some other means, and similar situations and environments where the psychic cannot see.

The normal penalty for being blinded is -10 to shoot, strike, parry, dodge, disarm, pull punch, roll with impact, and all other combat maneuvers.

However, when blinded or deafened, or both, the psychic activates Blind Combat to *sense and see their surroundings with their mind's eye*. This includes knowing their enemies' location, movement, and attacks directed at them and others within 100 feet in all directions (i.e., a 200-foot diameter).

In addition, the psychic is able to respond to their actions, move, attack, strike, parry, dodge, and see and avoid obstacles and obvious pitfalls and traps as if still sighted.

Blind Combat Penalties: This ability is incredibly impressive and useful, but there are limitations and penalties. The psychic must concentrate to enter into a sort of Zen combat trance, reaching out into the world with psychic sensory perception. Concentrating to maintain Blind Combat imposes the penalties below, but they are much less than the normal -10 penalty for blindness.

Blind Combat may also be used when hearing is necessary to defend him or herself but is momentarily deaf. HOWEVER, to do so the deaf psychic must also close his eyes or blindfold himself in order to use Blind Combat to compensate for a loss of hearing. If the psychic can see, the ability cannot be activated.

Penalties per round for Being Sightless and/or Deafened: -1 attack per melee round, -2 on initiative and Perception Rolls, -1 to aim, strike, parry, dodge, disarm, pull punch, roll with impact, and all other combat maneuvers. Also reduce running Spd by 30%.

The psychic cannot actually see and can NOT read words, symbols, instrument panels, etc., but will sense the location and movement of people, pets, and animals known to the psychic as well as attackers and enemies who mean him harm and them harm. However, the psychic cannot see their faces, tattoos, patches, or what they are wearing. To the psychic using Blind Combat, his enemies are black shapes, the sounds and sensations of movement threatening him and those around him. Blind Combat enables the psychic to "feel their presence and actions" rather than see them. That said, the individual can sense the difference between an ordinary sword, Psi-Sword, magic weapon, pistol, rifle, etc., and will know if the attacker is human or if their opponent is magical or supernatural, but not which species unless their attacks offer clues or the character saw them before being blinded or deafened.

The psychic cannot use skills that require sight and precision such as books, computers, electronic or mechanical skills, reading, writing, Forgery, Pick Locks, Pick Pockets, surgery, etc.; all such skills are impossible, but fighting and defending themselves and those around them is a different story.

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