

ATOMIK PSIONIKS!



Written By:
Mark Chase (mchase@meta-earth.com)
All material within, Copyright 1999, *all* rights reserved

Home Base
Meta-Earth
<http://www.meta-earth.com>

Mekton Zeta™, Cyperpunk 2030™, Champions™, and Fuzion™ are all trademarks of R.Talsorian and Hero Games. All rights reserved.

What is Fuzion?

Fuzion is a unified set of role-playing rules combining the best of the **Hero System™** (**Champions**) and **Interlock™** (**Cyberpunk®**, **Mekton Z™**). Not only can Fuzion be adapted to cover nearly every time, place, or setting, but it also has the ability to utilize exiting **Hero™** and **Interlock™** rules and materials - if it is marketed as **Fuzion Capable**, it can be used as part of the Fuzion system.

Hero Games and R.Talsorian Games, Inc jointly developed Fuzion. Many existing games systems use Fuzion, including **Champions: The New Millennium**, **Usagi Yojimbo**, **Bubblegum Crisis the RPG**, **VOTOMS**, **Mekton**, and many more. Fuzion uses a unique Plug-In system allowing for easy addition and removal of rules. For instance, to add Martial Arts to your campaign, you need only turn to a Martial Arts plug-in. To add Magic, Psionics, or Superpowers, these too may be easily plugged-in to the core rules (Total Fuzion).

Where Can I Get Fuzion?

The basic Fuzion rules (for character generation, combat, game mechanics, and basic plug-ins) can be found in any Fuzion product produced by R.Talsorian Games, Hero Games, or Gold Rush Games. However, as it is, these companies were kind enough to provide an on-line version of their core rules system. To obtain this file, please visit the following URL on the Internet (provided the site does not move, of course):

<http://www.sabram.com/rtalsoriangames/site/fuzion>

What is Atomik Fuzion?

Atomik Fuzion is collection of Fuzionable materials developed by Mark Chase, primarily plug-ins for Mekton and other Fuzion RPG gameworlds. These plug-ins include the mecha gameworld of **Metal Storm: 2380**, and generic plug-ins for psionics, magic, sci-fi, and alien characters.

Playing Fuzion

You have this Atomik Fuzion plug-in game, so how do you play Fuzion? First, you must get a set of Total Fuzion rules. As mentioned, the rules to create characters and play the game can be found in any Fuzion Capable RPG book, or at the web site listed earlier. If you are having trouble finding a Fuzion game book, visit to your local gaming store and ask about the R.Talsorian Games or Heroes Games product line. I recommend **Champions: The New Millennium** or **Bubblegum Crisis** for a good

source. In late 1998 or 1999, R.Talsorian will be coming out with a Fuzion version of **Cyberpunk** and **Mekton**, which I would highly recommend.

Creating a Fuzion Character

To create a character for any Fuzion game, you must have a Fuzion rulebook (see above). Most any Fuzion rulebook should do.

The first step is to develop your character's lifepath (see step one Fuzion character creation rules). I would recommend the lifepath chart show in **Bubblegum Crisis** (or **Cyberpunk** or **Mekton**, when they come out), or the on-line rules which you can download off the web. There are other lifepath systems, some made by fans, and these are acceptable at the GM's discretion.

The Origins Path for **Champions** is relevant only for superhero characters. If you are playing a superhero, Origins is a good way to flush out his past. If not, you may ignore Origins all together.

Primary Characteristics as listed in Atomik Fuzion Plug-Ins are INT, WILL, PRE, TECH, REF, DEX, CON, STR, BOD, and MOVE. This is the same as it is for **Bubblegum Crisis** and **Champions**. PSI and MAGE may be added for Psionic or Magic plug-ins. Derived characteristics are calculated as normal.

Atomik Psioniks

Atomik Psioniks is a plug-in for Fuzion, introducing advanced, cinematic psychic powers, or **psionics**. Psionics are mental powers, a cross between telepathy and super-powers. Examples of psionic characters include Tetsuo from **Akira**, the 'scanners' from the **Scanners** series, the girl from **Firestarter**, and Jason Ironheart from **Babylon 5**.

Indeed, Psionics includes telepathy and more 'mundane' forms of psychic powers, but this is far more than the simply Mental Powers plug-in for Total Fuzion. Psionics include telekinesis, pyrokinesis, teleportation, healing, electrokinesis, and all forms of ESP.

This is an alternate form of mental powers. This plug-in is meant to replace the standard Mental Powers plug-in. Many of these powers are also similar in effect to many super-powers, however, they are balanced differently. A GM should be wary of this before crossing Atomik Psioniks with his Superhero campaign. This is best used to enhance a sci-fi or sci-fantasy campaign.

So, Psiko, whatcha wait'n for? Get the Power and shatter the Globe!



Origin of Psionics

Where did the powers come from? Have we always had them? Where they genetically engineered? Where they awakened by a retrovirus 'plague'? Or are we just undergoing the next stage in our evolution? These are things to consider in your Fuzion campaign.

Psis Have Always Been Here...

The most often used option is, of course, that the potential for psionic powers has always been with us. Psionic powers are responsible for the so-called 'healers' and 'witches' of the past. Nostradamus was a powerful precognitive seer, and Jesus nothing more than a renowned psychic healer. Over the past century, science has scrutinized psychic powers and uncovering their secrets. In hidden government labs, scientist strive to unlock the full mental capacity of the human brain, tinkering with guinea pig patents, pumping them with psychoactive drugs, rigging them into psychotronic machines, and performing drastic surgery and experiments on their brain. Occasionally, someone is born with astounding psychic potential. Perhaps they form secret organizations, or act on their own for the good or ill of mankind. Whatever the case, every government in the world will be after them... Or at least their brains.

Psychogenesis

Psychogenesis, the birth of the mind. Scientists have unlocked the mystery of psionic powers, and like all traits, the code for the mystery is woven in the intricate threads of DNA. Perhaps the code was extracted and decoded from the few individuals with astounding powers. Perhaps, in the dark jungles of an alien world lurk creatures with TK powers or telepathy which we captured and studied, learning how to cross their DNA with ours. Or perhaps the powers are whole artificial, the sequence generated by a hundred AI supercomputers over countless generations. Whatever the case, we now have the codes.

How that is used is up to the GM. Perhaps the code for only a few powers are know, or maybe all. Do only a select few get the power? Is it given to genetically engineered Overmind Soldiers or future galactic warlords? Or is every citizen endowed with powers of telepathy? Does one mega-corporation own the sequence, or was it unlocked by a mad scientist in the dark recesses of a deserted L5 space colony?

Then again, maybe that's what the campaign is all about. Get in. Get the Code. And get out before *they sense you!*

The Asmodeus Plague

Perhaps a retrovirus, bacteria, or spore is capable of unlocking the powers of psionics from the human mind. A retrovirus, as part of the psychogenesis experiments, escapes from the lab and runs rampant across the globe. Many died, but those who survived are strong, fitter, and suddenly discovering a whole new world of mind-shattering potential...

Perhaps explorers return from an alien world, unknowingly contaminated with a bacteria or symbiotic organism. Slowly, they begin to show signs of psionic aptitude, and the government wants to know why.

Or maybe, ten thousand years in the future, the Galactic Empire thrives on the trade of the Spore, a powerful psychoactive spore created by the Wyrms Bloom, a creature found only on the world of Akrakis!

"I'll See You In A Million Years..."

- Jason Ironheart, *Babylon 5*

As man reaches out to the stars, his mind too reaches out... Survival, wonder, learning, awe, awakening... Perhaps our minds evolve to cope with the infinite blackness of the starry void, or perhaps some form of radiation or energy from hyperspace opened up areas of our minds we never dreamed existed. With each new generation, more and more psis appear. At first people laughed. Fifty years later, they were worried. Then the laughter stopped, for who can laugh at the War? And now.. Now nothing will be the same any more...

Nature of Psionics

What are psionics? Primarily, this is up to the GM, but here are some things to consider, taken from modern theories. There are three prominent theories governing the nature of psi.

What Is the Power?

The first, most probable theory, is that the brain's bioelectrical field generates psionic powers. This, of course, can produced only negligible effects, but taken one (maybe ten) steps further, we can have viably powerful energy fields generated.

Second, psionics could be the effect of 'thought particles' interacting with the environment. These 'psion' particles are what created the effect of psionic powers -- telepathy, telekinesis, and even ESP.

The third theory, or 'Force' theory, involves the idea that all things have a resonance, and all living beings a 'life-force'. It is possible for a mind to effect the resonance of these forces, generating the effect of psionics.

What About Precognition?

Precognition is a touché subject. It is the most well documented form of psionics, yet the most unlikely. That is, unless everything we know and understand about the universe is totally and horribly wrong (which it probably is).

We live our lives linearly, moving day by day, minute by minute, second by second. Time marches on as the universe expands; to our limited perception, the future does not exist, *cannot* exist. Can it?

Of course the future exists! You *are* there *tomorrow* (I should hope), you just wait and see! When our mind's eyes opens to the vast and wondrous realm of psionics it is quite possible our perception of time may become skewed. Seers, those unfortunate souls to catch a fragmented glimpse of the future, possess the power to visualize an arc of time. Maybe they can see their own future, or the future of friends or people they've meet (but certainly not of people they do not know, unless they are extremely powerful, or if psionics work radically differently).

Unfortunately, if this is so, it must mean one thing. You *can't* change the future. If you saw the Emperor die by the hand of his son, so shall he die. If the future *can* change, then why did you foresee it differently? This cannot be. You do not remember the past differently because of something you did in the present. Do not laugh! You cannot, and should not, be able to change the future. Logically speaking.

Of course, the final say is up to the GM. He could make visions vague, or simply declare that the future *can* be changed (as unlikely as that is). The GM always has the last word.

Psionics and Game Balance

In most psionic campaign settings, there are two types of people: Psis and Normals. Clearly, psis have a tremendous advantage. So how is play balance assured?

One way is simply to not give the character extra points for the additional PSI attribute. That is, in a 7 pt campaign, a normal character would get 70 pts to split between his ten attributes. A psi, with eleven attributes, would get 77 pts, but instead, a psi will only get 70 pts to split between his eleven attributes, making him somewhat more limited in other areas.

Another option is 'developing psi' campaign, where the characters start out with their psi powers, but very little skill (perhaps they have no skills, and are unaware of their potential). As the campaign progresses, their skill levels increase, as do their powers. In turn, the enemies also get tougher, and their psi powers also improve along the way.

On the other hand, the entire world could be balanced to a certain extent. Maybe psis are part of

a world-wide organization (aka, PsiCorps), which regulates the usage of psi powers, gives sleeper drugs to telepathic criminals and psi-rouges (psikos), and are, of course, in total control of the government.

Maybe there are few psis, and they are hunted down by a fearful humanity, forced into hiding, and teaching themselves how to harness the abilities for survival. But, when the aliens invade, the Normals are more than happy to let the renegade psis take care of Stellar Legions...

Psionic Campaign Settings

By this point you should have a good idea of the sort of campaign you want to run. But, if not, here are some ideas.

Post-Holocaust

The world is over. Ninety percent of humanity perished in the fires of global Armageddon. It could have been anything, a nuclear war, a massive asteroid, a plague... Perhaps even the Asmodeus Plague discussed earlier. In this world, psi powers evolved for our survival or were possible triggered by whatever destroyed the world.

Psiberpunk

In the near future, mid-21st century, corporations control the world. The origin of psionic powers could be any number of things (nanotech, alien spores, bio-tech, radiation, whatever). Or, perhaps even there are just a few psis battling it out for the domination of the world (ie Scanners). This world should have a lot of 'dark' technology. Black laboratories, hideous experiments, terrifying psibernetic implants, rampant bio-technology, and the like.

Special Ops

This can be part of any setting. The PCs are part of a Special Ops Psi-team. Maybe they are being pursued by special op psis!

Alternate Earth

Some time in the past, in the Dark Ages or before, people began to develop psychic powers. Many were put to death for witchcraft and sorcery, but eventually these individuals took control, and a new world order began. Nations warred with psi knights and mental sorcerers. Technology developed as well, more toward biotech 'psycho-alchemy'. By the 17th century people were able to genetically engineer themselves and develop biotech devices. The world is a psychic/biotech society. Perhaps even these strange people managed to expand into space, colonize other worlds and flying between the stars with psycho-propels ships, or by instant teleportation!

Hard Sci-Fi

This would take place in our solar system (or else see Colony War, below). Planetary nation-states war for territories and resources. Psychic powers are real, and heavy duty, developed either because of bioengineering, eugenics (breeding psychics over several generations) or maybe we are just taking that next step in evolution. The PCs can be convicts, special ops, government experiments, rebels, terrorist, or anything.

Colony War

As above, except humanity is spreading out into the stars. There is no FTL travel (yet) so all ships accelerate at 0.5-1.0 Gs to get around. An STL colony ship lands on a world in a near-by system (Centauri, Sirius, Tau Ceti) after having traveled for a generation (the PCs are in the 'new generation'). On their planet many dangers are to be faced, including a predator with apparent 'special powers' to teleport, turn invisible, or use TK (perhaps there are several such creatures). To survive, the scientists study these creatures to learn how their powers work. Eventually, they may find that the creatures possess these powers because of either a certain genes, or a certain plant or spore, or perhaps even a symbiotic bacteria which lives inside them. Using this knowledge they are able to replicate these powers and give powers to the desperate colonist.

Then the Terran Empire appears with their newly invented FTL warships to 'stake a claim' on all the colonial worlds. The colonist fight back... Only to find that the Terrans now have biotech engineered psi powers all their own!

Mecha

Take psionics, just add mecha. Shake well and let stand for ten minutes... Many anime mecha series incorporate psis, including **Gundam**. Mecha could boost psi-powers with built-in psi-amps. Alternative, battlesuits, or simple exo-skeletons could be used with back-pack psi-amps, psi-shields and psi-ECM, and many other nifty psi things.

Psionic Characters

Primary Characteristics

All psionic characters must have one additional primary characteristic: PSI. PSI determines how powerful the psi really is. In a world where psi is rare, all normals have a PSI of 0. However, in some worlds, where 'Psi has always been with us' normals might have a PSI of 1 (required!). You know, when you get that feeling that someone is watching you? Or that danger lurks just around the corner...

Psionics (PSI): How much psi potential you possess. Normals are low (or zero), but powerful psis have five or greater. PSI is the base for all Psionic skills, and is the max Level for any Power. This characteristic may also effect Luck and Resistance, at the GMs option.



Luck: As an option, PSI could effect the Luck derived characteristic. If this is the case, then the formula for calculating Luck is $INT+REF+PSI$.



Resistance: As an option, PSI could also effect the RES derived characteristic. If this is the case, then the formula for calculating RES is $(WILL \times 3 + PSI)$.

Psionic Powers

How do these powers work? There are ten groups of psionic powers which the GM can switch on or off, depending on what he wants to use in his campaign. The psi groups are: Telepathy, ESP, Telekinesis, Thermokinesis, Electrokinesis, Congnition, Biokinesis, Psychodynamics, Astral Projection, and Teleportation. If the GM feels that only telepathy should be available, he will turn Telepathy on, and all other powers off. Conversely, if he feels that all powers a viable, except teleportation, then he can turn Teleportation off.

