

## Presence Sense, Revisited

**Range:** 120 feet (36.6 m) area.

**Duration:** 2 minutes (8 melee rounds) per level of experience.

**I.S.P.:** 4.

**Saving Throw:** None.

Presence Sense is a psionic probe and awareness that alerts the psychic to the living presence of notable life forms including human beings, creatures of magic, and supernatural beings. This ability cannot pinpoint the exact location of “the presence,” but will give the psychic an impression of whether it (or they) are near (within 50 feet/15.2 m) or far (beyond 90 feet/27.4 m). The sensation also gives the character a vague idea of how many presences there are; one or two, a few (3 to 6), several (7 to 15), many (20-70) or an army or a swarm (100 or more). The exact nature of the presence, its location, distance, and direction of travel can NOT be determined. Simply that there is one or more “presences” within the diameter of the sensing range.

**The presence of the supernatural** is a much stronger and unique signature than mortal life forms or even that of creatures of magic such as dragons and Faeries. Thus, the psychic is able to tell when one or more of the presences are supernatural beings, but not exactly what it is or where it may be. The Psychic will, however, know if the supernatural presence is **small** (something not very powerful such as an Entity or demonic Host), **minor** (Lesser Demons, sub-demon, and most animalistic supernatural predators), **big** (Greater Demons, Elementals, Demigods, Godlings, and massive, powerful supernatural monsters), or **huge** (Demon Lords, Greater Elementals, Deities, Ancient Supernatural Evil, or Alien Intelligence). However, the exact nature of the supernatural being is unidentified and its location is vague, same as described above. **Note:** Witches, Dark Priests, Necromancers, and other mortals who draw the power from a supernatural being do not register as being supernatural themselves, they register as a simple, presumably human, life form.

**Humans.** The psychic can also sense the life force of humans and other intelligent life forms, including creatures of magic, but with much less accuracy. It is more of a feeling of “We are not alone.” The presence(s) distance is completely undeterminable and the number of presences is limited to a sense of *one or two* or *many*, even if there’s an army around the corner, and that number is only correct half of the time. One or two could really be 20 or an entire army, and the sensation of an army could be a few. The only exception is if the area has been deserted and cleared of human life. In that instance, the psychic can sense the number of people and their distance with much greater accuracy (one or two, a few, etc., and near, far, above, below, north, south, east, west). Of course, the psychic always knows the presence(s) is within their sensing range.

Speaking of which, by spending a total of **8 I.S.P.**, the psychic is able to increase the sensing range 50% (180 feet/55 m). Moreover, when on a ley line the sensing range is automatically increased by 50%, and doubled at a nexus point (240 feet/73 m), without requiring them to invest more I.S.P.

**Note:** Presence Sense can NOT be used to locate a specific person or type of supernatural being, and can never pinpoint anyone. The presence of a supernatural being that is hiding in a crowd of people will register as being present and near or far, but who, what, and where it may be is indiscernible. Presence Sense is not a tracking device, it simply alerts the user that there are one or more mortals and/or supernatural presences somewhere within the individual's 120-foot (36.6 m) diameter of sensation. Which means the supernatural being could be almost anywhere, including above or below, especially in urban settings.

**Zombies and animated dead** do NOT register as a "living" presence as they are undead creations of magic, and no matter if there's 1, 2, or many of them, the psychic cannot sense them with this ability.

**Energy Beings** like Haunting Entities, Poltergeists, Worm Wraiths, and vampires, will register as small and medium supernatural presences, respectively, because Entities are strange, supernatural energy beings, and vampires are demonic abominations imbued with the splintered life essence of the Vampire Alien Intelligence that gives them unlife.

**Creature of Magic** like dragons (regardless of age), Faerie Folk, werebeasts, and other creatures of magic register simply as an intelligent, presumably human, life form.

**Animal, insect, and plant life do not usually register at all.** This sixth sense-like ability evolved in mortals to alert them of the presence of supernatural beings, first and foremost, and fellow humans/intelligent mortal beings, second. However, sometimes (G.M.'s discretion) a large swarm, or massive animal (like a T-Rex) may register as a presence.