

KAYTON SHADES

Energy psionic vampires

CREATURE

Form: Energy shade
Diet: Emotions (fear and sadness)
Size: Medium (20 cm)
Movement: 6 meters / Luminal within energy fields
Feeding Habit: Parasite

Attributes		Reactions	
Strength:	n/a	Quickness:	+2
Agility:	n/a	Savvy:	+2
Intellect:	10 / +2	Stamina:	+0
Vitality:	4 / +0	Willpower:	+2
Presence:	8 / +1		
Perception:	10 / +2		
Psi:	12 / +3		

Secondary Attributes

Health: 6 Initiative: +2 Defense: 7*

*Defense score is for energy or mind attacks

Skills

Influence +9	Empathy +8
Persuade +7	Mind Control +9
Ranged Combat +9	Mind Shield +6
Stealth +8	Telepathy +8



CHARACTERISTICS:

Amorphous – the shades are essentially shadows of non-light. They can manipulate their form into humanoid shapes, but there is no physical substance to them.

Energy Body – the shades are made up of energy – light radiation to be exact. They are somewhat slow in moving within a normal physical environment, but can move at almost luminal speeds within energy conduits. These beings literally ‘surf’ or ‘swim’ through the radiated energy given off by a star.

Incorporeal / Resistant – the shades may pass through solid matter and most energy shields, but they can be trapped if they are contained within a circuit or conduit. They are invulnerable to physical damage of any kind, but are susceptible to psionic or energy-type damage.

Ranged attack – the shades may make psionic attack at medium range. It may also make an energy pulse attack at medium range. The damage from the energy attack is 2d6+vitality modifier.

CREATURE ABILITIES:

Drain – the shades feed upon the fear and sad emotions exuded by any creature in despair. The shade will use mind-influencing psionics to create the environment to put its victim in despair and then feed off of the emotions. A Psi attribute test roll is made opposed by the victim’s Willpower reaction. If successful, the shade increases its Vitality by 1 for frightened, 2 for panicked, 3 for unnerved, and 4 for suicidal. The gained vitality makes the entity stronger and lasts for a number of hours equal to earned vitality.

Psionic – the shades have the following psionic skills: Empathy, Mind Control, Mind shield, and Telepathy. The shades also may make a psionic attack at medium range that does damage of 2d6+vitality modifier

DESCRIPTION: The Kayton shades are the direct results of the Kaytons – solar energy beings that live amongst the stars, primarily star clusters. The Kaytons might be compared to whales in their simple benevolence, soaring as they do through riptides of radiation and high-energy particles. It is peaceful emotions and contented feelings that drive these beings and when necessary, they can alter the state of energy to achieve a goal. Though intelligent, it is a simple intelligence – almost animal – again like that of a whale or dolphin. They live in pods of their kind and they can be ageless.

The shades on the other hand are due to the benevolence of the Kaytons. Trying to help humans that were dying just outside of a star cluster, the Kaytons created a gateway to turn the physical structure of the survivors into that of energy and allowed them to merge with the pod mind. Some of these humans were scared, angry, and even spiteful of their situation and that these beings were altering their fellows. These alien emotions did not translate into the altering of the humans and instead created the shades. Evil, angry, dark spirits of non-light energy. These beings have no desire to be among the Kaytons, and find sustenance in the emotions of those in despair. Like vampires, they absorb the emotions and grow in strength for a short period. The Kaytons want nothing more than for them to give up their own despair and to join them.