Get the Powers

If a character is to be psionic, he must have a PSI characteristic of 1 or greater. He must use Power Points to purchase the various Powers available. A psionic character may have many complications to get his powers, hence the slang for psis is 'psikos'. Each Power (Telepathy, Cognition, etc.) can be purchased in Levels (1-10+), for 1-4 PP per level. You *cannot* buy a Power higher than your PSI Characteristic. The Power Level determines how powerful you are with that ability. Each Power has a

number of Methods, which are separate Use Power Skills (i.e., Use Power Telepathic Mind Wipe)

Power	PP / Level
Telepathy	2 per Level
Telekinesis	3 per Level
Cognition	2 per Level
ESP	1 per Level
Astral Projection	3 per Level
Biokinesis	2 per Level
Thermokinesis	2 per Level
Electrokinesis	3 per Level
Psychodynamics	2 per Level
Teleportation	4 per Level

Power Points

Power Points can unbalance a game because, after all, since only people with powers get special power points to buy them, it's like getting a free lunch. Therefore, there are two alternatives. The first is that characters start with 0 PP and must allocate Option Points to the Power Point pool at a ratio of 5 OP to 1 PP. This is very expensive, as it takes 50 OP to make 10 PP, barely enough to buy the weakest psychic powers.

On the other hand, the GM can simply give psis Power Point, and make it up to normal characters by giving them cool vehicles, better equipment, or extra OP.

The Power Level of the campaign determines how much PP the GM can give out. If psychic powers are unheard of, perhaps characters only get 5-10 (forcing them to exchange some OP for PP, as above). If psis run rampant, shattering worlds and blowing up galaxies (i.e., Lensman), psychic characters may be upwards of 60 PP.

Campaign Power Level	Points
<input type="checkbox"/> Psi Unheard of	5-10
<input type="checkbox"/> Psi Uncommon	10-20
<input type="checkbox"/> Psis are Special	20-30
<input type="checkbox"/> Psis are Common	30-40
<input type="checkbox"/> Psis are Everyday	40-50
<input type="checkbox"/> Psis are Cosmic	60+

You can only use the Power Points for powers, but you may always exchange OP for addition PP at a rate of 5 OP per 1 PP.

Get the Skills

Once a character has a Power, this does not mean he can use it. He must also purchase Use Power skills to use the power. For instance, a character with a Power in Telepathy, must get Use Power Telepathic Send to have the skill necessary to use his telepathy to send messages to people's minds. You must use OP to buy Use Power skills, not PP, just as if it were any ordinary skill. Use Power skills are needed for every Psi Power Method. That is, if you have Thermokinesis, and you want to use Fireblast, you must have the skill Use Power Thermokinetic Fireblast.

Get the Energy

Using psionic powers is also tiring. When used, psionic powers subtract from your Endurance (END). For instance, Teleportation has an END Cost of 4 per Level. If your Level in teleport is 5 and you teleport exerting the full force of your abilities (5), the END cost is 20. You don't have to use all Power Level -- for instance, if you have a Level of 10, you may opt to use Level 7.

Using the Power

The usage of psionic powers is fairly straight foreword. Treat it as any ordinary Task Resolution.

PSI + appropriate Use Power skill + a Die Roll
vs.
Difficulty + a Die Roll

Where the Die Roll is either a 1D10 or 3D6 depending on the campaign options the GM selected.

Concentration



Optional. The skill, Concentration, may be used to enhance the success of any psi related roll (to use a psi power or defend against an attack). When concentrating *in this fashion*, a psi is able to add his Concentration to his Psi task roll. However, concentrating in this manner expends a tremendous amount of effort, using up Endurance. For every point by which the roll is increased using Concentration, 2 END is lost (Concentration x 2 END). This differs from its usage in the basic Fuzion, but remember, this plug-in is meant to replace the default Mental Powers plug-in.

A defender, defending against a telepathic attack or intrusion, may use Concentration as normal. That is, to defend he makes a WILL + Concentration roll, with no expenditure of END. However, if he is telepathic himself, using PSI + Mind Shield is more often a better choice.

Extra Effort



(or, the Scanner's effect)

Optional. A psi may also exert extra effort to boost the effect of his psi powers, in addition to concentrating. To do this, he may burn Endurance to condense the whole of his being into his powers (hence, the screaming, brain-pulsing psychics we see in the movies). For every 5 END used up, the Power Level is temporarily boosted by 1 point (this may exceed PSI). So, with 30 END to spare, a psi may burn it all to boost his power's Power Level +6 levels! But sure there is enough Endurance to spair for the power itself. You may, for instance, boot your Power to Level 12, but if you don't have the Endurance to use that much power, you're out of luck. It is inadvisable to burn all your Endurance, as you will collapse from exhaustion, and be defenseless.

Mental Defense



Mental Defense, as listed in basic Fuzion, is way out of balance. A character need only use 5 PP and have an MD of 25 (nearly undefeatable). This power may be used at the GMs discretion, or this alternate method may be employed.

Alternate Mental Defense is treated as a Derived Characteristic. MD (Mental Defense) is equal to PSI + Will. This gives even normals an MD equal to their WILL, which make for a fair trade off.

Psionic Powers

So, psiko, you want the Power? Well, you're in luck. We got powers. Lotsa powers.

But first, the basics. As mentioned early, there are ten main catagories of psionic powers. Each category may be turned on or off to suit the gameworld you are playing in. Each category has a list of Methods. Methods are ways to use the power, each one requireing a different Use Power skill. For instance, the Telepathy method, Mind Reading, requires you to have both the power Telepathy and the skill Use Power Telepathic Mind Reading. This skill can be at any level, the better the skill, the better you are at using that method.

Telepathy

Among the most well know and common psychic powers is that of telepathy: the ability to communicate or influence another mind using one's own mental powers. Telepaths are commonly referred to as psychics, scanners, or teeps.



Telepathy is by far the most complicated power, as it always involves a contest of skills between two (or more) people. These rules are similar to those provided for Mental Powers in basic Fuzion. In essence, Telepathy as presented here is simply an advanced version of the basic Mental Powers plug-in. They are not, however compatable.

Using the Telepathy

The usage of telepathy usual (but not always) requires a contest against another character (say, trying to control someone's mind or read their thoughts), the roll would be, of course:

<p style="text-align: center;">Attacker's PSI + appropriate Use Power skill + a Die Roll vs. Defender's Appropriate Characteristic + Concentration + a Die Roll</p>
--

The Appropriate Characteristic for the defender is WILL or PSI (whichever is hight), and Mind Shield may be used instead of Concentration, if the defender possess it.

If the attack was a success, the result must be resolved verse the target's actually Resistance (RES) as per standard rules for Mental Power.

Psionic Damage?

All telepathic powers have a DC ('damage' class). More often than not, this really isn't damage (except with actually attacks), it is just a way to determine the Effect. For instance, Telepathy has a DC of 1D6 per Level. A person with a Level of 6 has a Telepathic DC of 6 (or 6D6). This is rolled to determine the effect of any *successful* telepathic action (such as reading a mind, or hitting the target with a mental blast) vs. the subject's Resistance. If the attacker rolls 16, and the defender's RES is 15, the effect of the attack is 11>RES. The DC for the power group is the same for all Methods within that group (that is, all Telepathy Methods have the same DC). Remember, though, *success* is first determined by a contest of skills (as above).

Resolving Telepathic Power Use

If this all seems confusing, just use the simple guideline below.

1. The attacker decides on the appropriate effect desired from the Power. Example: "I want to control his mind to follow me into the trap."
2. The attacker adds his PSI + Use Power Skill to make the attack. The Defender adds his Will (or PSI) + Concentration to Defend.
3. If successful, the attacker rolls the DC of the Telepathic Power to determine the Effect Number.
4. Subtract the target's Mental Defense (if any) from the Effect Number.
5. Multiply the target's Will by three to determine his Resistance (a Derived Characteristic), and then compare the results to the most appropriate Results Chart.
6. If the attacker's Effect Number exceeds the value needed for the desired effect level on the chart, the defender may attempt to make a Legendary roll using his Willpower + Concentration. If this roll is successful, the target loses his next action, but is not otherwise affected by the attack. If the roll is missed, the target takes full effects from the attack.

Telepathic powers have a limited range, and this range is the same for all the telepathic Methods. **Ranges are listed in the below chart.** However, some methods require line-of-sight with the target (note, however, this could be used with clairvoyance or some other remote seeing ability).

Level	Range (meters)
1	2
2	5
3	20
4	50
5	150
6	400
7	1000
8	3000
9	8000
10	20,000 (20 km)
11	60,000 (60 km)
12	200,000 (200 km)
12+	+200 kms per +1

In case you did not notice, the range is close to exponential growth (E^{Level} , but rounded off). Therefore, if the GM has a good calculator, he may opt to actually calculate the ranges (but he doesn't have to).

Telepathy costs 2 PP per Level. END cost is 1 per Level used. The Effect (in DC) is 1D6 per Level (see above for rules on Effect). **Touching** a subject increases the DC value by an additional 2 (2D6).

Telepathic Methods

Below are all telepathic methods available. Each requires a separate Use Power skill.

Telepathic Send

This is simply the ability to mentally communicate with one or more people. It is just as easy to send a message to one person, or a small group, as it is to send to all people within range (a mental shout). A mental reply can only be sent if the sender has telepathy and this skill as well. Other wise, he must communicate by normal means. The telepath could, however, simply read his mind to get a reply (see Mind Scan), whether his target wishes to reply or not!

A telepath can send any thought to his target(s) -- Images, sounds, smells, ideas, or even emotions. However, sending emotions does not effect the target's emotions directly. And, of course, he may send "verbal" messages.

As with most telepathic powers, it is possible for someone to block. To block a message, the defender must make a WILL + Concentration **or** a PSI + Mind Shield Task Resolution, verses the sender's success roll (just as normal).

It is possible to send a message to someone who is not in line of sight, but is still within range. To do this, the telepath must have a good mental picture of the target make a Competent Task roll.

Once the first message is sent, the telepath does not need to spend any more END, but must

make a Task roll for every consecutive message. If a minute passes without sending a message, or if he loses contact for some other reason (ie, his target moves out of range), or if he changes his target, he must spend END and roll to reactive his power. If he every fails his Task Roll, he loses contact. He must then spend END and roll to reactive his power to reconnect.

Mind Shield

Mind shield is a protective psionic shield that blocks mental intrusion (such as telepathy, illusions, mind scans, etc.) and even telepathic attacks, like mind blast. Any telepathic intrusion or attack can be countered by PSI + Use Power Mind Shield.

To use Mind Shield, the defender simply declares he is invoking the shield. This costs 1 END x his Level, but it may stay up indefinitely, at no extra cost, as long as the psi continues to think about it or until it is defeated by an attack ('shattered').

Emotion Sense

Similar to empathy, but one step further. A true psychic empath is able to directly sense what another person is feeling, though not what they are thinking. Empaths do not scan a person's mind, despite the myth that they do. Emotion sense is just that, a sense. It is passive, not active.

Therefore, an empath can only pick up the emotions from those around him. If he sees someone on a view screen or TV or is talking to them on the telephone, he can not sense their emotions, (unless he is in telepathic range).

To sense emotions of a target, the empath makes a Competent Task roll (or Heroic if he is not directly in their presence). The target may, of course, be masking his emotions, in which case it is a contest against the target's WILL+Concentration **or** PSI+Mind Shield, as normal.

The Effect Level (DC - Mental Defense) determines how much the empath learns.

Result	What You Sense
> than RES	Positive, negative, or neutral feelings
10 > than RES	Basic emotion
20 > than RES	Complex emotions
30 > than RES	As above, and you can sense lies.

Psi Sense

This is the ability to sense psi powers in other people. Psi 'sniffers' do not scan a person's mind directly. This is passive skill, not active.

A psi sniffer must be able to see his subject. If he sees someone on a view screen or TV or is talking to them on the phone, he can not sense their level of psi (unless he is in telepathic range).

To sense the psionic powers of a target, the telepath must make a Competent Task Roll (or

Heroic if he is not directly in their presence). The target may, of course, be masking his psi, in which case it is a contest against the target's WILL+Concentration **or** PSI+Mind Shield, as normal.

The Effect Level (DC - Mental Defense) determines how much the empath learns.

Result	What You Sense
> than RES	If subject is psionic or not
10 > than RES	The level of his PSI characteristic
20 > than RES	As above, and what powers he has
30 > than RES	As above, and you know his skills, too

Thought Sense

Like Emotion Sense, Thought Sense passively picks up on thoughts. Sensors do not scan a person's mind; Thought Sense is just that, a sense. It is passive, not active.

Therefore, a sensor can only pick up on loud thoughts broadcast by those around him. If he sees someone on a view screen or TV or is talking to them on the telephone, he can sense any unrestrained thoughts, but only if he is in telepathic range. Otherwise, he simply cannot.

To sense thoughts coming from a person (or persons), the sensor makes a Competent Task Roll (or Heroic if he is not directly in their presence). The target may, of course, restrain his thoughts. This is a simple matter, but the person must actively do so by rolling WILL+Concentration **or** PSI+Mind Shield, as normal. This is not, however, a contest. If someone is restraining their thoughts, they just can't be sensed (at least, not with out an active Mind Scan).

Normally, a person has just one broadcast thought, typically what is on his mind at that instance. There is no Effect table, because there is just one effect, that is, the if the sensor succeeds he picks up on the thought. This is good for quick interrogations, just as a question and the desired thought will pop out of their mind (unless they are restraining, see above).

When a telepath opens his mind with Thought Sense, it only uses 1 END, no matter what Level he has, because it requires little effort on his part. His mind will remain open for just one Phase (3 seconds), then he must do it again next Phase.

Mental Illusion

This is the ability to project an illusion directly into a person's mind. To use Mental Illusion, the telepath must make a success against the defender (resolved as normal).

Mental Illusions are only in the subject's mind. You can effect more than one person at -1 to your skill per person (each subject gets to roll against your attack with varying effects). Illusions alter the perception of reality for the subject. You can make him see things differently (the credit card looks like a

corporate ID badge), or totally outlandish (the target suddenly seems to be on the Moon).

Mental illusions cannot cause actually damage (Stun or killing). Even if a target thinks he is on fire, he will not actually be hurt. While the illusion is maintained, he will feel the pain, and run around screaming, and might even jump out a window. But the fire itself does not hurt him.

Some really neat uses of illusions include, making yourself, or someone else, disappear (turn 'invisible'), blocking one of the target's senses (target becomes 'blind'), or making the target jump out a fifty story window.

Once created, an illusion can be maintained at a cost of 1 END per Phase. However, each Phase it is maintained, another Task Roll is made. If the target ever wins, the illusion is lost, and the telepath must do it all over again, spending the full END to create a new illusion.

The Effect Level (DC - Mental Defense) determines how good the illusion was.

Result	Effect
> than RES	Attacker can make cosmetic changes to setting
10 > than RES	Attacker can make major changes to setting
20 > than RES	Attacker can completely alter setting
30 > than RES	Target no longer interacts with real environment

Mind Scan

This is that old miscreant ability to read minds. Mind reading can be used for benign or innocent purposes, such as long range telepathic communication with a non-telepath. Unfortunately, most people simply use it to pick people's brains for information.

