

Illuminate the Invisible (Machine Psionic Ability)

Range: 120 feet (36.6 m)

Duration: 1 round per each level of experience.

Requirement: The psychic must be holding, using or touching the light source in some way and powering the device using *Living Battery* (page 103) for this ability to work.

I.S.P.: 3.

This simple but useful ability enables the psychic to use an electric powered light source (flashlight, cell phone light, digital camera light, lamp, headlights, work lighting, etc.) to “See the Invisible” as per the sensitive psychic ability on page 126. Even more impressively, everyone can also see the invisible beings now illuminated by the psychic powered lighting!

This ability can be used with a light source as small and low powered as a pen flashlight, to larger sources like large mag-lite or the head lights of a car, to as large and as bright as portable floodlights, like construction and work area lighting; so long as the psychic has powered the item with the *Living Battery* ability beforehand and is therefore holding or touching the light source. For instance, the psychic can hold the pen flashlight and aim the beam at an invisible being or can be sitting in a car while powering the headlights to see the invisible being in front of them.

All invisible beings, regardless of what they are, will have an odd semi-transparent blue-purple glow about them while illuminated by this ability and looks like a hologram or a projection trick of some sort. Therefore Nega-Psychics and non-believers will not be convinced that they’re looking at invisible beings that have been illuminated by a psychic powered light source.

Note that the range of this ability is limited to 120 feet (36.6 m), even if the light reaches farther. Also note that the invisible being must be in the light to be seen, therefore hiding behind something that blocks the light will keep the invisible being from being seen. The illuminated invisible being might not be aware that it can be seen right away, and most supernatural beings (like entities) won’t care. On the other hand, a human, like a mage who’s using an invisibility spell to move about unseen, will eventually realize they can be seen (especially if people are suddenly staring at them) and will respond accordingly.

Note: If an invisible being tries to hide from the light source or get out of the beam of light or illumination, make a dodge roll (with a -1 penalty, -2 for large light sources) vs. the Psychic’s strike roll (both parties add bonuses, if any). A failed dodge means the invisible being can still be seen in the light (but may continue trying to run, flee or hide from the augmented light source).