

Medical and Psychic Conditions

A list of medical and physical conditions. These can be beneficial or detrimental.

- [Mr'd'k- P'rr'l Syndrome](#)
- [Nyssen-Van Bogaert Syndrome](#)
- [Vampirism](#)
- [Telepathy](#)

Mr'd'k- P'rr'l Syndrome

A mental disorder similar to a deteriorative autism. It only affects Deltiri, has an adult onset, and does not appear to be genetic.

Nyssen-Van Bogaert Syndrome

Certain of the royal family of the Glu'gu'ik are susceptible to a version of this mental illness, presumably due to some inbreeding in the past history of the royal house. Symptoms include irritability, extreme impatience, radical and sudden mood swings, violent behaviors, possible hallucinations, megalomania, and possibly the onset of dementia.

There is also a [human version](#).

Vampirism

A medical condition experienced by multiple races.

Vampires can morph, including from small to large mass and vice-versa. Where the mass goes during the transformation is unknown. Transmissible by bite, including cross-species. Dislike sunlight, but it will not kill them. Not curable at this time.

Telepathy

The ability to communicate psychically.

There are two known means of telepathic communication.

- One is known as "broadcast/receiver," and in this instance, the brain of the telepath functions like a transmitter, sending out brain waves. Unless the message is "tight-beamed" directly to a specific "receiver," any being whose mind is capable of picking up the specific frequencies of transmitted brain waves can "hear" the transmission. It tends to be relatively short-range, and can be overwhelmed if there are many minds in the area. The Bozheen, the gastropoids of the Delta ScorpII system, use this system.
- The other means uses quantum entanglement. It is not necessary, but is helpful, if the telepath has met the being with whom it wishes to communicate. This enables a gentle kind of quantum entanglement between the minds of the telepath and the other being. In this form of telepathy, there is virtually no range that is too great for communication to occur. The Deltiri of Arcturus VII use this means of telepathy.

There is potentially one other form of telepathy, though the details are uncertain. Agent Omega of Division One has a low-level, yet powerful, telepathic ability combined with occasional precognition, as a result of the genetic and physical manipulations performed upon her by the interstellar criminal and psychopath, Azeln AbdohNelékein, a Bozheen of Wontwuun, a planet in the Delta ScorpII system. Both abilities were apparently accidental, and likely caused by carelessness in his work.

This means of telepathy seems to work interdimensionally, by means of "dimensional overlap" with the other being. Likewise, her precognition seems to work via the ability to perceive multiple dimensions, through observing worldlines and nexuses, decision branch points on those worldlines.