Mind Scan is an active intrusion into a person's mind (whereas Emotion Sense and Thought Sense are passive). Anyone can feel a telepath forcibly reading his or her mind. They can feel the prickling sensation of the intruder's presence, and, if they are sensitive enough can sometimes notice their thoughts (+5 to the victim's Emotion Sense or Thought Sense Task Roll).

Used innocently, the telepath could read the surface thoughts of an individual. This will tell what that individuals emotional state is, and what is on his mind at the moment (he could, for instance, be thinking of a reply to a message the telepath had just sent). If the target want's this, the telepath need only make a Competent Task Roll succeed (a simple task).

However, that individual could try to hide his thoughts. This requires that the telepath make a Task Roll against the defender, resolved as a normal contest of skills.

The telepath could also pry deep into the target's memory (a deep scan). This could take a matter of minutes to hours, depending on the

obscurity or significance of the information (GM's discretion). END cost will be 2 to 5 times greater, due to the extra effort involved. The final DC results from a deep scan are *doubled*.

As always, the target may try to block the telepath if he know he is being scanned. If he is unconscious, his WILL and RES are his only defense.

The Effect Level (DC - Mental Defense) determines the results of the scan (double DC for deep scans).

Result	Effect
> than RES	Read surface thoughts
10 > than RES	Read deep, hidden thoughts
20 > than RES	Read into the target's memory
30 > than RES	Read into the target's subconscious

Mind Wipe

This nasty little process allows a telepath to remove some or all of a subjects memories. He must first locate the desired memory, as per Mind Scan, or he may blindly wipe the subject's mind completely.

This process takes a while, so the subject should be incapacitated or at least strapped down so he can't get away. To Mind Wipe a victim, the telepath must make a Task Roll against the defender (resolved as normal). The results are determined by DC - the subject's Resistance.

Cost to remove one targeted memory (targeted by Mind Scan), is normal (1 END per Level). However, to attempt to wipe an entire mind, the END cost is x10 (so you may not be able to use all your Levels). The time is normally one hour, but could be less depending on the results.

The Effect Level (DC - Mental Defense) determines how good the Mind Wipe was.

Result	Effect
> than RES	Memory deleted but will return in 1d6 months.
10 > than RES	Memory deleted but may be restored by hypnotism or therapy.
20 > than RES	Memory deleted, and it took 40 minutes
30 > than RES	Memory deleted, and it took 20 minutes

Mind Transplant

This is a drastic form of brainwashing. It involves the creation of false memories or an entire personality, which is then hypnotically inserted into a victim's mind. This will not destroy any memories or existing personality, unless Mind Wipe was preformed early. Mind Transplant is a very difficulty telepathic method to learn, as it involves the spontaneous creation of a realistic memory or a completely new personality.

Inserting memories is the simplest form of mind transplant, though by no means trivial. Normally, this takes an hour and a normal expenditure of END. The victim can resist, conscious or not, however an unconscious victim can only resist with a WILL roll (against the telepath's Mind Transplant roll) and Mental Defense against the DC results.

Inserting a new personality is more difficult, and requires that the telepath create a new personality to insert. Normally, this would just be a personality with quirks, motives, and traits all its own, with probably a few built-in subconscious directives from the telepath. It would still use the old personality skills and knowledge, unless these were erased. A new personality could completely overwrite an existing one only if the telepath first mind wiped the victim. Creating a new personality takes a day of dedicated work. END expenditure is irrelevant, since that is all the telepath will be doing (it is a lot, however. Figure about 20 - 30 END per hour). The victim can resist as above.

Alternatively, a "sleeper" personality could be inserted. This is exactly the same as above, but the old personality is retained. Inside the subconscious, a sleeper personality is constructed, programmed to surface at a certain time or at the command of a key word (or even at a telepathic signal!). The person will go on about his life, unaware of the sleeping personality, until it awakens. When it does, it will destroy his old personality and replace it. Creating a sleeper is much more complicated, and requires two days of dedicated work, and usually more than one telepath. This is often used to create assassins or unwilling spies. Another telepath can detect this sleeper only on a Mind Scan Effect of 30 > than RES (reading the subconscious).

The Effect is either a success or failure. If the DC was greater than the victim's RES, it worked. Other wise, if the victim succeeded with WILL roll or Resisted, it failed.

Mind Control

Even more miscreant than mind reading, mind control is the ability to actually override a person's consciousness and take control of his body as if it were your own!

To do this, the target must be within range. If he is not in visual range, the telepath must have a good mental image of what the person looks like and make a Mind Control Task Roll at -4. However, this penalty does not apply once he has locked on for the first time unless contact is lost, in which case the telepath must of course reconnect. The target may block the telepath if he know that the telepath is trying to take control (which is usually quite obvious, no perception roll is needed, he will know unless he

is asleep or unconscious). This requires that the telepath must make a Task Roll against the defender, resolved as a normal.

Once connected, the telepath can have a full or partial contact. With full contact, the telepath's body goes "to sleep" and he cannot control it, but has full control over his target. When in full contact, the telepath needs to make a Task Roll against the victim once every minute. If the telepath wins, he keeps control at no further END cost. If the victim wins, control is broken, and the telepath must try to reconnect, burning more END. Whether the victim can see what his body is doing, or if his mind is unconscious, is a game effect left up to the GM.

With partial control, the telepath must make a Task Roll every Phase (3 seconds) against the target's roll, but still has partial control over his own body (all actions at -4). Like wise, he has a -4 to all actions he takes with the controlled target. The target may try to fight the telepath, as above.

All characteristics remain the same for the controlled person, except INT, WILL, and PRE, and all skills which are the telepath's. The telepath *cannot* use his psionic powers through the controlled person. He may use that person's psionic powers but only if he has that power himself, and he can only use his own Use Power skills, but with the target's Powers, not his own.

The Effect Level (DC - Mental Defense) determines the level of control.

Result	Effect
> than RES	Partial control, actions at -4
10 > than RES	Partial control, but actions at only -2
20 > than RES	Full control (if desired), or Partial at only -1 to all actions.
30 > than RES	Full control (if desired), or Partial at no penalty to any actions.

Mental Blast

This skill is the ability to use one's telepathic power in such a way as to send a mental shock into a target's mind. The target may try to block the attack. The attacker adds his PSI + Mental Blast to make the attack. The Defender adds his Will + Concentration **or** PSI+Mind Shield to Defend. If he succeeds, he takes no damage. If he fails, then Stun damage is done equal to the attack's DC minus the target's Mental Defense. The DC of the attack is equal to your Level (level 5 would have a DC5). This works much the same as a normal attack, except the final effect is that the target takes Stun damage equal to the DC which penetrated his Mental Defense.

For instance, a telepath has a PSI of 7, a Telepathy Level 5, and a Mind Blast of 4. He attacks a normal with a WILL of 8. The telepath rolls 7 + 4 + 3D6 (or 1D10), the target rolls 8 + 3D6 (or 1D10). The final result is telepath 18, the normal 16. The

telepath won, so he rolls for DC. Because his Level is 5, his mind blast DC is 5 (5D6). he rolls a total of 20. The target has a MD of 8, so 12 Stun gets through. The telepath also expended 7 points of END, as normal.

Resolving Mental Blast Attacks:

1. The attacker adds his PSI + Use Power Skill to make the attack. The Defender adds his Will+Concentration to Defend.
2. If successful attacker rolls the DC of the Mind Blast, then...
3. Subtract the target's Mental Defense (if any) from damage done.
4. The target takes the remaining damage as Stun. Mental Attacks do no collateral or rollover damage.

Telekinesis

telekinesis is the ability to move objects by utilizing one's own mental power to create kinetic momentum. A telekinetisist (also called kinos, TKs, or teeks) has five distinct ways in which he use their power. **TK Control, Fine TK Control, TK Defense, TK Strike, and TK Shield.** Each method requires years of training and discipline to master, so each is treated as a separate skill. Only someone with telekinesis may acquire these skills.



Using Telekinesis

Telekinesis is accomplished by a feat of mental strength. Usually, this simply involves moving objects with no contest of skills between another character. The TK simply rolls his skill against a target number to use his power.

Your PSI + appropriate Use Power skill + a Die Roll
vs.
Difficulty + a Die Roll

Difficulty value is determined by the GM and is used to see if you successfully invoke the power. Hitting a target is a different matter entirely, and does require a contest of skills (verses the defender's Evade).

Effects of Telekinesis

TK is simply mental Strength at a range. Therefore, the effect of TK is the same as any ordinary Strength effect. Your TK Level equals your TK Strength (TK Level 5 = TK STR 5). Use the Lifting and Throwing tables for determining lifting and throwing (simple, huh?).

Level	TK Strength
1	1
2	2
3	3
...	...
11	11
12	12
12+	+1 after that

This should be fairly straightforward. **TK costs 3 PP per Level. END cost is 2 per Level used, plus 1 END per Phase to maintain.**

Telekinetic Methods

Below are all telepathic methods available. Each requires a separate Use Power skill.

Telekinetic Control

This is the ability to lift, move, push, throw, and carry objects using your mental power. It is a very broad skill, which all TKs should possess. Basically, it is the Strength of the Mind. There are many neat tricks you can do with TK Control.

Your max telekinetic strength is equal to your Level (unless you are using Extra Effort). This costs 2 END per Level to activate the power in some fashion, and 1 END per Phase to maintain. That is, a psychic with a Level of 6 could use TK with an effective STR of 6, costing 12 END to invoke. However, you do not need to use all your Level. If you only need to move a penny, a STR of 1 would suffice.

To move an object in some way, you must first determine if it is even possible. With a Level of 6 you would be hard pressed to move a car, let alone a tank (without exerting Extra Effort). With a Level of 12 you could. Normally, the Difficulty in moving an object is trivial. If the GM feels a Task Roll should be made, he can assign a Difficulty value. Use the standard Lifting to determine max lift capability.

Once lifted, however, a TK might want to actually move the object, or throw it, toward a target. To throw using TK simply use the standard Throw chart. To hit a target, make another Task Roll, using an appropriate target (set by the GM or using the opposing target's evasion roll). Use the Collision table to determine impact damage. Note that throwing a bullet at someone is not the same as projecting a bullet at them. Normally, if a bullet is thrown, it will do little or no damage. A projected bullet can do a lot of damage.

Projecting objects is the ability to force them forward, accelerating or decelerating them. To actively project an object, it must first be lifted. Using the standard Throw Modifier Table, find the Modify Throw number (the far right column). This is subtracted from your TK STR. Compare the modified

TK STR to the chart below to find the speed at which the projected object will travel.

Modified TK STR	MOVE	Speed (kph)
1	1	0.8 m/s
2	3	2.5 m/s
3	6	5 m/s
4	8	24 kph
5	10	30 kph
6	15	45 kph
7	30	90 (60 mph)
8	60	180 (arrow)
9	120	360 (plane)
10	250	750 (bullet)
11	375	1125 (Mach)
12	560	2250 (M1.5)
12+	+200	+600

With the table below, you can determine the damage of certain projectiles. Yes, throwing a car at someone would do a lot of damage, but you would just use the collision table. Throwing a pebble at 750 kphs would be like a gunshot. This chart is for projected 'bullets' such as pebbles, marbles, screws, nails, etc.

Modified TK STR	"Bullet" DC
7	DC 1
8	DC 3
9	DC 5
10	DC 8
11	DC 10
12	DC 12
12+	+2 DC

Projecting a bullet at a target is resolved like any ranged combat action, using your Use Power TK Control skill, with any penalties or modifiers.

In some cases, you may wish to lift, throw, or project more than one object. However, you get a -1 penalty to your skill for every extra object. For instance, projecting a half dozen ball bearings at your target might seem cool, but you have a -6 to hit penalty to your skill. The Autofire rules are used to determine the number of hits made on a target.

Lifting and projecting oneself is commonly referred to as 'Levitation'. It is not a separate skill, rather, it's just one of the nice things you can do with basic TK Control.

A TK can also use his power to crush, bend, or break things, including people. This is, however, a separate skill, call TK Strike.

Fine Telekinetic Control

Normal TK Control does not cover using the Power for delicate operations, such as picking a lock, fighting with a weapon (sword fighting at long range), writing a letter, or tearing apart atoms.

Fine TK Control requires a new Use Power skill, mainly because the precision needed to do this is a whole new school of thought.

Fine TK Control is not concerned with throwing cars or tanks, or blasting people with a dozen ball barrings. After all, squeezing the heart closed is pretty fatal, too. Therefore, Strength has no barring on the usage of Fine TK Control. However, your Level determines how much fine control you posses. As always, you don't have to use the full extent of your Level to accomplish a task. If you need to write a message on a wall from far away, you need only use Level 5.

Level	Ability
1	Snatch objects away from people
2	Organ squeezing
3	Wield a weapon
4	Scrawly handwriting
5	Good handwriting
6	Full human dexterity
7	Delicate 'surgery'
8	Balance a car on a pin
9	Chemical Interactions
10	Molecular Interactions
...	...
20	Atomic

A few of these activities require explanation. All of them require the exertion of Endurance (at 2 END per Level), and be maintained (if necessary) for 1 END per Phase. You must always make a Task Roll, verses an appropriate Difficulty modifier (described below). Otherwise, the GM should assign a difficulty as he sees fit.

Grabbing Away Objects

This is the classical ability to take hold of an enemy weapon and pull it out of his hand. This is fairly straight forward, but requires a contest between the TK and the person holding the object. **PSI + Fine TK Control + Die roll vs. STR + Die roll.** If the psi succeeds he has pulled the object away. He could then drop it, or bring it to himself, as he sees fit.

Organ Squeezing

Burst hearts, rupture spleens, scramble brains! What fun! This is the questionable ability for a TK to reach inside and hurt someone. Powerful as this sounds, there are a few things to consider. First, this only works on living beings (otherwise, just use TK Strike). Second, the TK must be able to see the

target and try to visualize his innards. To visualize, he must make a successful medical Task Roll against a Heroic difficulty (this medical skill could be either of Paramedic, Forensic Medicine, Expert: Surgery, or the like). If he fails, he can only make a general 'Internal Hit'. If he succeeds, he may make a general internal hit or declare a specific action, such as 'I crush his heart' or 'I pinch his larynx shut' or 'I scramble his brain'. A general Internal Hit will do 1 DC of damage per 3 Levels, by-passing all armor. The difficulty is resolved as a normal attack, with a skill modifier of -4.

Wield Weapon

A TK may also control a weapon using his powers at long range. Assuming he can hold it (as per Lift table), the TK can hold a gun or sword or other weapon with the power of his mind. Using Fine Telekinetic Control allows him to use that weapon. He first must succeed in controlling the weapon (Competent Difficulty), and spend the END necessary to hold and maintain it. When he attacks, however, he will use the proper weapon skill, with a -2 modifier. Afterwards, he must make a Competent Fine TK Control Task Roll to maintain control. If he fails, he drops the weapon.

Detailed Activity

This covers other detailed tasks, like writing a letter with TK, tying a guard's bootlaces together, and so forth. The GM should apply Difficulty values as he sees fit.

Delicate Surgery

This is an extremely detailed activity, like surgery, picking grains of salt out of a pile of sand, or writing circuits into a silicon wafer. Some of these may require a successful Task Roll in another area to be made first (as per Wield Weapon), others might not. Whatever the case, the TK must also make a successful Heroic Fine TK Control Task Roll.

Chemical Interaction

If a TK is powerful enough, he can bring chemicals together and control the reaction with his mind. This amounts to being able to do complex chemical reactions with basic laboratory facilities (such as making nitroglycerine with just a basic chemistry set) because the TK can improvise many of the distilling, filtering, and catalyst normally needed. He will still need holding contains and burners (unless he is also a thermokinetic). Along with Science: Chemistry (or Biochemistry) skill, the TK must make a successful Heroic Fine TK Control Task Roll.

Molecular Interactions

Beyond chemical interactions are direct molecular interaction. This is the same as above, however, the TK may do really strange chemical things (which would normally be impossible) by smashing ionized chemicals and elements together. This allows for the creation of strange structures like polymers, nanotubes, buckyballs, and impossible chemicals (like Xenon-Dioxide, or whatever). Along with Science: Chemistry (or Biochemistry) skill, the TK must make a successful Incredible Fine TK Control Task Roll.

Atomic Power

The ultimate power is the ability to rip apart atoms and turn them into pure energy. The TK must have a skill in Science: Nuclear Physics, to even dream of doing this, and at least a Level of 20 (which can be had with a lot of Extra Effort). The effect of this power is up to the GM, but a Difficulty of at least Legendary should be assigned. As a default, an Atomic Attack against a target will usually be to 'Disintegrate' it by ripping the molecules apart (not the atomic nuclei themselves), doing 5 DC per Level. Ripping apart a kilogram of atomic nuclei, on the other hand, will create a massive nuclear explosion, so please be very careful.

TK Strike

This is the ability to create a damaging telekinetic shock wave. The TK can send a blast of force at a target, shatter a table or wall, and if powerful enough, can even take down buildings.

Whatever method used, the damage is calculated the same (the "special effect" of destruction method is up to the TK using the power). Each Level gives one DC of Stun damage, at a 1 to 1 basis. So, a Level 8 TK could do a TK blast for 8 DC. The strike does Stun damage, or half in 'Killing' damage against inanimate objects.

The effective range of the attack is equal to the Level x 10 in meters. So a Level 8 TK's range for this power is 80 meters. Note that a TK does not have to attack with all his force (this would use less END). Or, conversely, he could use Extra Effort. The standard range penalty table is used to calculate to hit penalties for long ranges.

To hit a target, make a normal Task Roll against the target (all penalties and bonuses will apply). Once hit, the target will take damage, and suffer considerable Knockback as well. No matter what Campaign Style is chosen, TK Knockback will use one level higher on the Knockback chart. That is, if Knockback was set at 1 unit, it now becomes 2 units.

Level	DC	Range
1	1	10
2	2	20
3	3	30
4	4	40
5	5	50
6	6	60
7	7	70
8	8	80
9	9	90
10	10	100
11	11	110
12	12	120
12+	+1 DC	+10

A powerful TK could split his power between multiple targets and attack. He makes one Task Roll, but each of his targets makes on of their own. It does not matter how he chooses to split the attack, but there is a -1 penalty for each additional target.

TK Defense

This is the fine art of using TK defensively, and deserves a skill of it's own, as there are many techniques which must be learned (consider this the "Aikido" of telekinesis).

When a TK is attacked, he may try to block the attack using the force of this telekinetic powers. This can be in the form of parrying a sword, deflecting a bullet, or stopping an arrow. It cannot, however, effect energy weapons, fire, or similar non-kinetic attacks. It may be used to repel a TK Strike (below), but can do nothing against the more subtle Organ Squeezing.

To parry a strike or deflect a projectile of some sort, the TK need only attempt to swat it aside. If, however, the projectile is very large (say, another TK was throwing a tank at him), it should use TK Control to repel the object.

To parrying a strike or projectile simply make a normal Task Resolution, **PSI + TK Defense + Die Roll vs. the attack roll**. Each parry uses the required END. The higher your Level, the more damage you can deflect. That is, if the bullet is rolled to do 20 points of Killing damage, and you deflect 10 points, 10 will still hit you (a glazing hit).

You may use this do deflect both Killing and Stun damage. The units listed in the chart below are *resolved* Killing or Stun points. That is, it is not DC, but rather the actual number of hits the target would have taken.

Level	points deflected
1	1
2	2
3	5
4	10
5	15
6	25
7	35
8	50 (1K)
9	75 (1.5K)
10	100 (2K)
11	150 (3K)
12	200 (4K)
12+	+50 (1K)

It is interesting to note that you may use this power to deflect bullets headed at friends or other targets. This gives a -2 penalty to your skill, however.

Other Penalties:

- If the object is any melee attack, no penalty
- If the object is an arrow, -2 to deflect
- If the object is a spear, -1 to deflect
- If the object is a bullet, -4 to deflect
- If the object is hypersonic, -8 to deflect

TK Shield

Effective in warding off TK blast and just about everything else. Creating a TK Shield brings up an invisible barrier of repulsing force that surrounds your person (a default radius of 2 meters). This may be extended, for a lost of effectiveness. A TK Shield will provide KD against any kinetic attacks (bullets, explosions, melee attacks, a car, etc.). It has no effect against energy based attacks, such as lasers, heat, cold, fire, electricity, etc. It can also protect against TK Strike.

Level	KD
1	2
2	4
3	6
4	8
5	10
6	15
7	20
8	25
9	35
10	50 (1K)
11	75 (1.5 K)
12	100 (2K)
12+	+50 (+1K)

A powerful TK could generate a larger shield that can encompass an area, that is, create a shield

bubble. The default radius is 2 meters (just enough for the TK). Every doubling halves the effective KD. For instance, making it have a radius of 4 meters, would half the KD. Making it have a radius of 8 meters would quarter it, and so forth.

Creating a TK Shields requires a Competent Task Roll. END cost is normal, plus it requires 1 END per Phase to maintain.

Cognition

Traditionally classified along with ESP powers, Cognition (or 'to know') is listed as a separate power because many of the assumptions made with EPS may not hold true with powers of Cognition. If the GM feels the ability to foresee the future is in violation of the natural order of the universe, Cognition should be turned Off.

Cognition powers (precognition, retrocognition, etc) are special in that the don't require a skill check to be made to invoke them, and because of this, they are the only powers which do not take down END (beside, most visions occur in your sleep, anyway). Cognition is always a passive power (except for psychic reflexes), and it is most useful to the GM as a plot device. However, skill rolls are made to determine a character's interpretation (with pre/retro-cognition), or his level of success or failure with danger sense or psychic reflexes. Psychic reflexes are the only active cognitive power, and END is spent to invoke and control it.

Cognition Time Chart (for Pre/Retro-cognition)

Level	Time
1	2 days
2	5 days
3	20 days
4	50 days
5	150 days
6	1 year
7	5 years
8	20 years
9	50 years
10	150 years
11	300 years
12	500 years
12+	+500 years

Cognition costs 2 PP per Level. No END cost, unless specified (see Psychic Reflexes).

Cognition Methods

Below are all cognition methods available. Each requires a separate Use Power skill.

Precognition

This is the ability to foresee future events. Seers (or precogs, soothsayers, profits, etc) are sometimes able to glimpse a fragment of future time; an eddy backwash from downstream of the space-time continuum (or some equally ridiculous explanation). Normally, this occurs passively, that is, during dreams or in a sudden vision. When this happens, the GM may simply describe the vision/dream as he sees fit to further the game.

Dream visions occur while the seer is sleeping, meditating, under hypnosis, or dozing off in class. It will not happen every time, of course, and seems to be a spontaneous, unpredicted event (you never know when those eddy backwashes will hit... or do you?). Typically, they involve the seer himself, close friends, or major world events (the Armageddon, for instance). Waking visions occur most often when the seer comes into contact with someone who has a powerful destiny or tragic fate. A waking vision might also occur when the seer enters a certain geological location, or for no apparent reason at all. Whatever the case, the vision will interrupt the seer for about 3 to 12 seconds, during which time he will be cationic, or at least disoriented and unable to take actions. Waking visions are bad news in combat or car chases...

The vision may be as cryptic or clear as the GM wishes. After all, precognition is primarily a plot device. As a guideline, however, the seer's level of power should indicate the clarity and solidity of the vision. For instance, a minor psychic (Level 1-3) would see foggy, vague images, or perhaps have a strictly symbolic vision. An average seer (Level 4-6) may have a brief clear glimpse, but it would still be tainted with vague symbolism. A more powerful seer might have a more distinct and "word-for-word" vision. No skill roll is needed to have a precognitive vision, and having a skill is not even required! Only that the seer has the cognition power is enough. It does not even cost END when the power activates.

However, a seer skilled in precognition could interpret his vision. After all, how could one know whether or not his dream was a vision, or just a dream? (Of course, if the GM actually bothers to describe your character's dreams at night, it's a good bet it's important... but you never know with GMs these days... ;-). Therefore, it is required that the seer make a Task Roll against a target set by the GM to interpret the dream. A clear dream might have a Difficulty of only Everyday, whereas a symbolic, dreamy vision could be upwards of Heroic. If the seer succeeds, he knows the dream was a true

vision, and the GM may explain a little more about what the vision meant (but don't give it all away!).

Technically, the future is set once seen (via the indisputable laws of quantum mechanics) otherwise there can be paradoxes which fly in the face of reality. However, it must be remembered that anything foreseen could be interpreted *erroneously* (as described in the above example). Even a Level 20 seer could misinterpret a future event.

Retrocognition

This is the ability to see past events. Like precognition, this is normally passive. However, it rarely occurs in ones sleep. All regressed vision are waking visions. This works exactly the same as it does with precognition. Coming into contact with a person, place, or object which has had a tragic or spectacular event occur in its past could trigger the power.

Whatever the case, the object or place must have been imbedded with a strong psychic impression. Any area in which a terrible event occurred, or a massive psychic even took place counts for this. An object or person that has been through similar circumstance also counts (such as a weapon which brutally murdered someone). When such a condition is met, the GM simply describes the vision as he sees fit. But keep in mind the Cognition Time Chart (above). If the event occurred at a time beyond the max time range, it can be seen.

The vision may be as cryptic or clear as the GM wishes (just as for precognition). No skill roll is needed to have a retrocognitive vision, and having a skill is not even required! Only that the seer has the cognition power is enough. It does not even cost END when the power activates.

However, a seer skilled in retrocognition could interpret his vision. Usually, waking visions are unquestionable a real vision, but depending on how foggy or symbolic it was, the seer still has a chance of misinterpreting the vision. Therefore, it is required that the seer make a Task Roll against a target set by the GM to interpret the vision. A clear vision might have a Difficulty of Everyday, whereas a symbolic, dreamy vision could be upwards of Heroic. If the seer succeeds the GM may explain a little more about what the vision meant.

For instance, a seer with a Level of 7 enters a room where a murder took place three years ago (with a Level 7 he can see visions of up to five years old). As he enters, he is suddenly struck with a vision of a man in a black trench coat shooting his father with a Colt .44. It is possible that in highly tragic areas (such as a battlefield), the seer may be hit with more than one vision at once.

Danger Sense

This is the ability to sense an impending danger, often called the 'sixth sense', as many animals seem to demonstrate this ability. Danger sense is passive, and uses no END, and is constantly active. A person with no skill in danger sense may still feel danger, a prickly on the back of his neck, but have no idea what to do.

On the other hand, if the character does have a skill (or by using the base PSI attribute) the GM can tell the player that his character 'has a bad feeling about this' and to make a Competent Danger Sense Task Roll. This target may be higher if the GM deems that there are special circumstances.

If the character succeeds, he may know the direction and distance of the danger, and possibly how extreme it is. On a critical success he will even know what the danger is. On a failed roll, the character only knows something is wrong. On a critical failure, the character decides nothing is wrong and was a false alarm.

It is important to remember that most NPCs with Cognition will have danger sense as well. The GM should keep this in mind...

Psychic Reflexes

This is the only 'active' Cognition method. Psychic reflexes basically allows a character to foresee the actions of others seconds (or milliseconds) before they are actually taken.

Obviously, this gives an incredible combat advantage. It can also give advantages in other areas, such as car chases, sports, and so forth. When used, psychic reflexes will enhance a character's apparent physical reflexes, making him able to react faster to situations.

Level	REF bonus
1	+1
2	+1
3	+1
4	+2
5	+2
6	+2
7	+3
8	+3
9	+3
10	+4
11	+4
12	+4
12+	+1/3

This power is invoked on a Heroic Task Roll. It costs 2 END per Level to invoke, and will remain in effect for a number of Phases equal to the Level used. It takes one action to invoke psychic reflexes, but it is maintained automatically, for the extent of its endurance.

For example, a psychic with a PSI of 8 and a Level of 8 chooses to invoke Psychic Reflexes (skill of 5). He only wants to use Level 7 (looking at the chart we see 7, 8, and 9 all grant +3). His roll is 8 + 5 + a die roll (1d10 or 3d6), vs a Heroic Difficulty. He must also spend 14 END. If he succeeds, his REF is boosted by +3, and it will last 7 Phases (or, 21 seconds). When this runs out, he must invoke it again, spending END and making another Heroic Task Roll.

For as long as it is active, this will enhance all REF based rolls. It will not change derived characteristics (your Speed and Luck will not increase), but your initiative roll and REF based skill rolls will be enhanced.

Note: The Defense Roll uses DEX (though I think it should be REF) and clearly, having psychic reflexes should increase your ability to dodge attacks! Therefore, psychic reflex is always added to your Defense Roll, but it will not actually increase DEX.

Extra-Sensory Perception

ESP, remote viewing, clairvoyance, third eye... Whatever you call it, it amounts to the same thing. ESP is the ability to see with the power of the mind. Some believe it is the sensory power of an as yet undiscovered organ or structure within the brain. Others believe it to be the sense of the "soul's eye". Still others think it nothing more than highly developed intuitive probability analysis. But, in the end, ESP is ESP.

Many psychics with EPS are called espers, but this is deceptive, because many psychics are called epsers in general, mainly because some people classify telepathy, cognition, and astral projection all under the category of ESP, even though they have nothing to do with 'extra senses'.

For simplicity, the telepathic range chart is used for determining ranges of ESP power

Level	Range (meters)
1	2
2	5
3	20
4	50
5	150
6	400
7	1000
8	3000
9	8000
10	20,000 (20 km)
11	60,000 (60 km)
12	200,000 (200 km)
12+	+200 kms per +1

In case you did not notice, the range is close to exponential growth (E^{Level} , but rounded off). Therefore, if the GM has a good calculator, he may opt to actually calculate the ranges (but he doesn't have to).

ESP costs 1 PP per Level. END cost is 1 per Level.

ESP Methods

Below are all ESP methods available. Each requires a separate Use Power skill.

Clairvoyance

This is the ability to see thing beyond your normal range of perception. An esper with this skill could see through walls into a nearby room, read a closed book, see the interior of a box or chest, or, if powerful enough, look to distance places.

An esper's range is listed in the above table. This measures how far he can displace his perception. The visible area seen, however, is equal to the esper's power, in meters (as a radius). Therefore, an esper with a Level of 8 could look up to 3 kilometers away, but only be able to see for a radius of 8 meters (diameter of 16 meters, or a large room).

To use this power, the esper must spend END (at 1 per Level) and make a successful Competent Task Roll. He will then see the image in his mind, but cannot perceive his normal surroundings until the power is deactivated. The power can be sustained by spending 1 END per Phase, and making a successful Competent Task Roll.

Clairvoyance can cut through darkness, that is, even a pitch black room will appear clear and distinct. Therefore, an esper may use his power to "see in the dark" by activating his power and not displacing his vision. He must still make a successful task roll and spend the END as normal. This will eliminate all penalties for darkness (or blindness!) for as long as the power remains active.

It is possible for an esper who has both clairvoyance and telepathy powers to first locate a person via clairvoyance, then use his telepathic powers to send him a message, read his mind, or take control of his body!

Psychometry

This is the ability to learn, or feel, information regarding the past of an object, place, or even a person. This is different from retrocognition, however, because the esper only feels sensations and vague facts imprinted on the object.

The esper must be in contact with the object to use this power. He must spend END (at 1 per Level) and make a successful Competent Task Roll. The GM may then give him one fact, or impression,

about the object. He may use the power again to get more information.

Alternatively, he could actively seek information from the object's past. This information request should be a short and simple question, such as "Who last touched this." or "How old is this?". The esper must spend END (at 1 per Level) and make a successful Incredible Task Roll. The GM must answer the question, but only in the form of impressions. That is, he cannot give names or dates, but he could describe a person or express time in years elapsed.

Dowsing

This is the ability to home in on a specified target, such as water, gold, or your car which is lost in the mall parking lot. It can also be used to find people, but you must know that person or have something of theirs, such as a piece of clothing or strand of hair.

A dowser's range is listed in the above table. To use this power, the dowser must spend END (at 1 per Level) and make a successful Competent Task Roll. He will then be 'pulled' in the direction of his target. though he will have little to no sense of the exact distance, he will have a feeling of how close he is getting. The power can be sustained by spending 1 END per Phase, and making a successful Competent Task Roll.

Using a dowsing rod, or other focusing object, such as pendulum or 'witch's compass' will add a +2 to your skill roll.

Astral Projection

Astral projection, out of body experience, soul travel... Astral Projection is the act of consciously leaving the body and perceiving the world from outside your body. In many cases this assumes the existence of a soul, or at least an ability to condense your psionic energies into a conscious energy state (whatever the hell that means). If the GM feels the existence of a soul does not fit well with his campaign, and the other explanation is too much pseudo-sci, then Astral Projection Power should be turned Off.

Many parapsychologists make a distinction between astral projection and out of body experiences. The distinction lies in that OBE is bound to Earth, whereas AP typically takes place in a higher dimension, or 'Astral Plane'.

Often, the astral form looks exactly like your physical form, including clothes, if desired. You ultimately have total control of this form, and need only make a successful Everyday Task Roll with the Astral Projection skill to change this form. This astral



body can move at rates varying from creeping along to rocketing at incredible velocities.

As stated, there are two distinct realms in astral projection. One is the 'real world' the other is the astral plane. In real world projection (or OBE) the astral form is total invisible and cannot interact with physical objects, and can pass through seemingly solid objects (walls, floors, doors). Telepathy, cognition, and ESP powers seem to travel *with* the astral form, and these can be used. Likewise, it is possible for a telepath to detect or sense the presence of an astral form nearby. The astral body cannot be hurt by any attack from the physical world (even if a physical person can detect him), except by Mind Blast and Astral Attack. In turn, an astral traveler cannot harm a physical person, except with telepathy. Other astral travelers can be encountered and interacted with (or fought).

The astral plane is much different, a completely new dimension above (maybe below) our own. It has been described countless ways, so it is possibly perceived uniquely for each traveler. If the GM wishes to have an astral plane in his campaign, he should develop its physics and constructs to suit his gameworld.

Below is a chart outlining the astral characteristics for varying Levels. Move is normal character move (Move x 3 is speed in KPH). Time is the duration until another Astral Projection skill check must be made (see Astral Projection skill, below). Hits are the astral body's Astral Hits, that is, how many astral hits you can take until you die.

Astral Projection Characteristics Chart.

Level	Move	Time	Hits
1	2	1 min.	5
2	4	2 min.	10
3	10	5 min.	15
4	15	8 min.	20
5	20	12 min.	25
6	30	18 min.	30
7	50	25 min.	35
8	65	35 min.	40
9	75	50 min.	45
10	100	60 min.	50
11	150	90 min.	55
12	200	2 hours	60
12+	+100	+1 hour	Level x 5

Astral Projection costs 3 PP per Level. END cost is 1 per Level.

Astral Projection

This is the skill used to project your astral body. To perform astral projection, you must be sleeping or in a meditative state (which takes 2D6

minutes to enter) and must make a Competent Task Roll. You will also spend 1 END for every Level.

This astral body may then move about freely at a speed determined in the astral projection characteristics chart. The Time characteristic is the length of time in which the astral body can remain free. After the expiration of this time, the traveler must spend 1 END and make another Competent Task Roll. If he succeeds, the time is 'reset'. If he fails, he snaps back into his body and awakens.

To move from the Earth Plane to the Astral Plane requires a Heroic Task Roll and an expenditure of 1 END. Success means you ascend to the astral plane (the nature of which is defined by the GM for his gameworld). Failure means you do not, and you cannot try again during the current projection session. It is possible there are millions of astral planes, or perhaps just one universal continuum. Maybe even a heaven and hell realm... But this must be decided by the GM.

Astral Vision

Characters with astral projection do not always need to project themselves to see the astral world. Astral vision allows you to "peek up" with your soul's eyes, and see the astral world around you. You do not leave your body, and cannot travel to the Astral Plane itself. Your view and perspection remain exactly the same, only any astral travelers or astral entities will become visible to you. Your line of sight is normal, that is, you cannot look through walls or solid object, and cannot extend your viewing range beyond what it currently is. Interestingly, however, you can use astral vision during clairvoyant remote viewings.

You must make a Competent Task Roll to use this ability, but using astral vision only costs 1 END, no matter your Level of power. For every Phase which you maintain astral vision, you must make this Task Roll and spend 1 END.

Astral Attack

This is the ability to use astral energies as a form of destructive force against other astral entities. It can only harm astral entities and astral travelers and has no effect on physical objects. This is the combat skill for astral travelers, but it may also be used by non-travelers who have seen and are attacking an astral traveler.

Astral combat is determined exactly the same as for normal combat. The attacker rolls his PSI + Astral Attack + a die vs. the defenders PSI + Astral Defense + a die. Remember, it costs 1 END per Level used. An astral attack, if it hits, does 1 DC per Level (i.e., Level 6 would do 6D6 astral damage).

Astral Defense

This is the astral defense skill, which is rolled by the defender to determine if he manages to dodge an astral attack. If he does not have this skill, PSI is used by itself. It costs no END to make an astral defense roll.

Biokinesis

Biokinesis is the power of mind over body. Having this power require that you have a medical skill, and you must make a successful Competent Task Roll with it before you can attempt *any* biokinesis skills.



Biokinesis costs 2 PP per Level. END cost is 1 per Level.

Biokinetic Methods

Below are all biokinetic methods available. Each requires a separate Use Power skill.

Healing

This is the ability to mend wounds and heal damage using one's mental powers. It is a form of telekinesis that simply stimulates raped cell regrowth and regeneration, and involves transference of some of the healer's life-energy into the patient as well.

A healer may heal himself or others. To heal another, the healer must place his hands on the subject. It cost the 1 END per Level used to activate the power. The healer must first make a successful Competent Task Roll with a medical skill (Paramedic, Surgery, etc.) followed by a successful Competent Task Roll with PSI+Use Power Healing. If this is successful, the healer can heal damage equal to his Level in DC (Level 5 = 5D6). It takes one Phase to heal one hit, and the power is automatically maintained during this time (no extra rolls or END cost) but the healer must remain in contact and concentrating. An individual may only be healed once per day in this manner (including the healer himself), though multiple healers can be used to heal someone multiple times.

A healer can also heal damaged eyes (and blindness) counting this as a 2 hits of damage. Paralysis may be healed as if it were 10 hits. A healer can also cure any infectious diseases (counts as 1D6 hits) and can cure viruses as well (counts as 2D6 hits for healing purposes). Non-metallic poisons can be cured (counts as 2D6 hits) but metallic poisons cannot be healed (though damage done by the poison may be healed). Healing cannot be used to regenerate lost limbs.

It is also possible to bring a recently dead person back to life. However, this is extremely difficult. The healer must first heal all hits to a

"livable" level, then attempt to restart his biorhythmic functions. This requires a Heroic Task Roll with an additional difficulty modifier of equal to the number of hours the individual has been deceased. If the subject has been dead for six hours, the penalty is -6. You cannot bring back someone who is over three days dead, no matter your skill level (it would be -72 penalty, anyway). It also costs ten additional END to attempt resurrection, as you are transferring a tremendous amount of your own life-energy. Any failure will automatically eliminate all chances of future resurrection; that is, you can only try this once! A critical failure will bring him back as an undead! (vampire, zombie, ghoul, whatever). It is also possible something might follow him back from "the Other Side" and he may suffer from traumatic or psychological damage. Even so, this can be a *very* useful ability.

Harm (unhealing)

This is the same as healing, only its exactly the other way around. Instead of healing, you are hurting someone by damaging their biological structures.

To do this, the unhealer must touch the target (you cannot harm through armor, but you may through unarmored clothing). It cost 1 END per Level to activate the power. The unhealer must first make a successful Competent Task Roll with a medical skill (Paramedic, surgery, etc.) followed by a successful Task Roll of his PSI+Harm + a die vs. the target's CON + a die. If successful, you inflict damage equal to your Level in DC (Level 5 = 5D6). The effects are instant (it is far easier to break than mend). The damage can be either Stunning or Killing.

It is also possible to blind someone, but your roll is a -6, and you do no real damage (but the blinding is permanent). You may paralyze one limb, but this roll is at a -4, and you must roll at least 10 damage (you do no real damage, but the paralysation is permanently).

Another very useful and quite harming ability is to stop someone's biorhythmic functions (this kills him instantly, unless revived). Doing this, however, gives a -10 penalty.

The victim can simply avoid the unhealer's hands to evade the attack, but his defense roll is equal to his CON + a die roll. Alternatively, if he is a healer himself, he can resist with PSI + Healing, and spend 1 END per Level. Healer combat can quickly turn into a deadly game of tag, fast!

Aging

Biokinesis can be used to alter one's growth. More specifically, one's *ungrowth*, that is, aging. With this skill it is possible to halt or accelerate aging (but reversal of age is not possible).

When a healer chooses to invoke this power on himself or a friend, it is normally to stop aging (it is not good to accelerate aging on your friends). The healer must first make a successful Competent Task Roll with a medical skill (Paramedic, Surgery, etc.) followed by a successful Competent Task Roll with PSI+Aging, with a further difficulty modifier equal to the subject's *real* age divided by his Level (if he was 50 years old and the healer had Level of 5, the difficulty modifier would be 10). Therefore, the older you get chronologically the harder it is to stop aging. A 200 year old human could be physically 20 years old in appearance, however, to stop his aging for another year would carry a huge penalty!

A successful roll in un-Aging will negate all biological effects of aging for a year. It may *only* be attempted *once* a year (he can keep trying, but each time he will fail). If he fails, he will age that year as normal. If he succeeds, he will not age for that year. This power is pointless on unaging characters, such as vampires. The healer must also spend 1 END per Level.

The Aging power may, however, be used aggressively. A healer could actually cause someone to age faster. The healer must be touching his target and must first make a successful Competent Task Roll with a medical skill (Paramedic, Surgery, etc.) followed by a successful Task Roll of his PSI+Aging + a die vs. the target's CON + a die. If the healer succeeds he can age the victim any number of years up to a number equal to his Level. He must expend 1 END per Level as normal. The healer may not do this attack again for the remainder of the day on the same person.

The target will not age immediately. The effects will slowly appear over a 24 hour period. As an elderly person, he could lose points in characteristic points, memory, or skills, but the exact lose is up to the GM.

Biostasis

This is the ability to place oneself (or another person) into a state of biostasis. In this state, the subject appears in all technical definitions of the word, dead. He has no vital signs, his body temperature is equal to that of the outside air, his brain is no longer active, and all moisture appears to have disappeared (thought it has actually been stored at a cellular level).

However, the subject is not dead. He is biologically frozen. He will not age or be effected by poisons, diseases, terminal injuries, death, or even decay. He will, however, still take damage if any should occur (which must be repaired before he is taken out of stasis). He could be buried for years and still look exactly the same. Water and wind erosion, or wild animals could damaged him, but decay will not. He can be taken out of stasis at anytime by

anyone with biostasis ability (or possibly with advanced technology).

To put someone in biostasis, the healer must first make a successful Competent Task Roll with a medical skill (Paramedic, Surgery, etc.) followed by a successful Competent Task Roll with PSI+Stasis. If successful, the subject will then be in biostasis. It costs 1 END per Level, each Level use will keep the subject in biostasis for (Level³) days. The healer may, at any time, take the subject out of biostasis by following the same procedure. Any healer may remove a subject from biostasis.

However, a healer could lock a subject in biostasis with a unique cellular configuration. Doing this gives a +10 difficulty penalty, but only that healer will be able to take the subject out of stasis again.

Thermokinesis

Like telekinesis, thermokinesis (ThK, pronounced thee'kay) involves the application of mental powers to control matter. However, with thermokinesis it is only possibly to transfer heat energy to an objects or area. This is done by mentally exciting or slowing the vibrations of a substance's atoms. All laws of thermodynamics still apply, of course, and the heat is therefore simply transferred from one place to another. When heating an object, heat is moved from a much larger area, such as a room, to the smaller object, and vice versa when cooling. The heat lost (or gained) by the larger area is normally small enough not to be noticed.

The chart below describes the degree in temperature change available for thermokinesis. Thermal Change is in degrees Celsius per kilogram per Phase, and will be an exothermic or endothermic change, depending on whether pyrokinesis or cryokinesis is used. To convert from Celsius to Fahrenheit, use this formula: $C \times 1.8 + 32 = F$.

Level	Thermal Change
1	20° / kg / phase
2	40° / kg / phase
3	60° / kg / phase
4	80° / kg / phase
5	100° / kg / phase
6	120° / kg / phase
7	140° / kg / phase
8	160° / kg / phase
9	180° / kg / phase
10	200° / kg / phase
11	220° / kg / phase
12	240° / kg / phase
12+	+20° / kg / phase

For instance, a ThK with a Level of 6 could heat a 40 kg mass at a rate of 3 degrees per Phase



(or 1 degrees per second). In 1 minute, the object's temperature would have increased 60 degrees!

Thermokinesis costs 2 PP per Level. END cost is 2 per Level.

Thermokinetic Methods

Below are all thermokinetic methods available. Each requires a separate Use Power skill

Pyrokinesis

Pyrokinesis is the ability to heat an object with one's mental powers (as outlined above). Below are some important boiling and burning points (all in Celsius).

Room Temperature	22° C
Human Body Temp.	37° C
Electronics Shutdown	80° C
Water Boils	100° C
Paper Burns	233° C
Clothes Burn	250° C
Wood Burns	288° C
Lead Melts	327° C
Iron Melts	1,530° C
Iron Boils	3,000° C

A human target will take heat damage if his body temperature is increased above normal (37° C). At 39° C a human will become feverish and dizzy (-1 to all skills, 1D6 STUN damage per minute). For every 2 degrees above this, there is an additional -1 to all skills, and the target takes +1D6 STUN damage per minute (that is, at 43° C, he will be taking 4D6 STUN per minute!).

At 43° C, the subject will also take 1D6 killing damage, lose 1 one point in INT (unrecoverable brain damage). At 44° C he will take another 1D6 killing damage, and lose 1 one more point in INT, and so on, for every 1 degree there after. Usually, the subject will die from brain damage when his INT reaches 0.

This is assuming a gradual increase. If the subject's temperature is instantly raised to 52° C instantly, he will take 13D6 STUN hits, 9D6 killing damage (and thus 9D6 more STUN), and lost 9 INT, at that instant. This is usually fatal. Remember, however, most adult males mass 70 - 80 kgs. A Level 6 ThK can heat an 80 kg mass at a rate of only 1.5 degrees per Phase.

It is also possible, and usually easier, to set a target's clothes on fire. Clothes usually mass a kilogram or two. A target whose clothes are on fire will take Mild to Intense fire damage as normal (GM's discretion).

To actually use thermokinesis, the ThK must make a successful Competent Task Roll with his skill.

It cost the 2 END per Level to use the power. There is no direct contest with the target, even if the target is a human. A cryokinetic, however, could try to keep the temperature down...

Cyrokinesis

Cryokinesis is the ability to cool an object with one's mental powers (as outlined above). Below are some important standard and freezing points (all in Celsius).

Room Temperature	22° C
Human Body Temp.	37° C
Water Freezes	0° C
Anti-Freeze Water	-20° C
Dry Ice	-60° C
Liquid Nitrogen	-160° C
Liquid Helium	-235° C
Absolute Zippo	-237° C

All temperatures are in Celsius (as it's the world standard). To convert from C to F, use this formula: $C \times 1.8 + 32 = F$. Remember that Absolute Zero is -237° C. Nothing can be cooled below Absolute Zero. Nothing.

A human target will take chill damage if his body temperature is taken below normal (37° C). For every degrees below 36° C, the will be at -1 to all skills and take 1D6 STUN damage per minute. At 32° C he is in hypothermia, and takes 1D6 killing damage every minute, and should be severely incapacitated with shivering.

However, instantly freezing someone may not kill them, but rather put them into cryonic suspension. This can be done only if the subject's temperature is lowered very quickly, by at least 5 degrees per phase (1.6° per second). -30° C is considered an acceptable cryonic state. This is not entirely realistic, though, because all of the subject's cells will burst from the expansion of ice. In a 'soft-sci' campaign, or a super-heroic adventure, it is perfectly acceptable ("As seen on TV").

It is also possible to damage or weaken objects by cooling them to a brittle point. Chilling most metals down to -30° C will lower its KD and SDP by half (it will return to normal when it's temperature returns to normal). Half the KD and SDP again for every -30° C there after, down to Absolute Zero.

To actually use cryokinesis, the ThK must make a successful Competent Task Roll with his skill. It cost the 2 END per Level to use the power. There is no direct contest with the target, even if the target is a human.

Fire Blast

This is somewhat of a cinematic ability, meant to emulate the fireball throwing powers of some ThKs seen in movies and comic books. It may be disallowed in a more realistic campaign.

A ThK who is skilled in pyrokinesis may be able to create a fiery blast of hellish energy, such as a fireball. To do this, the ThK must have a Level of 5 or better, and successfully make a Heroic Pyrokinesis Task Roll followed by a Competent Fire Blast Task Roll (it counts as one action to do both).

The damage is equal to the ThK's Level minus 4 (Level - 4). The result is the DC damage that the fire blast can inflict. A Level 10 ThK could fire a 6D6 fire blast. The effective range of the fire blast is equal to the ThK's Level x 10, in meters. All to-hit penalties and bonus apply, but only to Use Power Fire Blast (which is rolled to hit) not the pyrokinesis skill (which was used to create the fireball). Remember, it costs the 2 END per Level used to activate the power, and you must do it *twice*, once for each skill!

When hit by a fire blast, any burnable or semi-burnable object will catch fire and continue to burn. This fire damage is equal to half the original DC of the attack, and continues until it is extinguished or burns out.

Chill Blast

Like Fire Blast, this is somewhat of a cinematic ability, meant to emulate the snow-blowing, ice freezing abilities of some ThKs seen in movies and comic books. It may be disallowed in a more realistic campaign.

A ThK who is skilled in cryokinesis may be able to create an icy blast of freezing air and flying shards of frozen water particles that can do significant damage. To do this, the ThK must have a Level of 5 or better, and successfully make a Heroic Cryokinesis Task Roll followed by a Competent Chill Blast Task Roll (it counts as one action to do both).

The damage is equal to *half* the ThK's Level minus 3, or (Level - 3) / 2. You may round up. The result is the DC damage the chill blast can inflict. Plus, the attack is considered Armor Piercing (AP), because ice shards can slip through armor, and armor is not good at protecting against the effects of instant frost bite. For instance, a Level 10 ThK could fire a 4d6 (AP) chill blast. The effective range of the chill blast is equal to the ThK's Level x 10, in meters. All to-hit penalties and bonus apply, but only to the Use Power Chill Blast (which is rolled to hit) not the Cryokinesis skill (which was used to create the ice blast). Remember, it costs the 2 END per Level used to activate the power, and you must do it *twice*, once for each skill!

Tactical Tidbit: It is not uncommon for a cryokinetic to first cool an object so that it is brittle, then shatter it with a sudden blast of ice particles!

Electrokinesis

Electrokinesis is the ability to alter, control, or create electrical energy by bio-psychoelectric means. As all laws of physics still apply, no energy can be created or destroyed. Therefore, this ability is quite taxing on any psi who uses it, as he must personally generate the energy required (however, the Drain skill can be used to gain more power).

Each level of EK in a particular skill has different effects, so there is no central effects chart (as is the case with many other powers).

Electrokinesis costs 3 PP per Level. END cost is 4 per Level

Electrokinetic Methods

Below are all electrokinetic methods available. Each requires a separate Use Power skill.

Electromagnetic Pulse

This is the ability to send out a powerful electromagnetic pulse that can burn out electronic devices. For our purposes, a non-standard scale shall be employed, called EM points (1 EMP equals 1 kw of energy per second).

An EK can send out a one second pulse equal to his Level (in D6s) x 10. For instance, an EK with a Level of 5 could generate a 5D6 x 10 EM pulse. To generate the pulse, the EK must make a Competent Use Power EMP task roll, and spend 4 END per Level used. The pulse will effect every electronic item within a radius equal to the EK's Level cubed, in meters (with Level 5 the radius of effect is 125 meters). Only by using less power can he lower this radius (to a minimum of 1 meter with Level 1). Every object will take the EMP damage. The dice are rolled (in this case 5D6) and multiplied by 10. If 19 was rolled, the total EMP damage would be 190.

Typically, armor will shield devices from the effects of EMP (physical armor, most energy shields have no effect). Subtract the armor's KD from the EM points (as normal). If EMP penetrates the armor, it has a chance of destroying the device. EMP does not damage SDP, but SDP is used as a base measurement.

If the device takes ¼ its SDP in EMP damage, it 'stalls'. A computer would shut off, lights would flicker, radios would crackle, but they will not be permanently damaged. However, if a device takes ½ its SDP in EMP damage, its electronics are burned

out. These effects are not cumulative. Once a burst has passed, no EMP damage is retained.

For example, an EK with a Level of 5 generates an EM pulse at full power. He must make his task roll and expend 20 END. Every electronic device (including those he is wearing) within 125 meters will take $5D6 \times 10$ EM damage. If a battlesuit was within this radius, and the damage roll comes to 20×10 , it will be hit with 200 EMP. If the suit had 100 KD, then only 100 EMP would penetrate. The battlesuit's SPD is 300, so it took more than $\frac{1}{4}$ of its SDP damage, but not quite half, so the suite stalls for a Phase, but is otherwise undamaged. If next turn the EM inflicted 400 EMP, 300 EMP would penetrate the armor, and the suit's electronics would be burned out, rendering it inoperable.

Optical, biological, and other non-electronic systems are not effected by EMPs. EMP hardened electronics (most military systems) automatically have their full SDP counted as EMP armor, in addition to whatever normal armor they may have.

EMP can also be used to jam radio or radar signals. A Level of at least 2 can typically jam radio transmissions (remember, it is per phase, so it will take a lot of energy to keep this up). It takes at least 5 to jam a radar signal (from a tracking system or a homing missile). The radius of effect is still the same (Level³ in meters).

EMP does not directly harm humans. However, being in a jet at 40,000 feet and suddenly having all electrically equipment burn out would be rather fatal. And this says nothing about what it can do to cyborgs...

Drain

This is the very useful ability to take electrical power and convert it to biological energy. It can also be used to divert energy so that a device ceases function. In no way is the energy destroyed, the EK simply takes the energy and disperses it harmlessly into the air (or absorbs it in himself).

In this way, an EK can do one of several things on a successful Competent Task Roll.

An EK may convert electrical energy into biological (END) energy. *10 kilowatt of energy can return 1 END point!* An EK can drain power at a rate of 1 END per Level, per Phase. (In actuality, you are draining 5 END per 20 kilowatts, but 4 END is spent per Level to use the power, so this totals out to 1 END per Level).

A power outlet can supply around 2200 watts of raw current at 20 amps (about 2.2kws), per Phase (it can safely supply only 220 watts, otherwise it will blow the breaker in 1D6 Phases). A breaker box can supply around 10 kws per Phase. A transformer can probably supply 1,000 kilowatts per Phase. A typical power plant can output between 100,000 to 500,000 kws per Phase.

For instance, if an EK is trying to gain END from a power outlet at max burn (2.2kws per Phase), he will gain 1 END after $(10\text{kws per END} / 2.2\text{kws per Phase} = 4.5)$, or 5 Phases. Remember, this could trip a breaker. If he were to extract the energy at a safer rate of 220 watts per phase, it would take him $(10\text{kws per END} / 0.220\text{ kws per Phase} = 45.5)$, or 46 Phases (that is just two minutes).

The EK may also absorb energy to a special END pool, to be used as a reserve source of energy to do other things, such as EMP or lightning, or to be used with other psi powers (or anything which requires END). An EK may pool END within his body equal to his Level $\times 5$. You may harmlessly disperse the energy if you ever exceed your body's storage capacity.

It is also possible for the EK to shut down electrical equipment by dampening its power flow. On a successful Competent Task Roll, and by spending 4 END, the EK has successfully disabled the device until it can be restarted. This does not destroy the device or preeminently damage it in anyway (unless it is damaged by virtue of being shut off, like an antimatter containment system, for instance...)

It is also possible to pull power from a wall socket or outlet at such a rate as to purposefully blow fuses. For instance, you are in a room and want the lights off *fast* you could drain over 220 watts per second from the socket and blow the fuse in 1D6 Phases...

Ranged Drain: It is possible to make a ranged drain. This is done by turning your body into a negatively charged "lightning rod" attracting power from wall sockets, appliances, batteries and such. You must have a Level of at least 5 to do perform a ranged drain. Your "drain range" is equal to $(\text{Level} - 4) \times 2$, in meters. That is, a Level 7 EK could pull power from a wall socket 6 meters away.

In effect, a crackling bolt of electricity will arc from it the energy source to the EK. Anyone passing between him and the arc will take damage as per Lighting (below), but the user cannot actively use this as a weapon (some has to be stupid enough to walk through the snapping arcs of electricity). When performing ranged drain, you are only able to siphon 1 END per 20 kws, due to the loss of power through the air (that is, you get half as much as normal).

Lightning

This is the ability to create a bolt of destructive energy. The bolt is electro-plasmic in nature, like lightning, and makes a loud cracking or clapping sound when fired. The EK can fire a bolt of electricity from his body (usually a hand) which does 2 DC per Level used. For instance, an EK with a Level of 8 could choose to use 6 Levels to cast a lightning bolt. This would cost him 24 END (at 4 END

per Level) and do 12 DC damage! The maximum effective range is equal to the EK's Level x 10, in meters.

For very powerful blasts of energy, the energy turns to a pure bolt of ionic-plasma energy. Any bolt which does over 14DC creates an explosive blast radius, as per Area of Effect rules.

It is a normal Task Resolution to hit a target. All to-hit penalties and bonuses apply. There is a +1 WA to hit metal, or -1 WA if the target is non-metal but a strong conductive substance is nearby.

Interface

This is the ability to mentally control the functions of an electronic device (such as a watch, appliance, fly-by-wire jet or vehicle, or even a computer). You must have an appropriate skill for controlling the vehicle or operating the machine (piloting for aircraft, driving for cars, computer operations for computers, etc.). This cannot be used to control things which have mechanical or analog controls, such as dials, switches, peddles, or wheels, which are not redundantly operated by electronics. Some mechanical controls have fly-by-wire systems which can be used to override the mechanical controls (as is the case with fighters and 21st century cars).

To interface with a device, the EK need only make a Competent Task Roll and spend 4 END. His Level dictates the range at which he can interface with a device. The EK has an interface range equal to his Level, in meters. So, an EK with a Level of 6, may interface with a device up to 6 meters away.

Most devices require only simple commands (on/off, wash/dry, etc). However, computers and vehicles are much more complex. Once interfaced, all skill rolls to control the device are done as normal (with bonuses, as listed below). However, once every minute the EK must spend 1 END and make a Competent Task Roll to remain connected. The EK must totally concentrate on controlling the device, and can do little else. He can talk and can perceive his surrounding (except when inside a computer), but may not perform any complex actions or use other psi powers. If he is severely distracted (get's shot, for instance) contact is broken.

When driving or piloting, the EK gets a +2 bonus to all diving or piloting rolls. When using an electronically controlled weapon (such as those on fighters, or computer control vehicle weapons as on modern tanks and ships) he gains a +1 WA to hit. If, for whatever reason, the EK loses contact, he will lose control of the vehicle (or weapon) until he takes control again mentally, or manually.

When controlling a computer, the EK must immerse himself in the I/O flow of the machine. He must have a Programming skill of 6, as well as a Computer Operations skill of 8 to understand the

binary data to the point of being able to control the computer at such a direct and basic level. If he can see a monitor, he only needs a programming skill of 4, as he does not need to interpret the output. He does not need to roll programming to understand or feed in the data (unless he is actually making a program) but he will need to use his Computer Ops skill to accomplish tasks. The advantage of being linked to a computer in this way is that you gain all the benefits of having a direct neural interface. The usefulness of this depends on the gameworld (**Cyberpunk 2030**, for instance, uses neural interfaces).

Psychodynamics

Psychodynamics is the ability to actually manipulate and control psionic energies using your mental powers. Whatever energy makes psychic powers work (be it psion particles, bioenergy, cosmic forces) you have the direct ability to control the flow of this energy. As a psychodynamisist, it is possible for you create fields of psionic noise, jam certain powers or individuals, or actually absorb powers and energy.

Each level of PD in a particular skill has different effects, so there is no central effects chart.

Psychodynamics costs 2 PP per Level. END cost is 1 per Level.

Psychodynamic Methods

Below are all psychodynamic methods available. Each requires a separate Use Power skill

Psi Jamming

This is the ability to actively jam psychic powers. With this power, you are able to generate a negative psi field (anti-psions, for instance) which dampens all psionic power in its radius of effect (where you are the center of the jamming field). There is no contest of skills, the field is either generated or it is not. To generate a psi jamming field, you must spend 1 END per Level and make a Competent Task Roll. You can maintain the field each Phase by spending just 1 END and making another Competent Task Roll.

For every two points of your Level used, everyone who is within in the radius (or any powers passing through that area) has their Power Levels reduced by 1. That is, if you have a Level of 8 and generate a psi jamming field, all Power Levels will be at an effective -4.

The effect radius of this ability is equal to your Level x 10, in meters.



Psi Static

Psi static can be generated which interferes with *all* psionic powers within a given radius. This psionic noise can seriously disrupt most psychics, and if a mental slug-fest is getting a little too rough, it is not uncommon for a psychodynamisist on one side to simply blast the area with some static and end the battle in one fell swoop.

To generate a psi static field, you must spend 1 END per Level and make a Competent Task Roll. You can maintain the field each Phase by spending just 1 END and making another Competent Task Roll. The radius of effect is equal to your Level squared (Level 5 has an area of effect of 25 meters).

Anyone who is in this area (or any psi powers that pass through this area) receives a skill penalty to use their powers. All psychic Use Power skills are at a penalty equal to the generator's power Level. For instance, if you have a Level of 8 and generate a psi static field (64 meters in radius), everyone is at a -8 to use psi powers. Your roll to maintain the static field is not effected, but all other Use Power rolls are.

Siphon Energy

The ability to drain biopsi life-energy from a subject is often considered a negative and hostile action. However, there might be some cases where this power could be used beneficially.

Siphoning energy drains Endurance energy from a target victim and uses it to replenish your own supply. This is a contest against the target's WILL + Concentration (or PSI + Mind Shield) + a die roll. If you succeed against the victim with your Use Power Siphon Energy, you can drain away some amount of his END. Whether you succeeded or failed, it will cost you 1 END per Level used. However, if you succeed, you will drain away some of the targets END, which will more than likely return an Endurance profit.

For every Level, you will take 2 points of END from your target, and put them into your Endurance pool. However, because you spent 1 END per Level, your overall gain is *1 END per Level*. For instance, if you have a Level of 8 and use full power to siphon energy from a target, he will lose 16 END, and you will gain 16 END. Because you spent 8 END using the power, your overall gain was +8 END.

The maximum range of this ability is equal to your Level x 10, in meters.

Steal Power

With this ability, it is possible to temporarily steal another psychics Powers. This is a contest against the target's WILL + Concentration (or PSI + Mind Shield) + a die roll. If you succeed against the victim with your Use Power Steal Power, you can

drain away some levels of *one* of his Powers. Using this power also costs you 1 END per Level used.

For every three Levels used, you reduce one of your target's Power by one level and increase yours by one Level. You cannot drain a victim below 0 Levels. This will only last a short while, however. Every minute that passes you will lose one point and the victim will regain a point. If the victim was killed, you still lose the Power Levels at a rate of 1 per minute.

For instance, if you have a Level of 8 and succeed against another psychic with a Level of 6 in Telepathy. You can drain 2 points of Telepathy Levels away from him. Your Telepathy is now at +2 and his is now Telepathy 4. The next Phase you may do the same. But remember, the Levels can never exceed your own PSI characteristic for any power.

Teleportation

Into the furthestmost realms of fantastic powers of the mind lies the ability to control space and time, to bend the universe to your whim and transport yourself across the immensities of the eddies and currents of the vast continuum of the cosmos...



Teleportation is by far the most unbelievable psi ability; unbelievable not because it is impossible, but because of the astronomical level of energy need to warp space-time and covert matter into a transient state of pure energy.

But let us assume for a moment the mind is far greater than matter. Psionic energy is in *tune* with the mechanics of the universe. Psion particles can bend and warp space-time, and swap the state of matter to energy and back. Perhaps that is because our minds are on the threshold of ascension to a conscious of pure energy; or perhaps it is an aspect of consciousness itself.

Teleportation is truly instantaneous, a blink from one point in the universe to another, unbounded by the rules of the speed of light. This is fortunate, because if it were not, then by teleporting from Point A to Point B on Earth would be difficult, due to Earth's rotation and movement through space. Because it is instant, this relative movement is not a factor.

In order to teleport to a certain place the teleporter must be able to clearly visualize it (either from memory or by clairvoyant vision), or know it's precise geological (or spatial) coordinates. A simple set of coordinate numbers will not suffice, however, he will have to match them on a map or chart and true to visualize his jump to that point. It is a -2 skill penalty to teleport based on map coordinates.

Generally speaking, teleporting cost 5 END per Level used, and has a limited range, based on the Level the teleporter used to make his jump. This is not always the case, as there are other uses for teleportation that use considerably less energy.

Level	Range (kms)	Mass (kg)
1	2 km	10
2	7 kms	40
3	20 kms	90
4	50 kms	160
5	150 kms	250
6	400 kms	360
7	1,000 kms	490
8	3,000 kms	640
9	8,000 kms	810
10	20,000 kms	1,000
11	60,000 kms	1,210
12	160,000 kms	1,440
12+	+200,000 kms	Level ² x 10

In case you did not notice, the range is close to exponential growth (E^{Level} , but rounded off). Therefore, if the GM has a good calculator, he may opt to actually calculate the ranges (but he doesn't have to). Mass is $\text{Level}^2 \times 10$.

Teleportation costs 4 PP per Level. END cost is 5 per Level.

Teleportation Methods

Below are all teleportation methods available. Each requires a separate Use Power skill.

Teleport

This is the most often thought about ability for teleportation. This is the ability to teleport yourself, others, or objects from point A to point B, instantly. Your maximum range is listed above. It cost 5 END per Level to use this ability.

To teleport, you must make a Competent Task Roll with this skill. Your skill is at -2 if you are jumping based purely on map coordinates. If you fail the roll the energy is spent but never teleported. If a critical failure is rolled, you do teleport, but not where you intended. You might have even teleported into an object (but this would be fatal). It also takes longer than one Phase to make the teleport. You must spend 1 Phase per Level concentrating on your target.

For example, if you wish to teleport from Chicago to LA, you must have a Level of 8 (3000 kms). You would spend 40 END, and have to take 8 Phases to concentrate (nearly half a minute).

Please remember, the shortest distance from one point on a sphere to another point is *through* the sphere. If you need to calculate distances on the globe quickly and accurately, visit to:

<http://www.indo.com/distance/>

It is, of course, possible to just teleport part of the way to your location, then jump again, but this uses more power, and so should only be done when

you are incapable of making the distance in just one jump. And no, you should not jump into the middle of the Pacific Ocean. Hawaii is always a good stopping point on jumps to Japan. The Moon, by the way, is 384,400 kms from Earth. A Level 13 teleporter could jump all the way to the Moon!

You may teleport yourself, your clothes, your carried items, or other objects and other people. You may teleport objects of mass equal to your $\text{Level}^2 \times 10$.

At Level 1 and 2, you can only teleport small objects, but at Level 3 you can teleport up to 90 kgs, that is, a man-sized object (unless it is a big fat man).

Dirty Tricks

(This section is listed so the GM can be aware of all the nasty things teleporting can do, so he can decide if teleportation should be allowed or disallowed).

The ability to teleport objects is considerably powerful. For instance, a Level 3 teleporter can teleport an enemy 20 kilometers into the air, and leave him there. If the enemy does not die from asphyxiation, he will be dead several minutes later when it hits the ground. Teleporting something 20 kilometers underground is also a nasty trick.

At power Level 6, a psi could teleport people and objects into Low Earth Orbit. Not only is this a nasty weapon, but an extremely powerful alternative to the space program. At Level 8 and up, they can teleport objects to High Earth Orbit.

Ever thought about teleporting a baseball into someone's brain? Or a small pebble into their heart? Or simple teleporting their heart out of their body?

Doing such fancy teleportation tricks should have heavy skill penalties or Heroic to Incredible Difficulty Values. Never the less, the GM should be fully prepared for a player to pull a fast one. Players should be given the opportunity to be creative with their character's powers, but never abusive. That is what DV and skill penalties are for. If it's a cool trick, it's going to be tough to pull off.

Flicker Teleportation

Flickering is not really teleporting from Point A to Point B. It is teleporting from Point A to Point A. Most often, this is used in combat situations (often called Combat Teleporting), and many teleporters first discover their powers then they accidentally use Flicker teleport as a reaction to an attack (at no skill value).

Flicker teleport basically allows you to take a Defensive Maneuver to evade an attack by teleporting out of harm's way. This is different from full Teleport because you do not have to spend Phases concentrating.

When attacked you can choice to FlickerPort away, instead of making an evasion roll. Your

Defense Value then is PSI + Flicker + a die roll. If you succeed against the attack, the attack missed. If not, you failed to Flicker in time and the attack hit.

If your roll is also successful against a Competent Difficulty you may appear anywhere in visual range of the combat zone. That is, on the other side of the room, or behind your attacker (your choosing).

Flicker Teleport cost a flat 5 END and takes no time, though you will lose your next turn, as per Aborting for Defensive Maneuver, as normal. You must have a Level of at least 3 to perform this.

Decorporalization

Beyond flickering is the ability to put yourself in a constant transient state between matter and energy. Basically, this allows you to dematerialized yourself, becoming a ghostly, energized form. You are not matter or energy, but something in-between...

You may decorporalize yourself, other objects, or people, of mass up that listed in the chart above. For instance, if you massed 75 kgs, and carried on you 10 kgs of equipment, you would only need to use Level 3 to decorporalize yourself, your clothes, and your equipment.

To decorporalize you must make a Competent Task Roll with this skill. Initial END cost is equal to 5 END per Level level used. Each Phase which passes you must maintain your state at a flat cost of 2 END per Phase, and you must make another Competent Task Roll.

While decorporalized, physical and stun attacks have no effect. Energy attacks have half effect, but attacks which directly effect Desolids (some superpowers and magic) will have full effect. Mental telepathic attacks will effect you as normal.

Matter is no barrier while decorporalized. You can walk through walls, and phase through floors and ceilings. You are still visible as a glowing ghostly image of your former self. You can change back at any time, and will do so automatically if your END runs out or you fail the roll to maintain your form.

Stellar Teleportation

This is a special ability to teleport in stellar distances. Normally, it is not possible for an unaided psychic to accomplish this, but with a large psi amp (a ship scale psi amp, for instance) he would be able to make interstellar jumps (i.e., jumping the psi ship).

Basically, making a stellar jump is just the same as normally teleport jump, except boosted by the psi amp. You must have the exact spatial coordinates and an astrogation chart to see where you are going, and successfully make a Competent Astrogation Task Roll, followed by a successfully Competent Stellar Teleport Task Roll. Failure in either will through you off course. A critical failure might drop you and your ship into the heart of a star...

Dimensional Teleportation

This is the ability to teleport yourself (or others) to a different plane of reality, that is, to another dimension. If no other dimensions exist, this power is pointless. If they do exist, then it is quite possible the only way to get there is to jump through the corners of time and space to get there.

This will lead to alternate Earths, or other worlds entirely (Fantasy worlds, for instance) where things work very differently. You might even jump into a world where psi does not exist (which would be terribly unpleasant), but magic might exist. And if magic exists, maybe there is a magical way to teleport back...

The exact game mechanics of this skill is up to the GM. Typically, however, the Level used should indicate how far off the alternate dimension is from the current world. 1-2 might be an alternate reality. 3-6 might be a new fantastic world. High powers could jump you to completely alien, surrealistic dimensions where everything, even physics, is different.

Temporal Teleportation

This is the ability to teleport through time. Temporal teleportation does not move you in space (you must use normal teleport for that), only up or down in time. Assume that you remain exactly where you are (the planet's gravity-well keeps you there, compensating for space-time expansion and planetary orbit), but can transport yourself forward or backward in time. It cost 5 END per Level to use this ability.

To find how far up or down in time you can jump, use the Teleport Range chart above, but instead of kilometers, read the range as Years.

To teleport through time, you must know exactly when you wish to go, in days plus or minus your current time. Then make a Competent Task Roll with this skill. If you fail the roll the energy is spent but never teleported. If a critical failure is rolled, you do teleport to a time you did not intend to go. It also takes longer than one Phase to make the teleport. You must spend 1 Phase per Level concentrating on your time location.

For example, if you wish to teleport back 400 years. You must have a Level of 6 (400 years) to accomplish this. In your mind, you imagine teleporting back 146,096 days (including Leap Years!), and make your task roll. You will also spend 30 END, and have to take 6 Phases to concentrate.

The nature of time travel is totally up to the GM. If he does not want time travelers, this skill should be disallowed.

Special Limitations

Spsi powers too expensive? Those listed above are powers without much limitation or special conditions. Limitations are a way to save on the cost of a power while sacrificing for functionality. Any of these limitations may be give to a power, unless they are somehow contradictory, and the GM always has the last word on what can and cannot be allowed on a power.

These limitations effect one type of power (i.e. Telepathy, or Telekinesis, etc.) and thus *all* Skill Methods which use that power are effected. There are no limitations which effect skills. Skill are, after all, just methods of using your power.

Extra END Cost

It cost extra Endurance to use the power, above and beyond what is listed for the power. For doubling the END requirements, the PP cost of the power is x0.8. For triple END requirements, the PP cost of the power is x0.7. For x4 END requirements, the PP cost of the power is x0.6.

Emergency Only

The power only manifests itself in times of severe stress, anxiety, or when threatened. This may have to do with certain chemical conditions (such as heightened endorphins or adrenaline levels) in which case it could be artificially stimulated. But, under normal conditions, such as when you are calm and unthreatened, the power is simply unavailable.

The PP cost of the power is x0.7.

Fickle

Sometimes it works, sometimes it just doesn't. With this limitation, the GM gets to roll a 3D6 once every hour of game time (not play time). Roll 3D6 and subtract 3. If the roll is less than or equal to the character's PSI, the power is available for that hour. If it is greater than PSI the power is unavailable for an hour of game time (not play time).

The PP cost of the power is x0.75.

Preparation

With this limitation, the character must spend a great deal of extra time, meditation, or ritual. Whatever the case, a certainly length of time must be spent preparing to use the power before you can make a skill roll. You cannot be interrupted during your concentration. If you are, you must start over.

If the preparation takes one Round (12 seconds) cost is x0.95. If it takes one minute, cost is x0.9. For ten minutes, cost is x0.8. For one hour, cost is x0.7. For six full hours, cost is x0.6.

Reduced Range

The range of the power is severely reduced. For half the listed range, the PP cost of the power is x0.8. For quarter the range the PP cost of the power is x0.7. For 1/8th the range, the PP cost of the power is x0.6. You cannot reduce the range on a power which is Touch Only.

Touch Only

This is a special reduced range limitation where the range is effectively zero. You must be in physical contact with the subject to use your power on him. This should not be allowed on powers such as ESP or Astral Projection, which effect only you.

The PP cost of the power is x0.6.

Uncontrollable

Although you can control your powers with your skill as normal, there are times when your powers just manifest on their own and do something completely unpredictable! This will never directly harm you (such as teleporting your own heart out of your body) and will rarely do something against friends or loved ones. Usually, it is a subconscious reaction, a reflex action, or a subpersonality within your own mind. Thus, the Uncontrolled action does have a moderately logical reason and purpose.

When the character is under extreme stress a certain Method of a power might manifest and do something. When this happens, the character gets to make a WILL + Concentration roll against his own PSI + the Skill value of that Method which is manifesting. If he wins, the power was suppressed. If he fails, the power lashes out and does something. The character will also lose END as normal.

What happens is strictly under the GMs control. A normal task roll will be required, but the GM rolls this himself. The effects may be good or bad, but should always be unpredictable.

The PP cost of the power is x0.75.

Limited Use

Your power is only usable a few times a day, then is unavailable. This can be further broken down, for instance, if you have "One use per day" this could mean "Once every 24 hours". If you have "Twice per day" this could mean "Once every 12 hours". If you have "3x per day" this would mean "Once every 8 hour" and so one.

Six times a day: PP cost is x0.95

Five times a day: PP cost is x0.90

Four times a day: PP cost is x0.80

Three times a day: PP cost is x0.70

Two times a day: PP cost is x0.60

Once a day: PP cost is x0.50

Psychotronic Technology

Psychotronics

Psychotronics are technological devices which utilize psi-theory in their functionality. Psychotronic devices may create psionic energy, enhance, amplify, dampen, or manipulate the powers themselves.

Psychotronic devices work of psionic principles which are as yet not understood (and perhaps pure fantasy), but are well understood in the gameworld of which they exist. Therefore, some form of pseudo-science can be used to explain their operation. On the other hand, psychotronic devices could be the product of trail and error, or accidental discovery, such as the case with the psychotronic technology of the Soviet Union (which was probably non-function in reality).

These are just a few examples of possible psychotronic technology. The GM should feel free to disallow or make up new technology for his campaign, as he sees fit.

All costs are listed as Option Points. Monetary value should be set by the GM, based on the OP of the device. This may not be a direct translation, that is, if 1 OP = \$100, the GM can say that for Psychotronics, 1 OP = \$10,000. This is just a scale for measuring relative value. The real cost will vary from gameworld to gameworld. A character does not need to pay OP if he can afford the device with money.

Psionic Amplifiers

Psi-amps are some of the most common and useful psychotronic devices. Psi-amps range from fantasy mage-tech 'Mind Crystals' to gargantuan machines of cosmic proportions. Whatever the nature of psionics, psi-amps do one thing. They amplify psionic energy.

Psionic amplifiers come in a wide range of scales and abilities. Some only amplify one flavor of psionic energy (i.e., only Telepathy), while others are universal amplifiers.

Most psi-amps boost one power. For instance, a telepathy psi-amp with a value of +2 will boost telepathy by +2 Levels, but all other psi powers will be unboosted. Remember, using more power Levels costs more END for the user! It might also be advantageous to have a Psionic Battery.

To make a psi-amp, three factors must be considered. Value, Powers, and Scale. Value is simply the range of amplification, from +0 to +10 or more. Powers are the powers which the amplifier

boosts (Telepathy, telekinesis, etc.). Scale it the amplifier's scale, from human-size to ship-size, and beyond.

Use the tables below to build the amplifier.

Value	Base Weight	Base OP cost
+1	0.2 kgs	1
+2	0.5 kgs	2
+3	1 kg	3
+4	2 kgs	4
+5	4 kgs	5
+6	8 kgs	6
+7	20 kgs	7
+8	50 kgs	8
+9	100 kgs	9
+10	200 kgs	10
+10+	+100 kgs	+1

Powers	Weight	OP cost
Telepathy	x1.25	x1.2
Telekinesis	x1.4	x1.3
Cognition	x1.2	x1.15
ESP	x1.15	x1.10
Astral Proj.	x1.4	x1.3
Biokinesis	x1.25	x1.2
Thermokinesis	x1.5	x1.4
Electrokinesis	x1.5	x1.4
Psychodynam.	x1.3	x1.2
Teleportation	x1.6	x1.5
All	x20	x10

You may have multiple powers, or All

Scale	Weight	OP cost
Human	x1	x1
Vehicle	x10	x3
Mecha	x100	x5
Corvette	x1,000	x125
Starship	x10,000	x2500

Scale Effects

Scale	Ranges	Weights	Damage
Human	x1	x1	x1
Vehicle	x10	x100	x3
Mecha	x25	x1000	x15
Corvette	to AUs	x10,000	x150
Starship	Lightyears	x100,000	x1500

Amplifier Headband

This is sample psi-amp, a metallic amplifier headband worn by psychics to boost their power. It only boosts by +1. Usually, two or three Powers are taken, making its weight in the range of 0.3 kgs to 0.5 kgs, and its cost between 1 or 2 OP.

Amplifier Helmet

A larger personal amplifier, the helmet boosts by up to +3. Usually, two or three Powers are taken, making its weight in the range of 2 kgs to 3 kgs, and its cost between 4 to 6 OP.

Backpack Amplifier

This is a large backpack amplifier, boosting by up to +5. Usually, two or three Powers are taken, making its weight in the range of 10 kgs to 15 kgs, and its cost between 8 to 10 OP.

Mecha Amplifier

This is an amplifier built into a large mecha robot. It only boosts by +1, but it is also scaled up to mecha scale. This mecha amplifier also boosts *all* psi powers. It weights 400 kgs and costs 50 OP.

Starship Amplifier

This is a large psi amplifier found in psionically powered starships. It boosts by +5, and is scaled up to starship scale. This starship amplifier also boosts *all* psi powers. It weights 800 tons and costs 125,000 OP!

Psi Jammers

Also called Psion Static Field Generator or Psionics Countermeasures (PCM), psi jammers work exactly like Psi Static method in Psychodynamics. The psionic noise created by a psi jammer can seriously disrupt most psychics. Anyone who is in the jammer's area of effect (or any psi powers that pass through or into this area) receives a skill penalty to use their powers. All psychic Use Power skills are at a penalty equal to the generator's PCM level.

To make a psi jammer, two factors must be considered. PCM Level and scale. Scale cost and range is exactly as it is per Psi Amplifier.

PCM Level is as listed below:

PCM	Radius	Base Weight	Base OP
1	½ metr	1 kg	2
2	1 m	2 kgs	4
3	2 m	5 kgs	6
4	4 m	10 kgs	8
5	8 m	25 kgs	10
6	15 m	50 kgs	12
7	30 m	100 kgs	14
8	60 m	200 kgs	16
9	100 m	400 kgs	18
10	200 m	800 kgs	20
10+	+100 m	doubling	+2

Scale	Radius	Weight	OP cost
Human	x1	x1	x1
Vehicle	x10	x10	x3
Mecha	x25	x100	x5
Corvette	x250	x1000	x125
Starship	x2500	x10,000	x2500

For instance, a level 5 PCM psi jammer would have radius of 8 meters (16 diameter), and mass 25 kgs and cost 10 OP. It would subtract -5 from any psionic skill roll in that area.

A level 5 PCM mecha scale psi jammer would have a radius of 200 meters, and mass 2500 kgs and cost 50 OP. It would also subtract -5 from any psionic skill roll in that area.

Personal Psi Shield

A personal psi shield is a special Psi Jammer with a radius of ½ a meter, but variable PCM level. What this amounts to is any psi attempting to use a power on you (such as TK, telepathy, etc) is at a penalty. However, indirect attacks, such as a thrown object, are unaffected. Likewise, you would be a penalty to use any psi power.

For every level of PCM (up to a max of 10), the personal psi shield masses 1 kilogram and costs 3 OP. Psi shields can be used as a type of psi dampener, but a more effective psi dampener is listed below.

Psi Dampener

A psi dampener is a device which, instead of generating a field of psionic static, simply dampens the psion particles themselves (probably with anti-psions). The effect then, is that all power Levels of anyone within its radius drops by a given amount. If a Power's Level drops to or below zero, that powers is effectively canceled.

To make a psi dampener, two factors must be considered. Dampener Level and Scale. Scale cost and range is exactly as it is per Psi Amplifier.

Dampener Level is as listed below:

Damp.	Radius	Base Weight	Base OP
1	½ metr	2 kgs	3
2	1 m	5 kgs	6
3	2 m	10 kgs	9
4	4 m	25 kgs	12
5	8 m	50 kgs	15
6	15 m	100 kgs	18
7	30 m	200 kgs	21
8	60 m	400 kgs	24
9	100 m	800 kgs	27
10	200 m	1600 kgs	30
10+	+100 m	doubling	+3

Scale	Radius	Weight	OP cost
Human	x1	x1	x1
Vehicle	x10	x10	x3
Mecha	x25	x100	x5
Corvette	x250	x1000	x125
Starship	x2500	x10,000	x2500

For instance, a level 5 psi dampener would have radius of 8 meters (16 diameter), and mass 50 kgs and cost 15 OP. It would subtract -5 from the PSI of anyone in its radius.

A level 5 mecha scale psi dampener would have a radius of 200 meters, and mass 5000 kgs and cost 75 OP. It would also subtract -5 from the PSI of anyone in its radius.

Personal Psi Dampener

A personal psi dampener is a special Psi Dampener with a radius of ½ a meter, but variable dampening level. This is not very useful, because you would only be dampening your own power. However, in a world where psi is illegal or regulated, such a device may be implanted in psychic individuals to effectively eliminate their power. Of course, the dampener could be removed.

For every level of dampening (up to a max of 10), the personal psi dampener masses 1 kilogram and costs 1 OP. Large ones would be impractical (or extremely painful) to implant.

Psi Batteries

Psionic batteries are devices which store and hold points of END which can only be used to invoke psi powers. The most common psi batteries are Power Crystals, a small blue crystal which holds

psionic energy. Other psi batteries can range from psychoactive capacitors to huge psionic particle accelerators and psychodynamic reactors.

Once depleted, a psi battery must be recharged. This must be done is a special recharger unit which converts normal electrical current to stored potential psychic energy. The recharge rate is usually 2 to 6 hours.

Psi Batteries

END	Base Weight	Base OP cost
2	0.2 kgs	1
10	1 kgs	5
20	2 kg	10
30	3 kgs	15
50	5 kgs	25
100	10 kgs	50
200	20 kgs	100
300	30 kgs	150
500	50 kgs	250
1000	100 kgs	500

Psychometer

A psychometer is a portable sensing device (looks like a geigercounter) which can detect fluctuations in psion levels. Any psionic sources within the range of its forward 60° scanning arc of 500 meters are detected. The sources show up as radar-like blips on the display screen, giving their relative distance. The strength of the sources is measured in a range colors, blue being lower, redder being more powerful, and white extremely powerful. Psychics will not show up unless they are using their powers, and a psychotronic device will not show up unless it is on and active. A psychometer is a passive psychotronic device, so it cannot be detected. Larger psychometers are often mounted on starship or mecha, and incorporated into their main sensor suite.

A handheld psychometer might cost 2 OP.

PsiberTechnology

It is possible that once psionics are well understood, implants could be given to grant such powers to people who do not have psychic powers. If machines, or electronic circuitry, can replicated the psionic energies, then perhaps this is possible. Neural network chips or special bio-chips made from the brain tissue of former psychics might also allow for chipped in psi-implants.

Psionic skill methods can always be implanted with a standard skill chip, but to implant Powers and increase the PSI characteristic is far more complex.

Psionic Neuronet

Recovery: 15 days

Cost: 5 OP per +1 to PSI

A psionic neuronet chip can be either an artificial network of electronic synapsis, or a bio-chip of real brain tissue taken from a psychic and implanted in someone else. Whatever the case, this can give a person more PSI. Mundane people who have 0 PSI can even use this to grant them psionic power. It does not give psionic powers, or skills, you must use other psi implants and skill chips for that.

Psychocatalytic Implant

Recovery: 12 days

Cost: PP cost x 5 OP

A psychocatalytic implant is a chip (artificial neuronetwork or bio-chip) which gives the user a psychic power (at some power Level). This can be any psi-power available in the gameworld, unless it has not yet been developed by psychotronic technology. Telepathy and telekinesis are the most common ones. Other psychocatalytic implants probably require a lot more work and research to develop. They will probably also have limitations as well. A psychocatalytic implant cost PP x 5 OP as an implant. You must also have a PSI characteristic, and the power level of the power cannot exceed PSI, as normal.

Genetic Engineering

It is also probably that if psychic power are genetically based, then genetic engineering could be used to engineer people with psionic abilities.

Other, special bio-organisms could be created by genetic engineered to perform certain tasks. For instance, a symbiotic "crab-like" creature could be engineered which has Electronkinesis and a skill in Interface, making it a psychic neural interface which can be worn and used like any normal neural interface (only it is psionically based).

Other ideas for Psibergenic bio-machines are listed below. The GM should feel free to develop these as he wishes for his gameworld. Many are psychic simply for special effect, but they are something to think about.

Psiber Bomb

A psibergenic creature, usually incased in a hard spherical shell, programmed to "go off" at a certain time or when a condition is meet. It has a PSI of 8, telepathy of 8, and its only skill is Mind Blast at 5. It will Mind Blast at full force, with a roll of 8 + 5 + a die roll. Then it will curl up and die.

Levigator

There are many levigators, tuned to varies levels of power. All are small an compact lumps of living brain matter, incased in a life-support system. They have PSI ranging from 2 - 8 (or higher!), the power of Telekinesis (equal to PSI), and a skill of 5 in Telekinetic Control. They are used primarily to lift object and make them levitate (such as crates, vehicles, or air-ships), but they could have other uses.

TK Gun

This is a bio-engineered weapon used to make blasts of telekinetic force. They have PSI ranging from 2 - 8 (or higher!), the power of Telekinesis (equal to PSI), and a skill of 5 in TK Blast. They are used as an ordinary rifle, but do require more maintenance to keep the biomatter inside alive and well.

Other Ideas

The GM should feel free to make up and create any sort of genetic psiber-creature he likes. Some other ideas would be a TK shield creature, a Healer, biological psi jammers, and even symbiotic teleporter creatures. Anything is possible...

Psychoreactive Drugs

The most common artificial psionic enhancement is drugs. Seen in movies, books, and comics, most psychics are or can be further stimulated by drug use. Some say this actually is the case today, with LSD giving people uncontrolled powers of Astral Projection. Whether or not this is true, I **do not** encourage the usage of drugs.

THR-X-13

Commonly know as 'Thyrex 13', THR-X-13 is a highly addictive psychoreactive drug which is illegal in most places due to its extreme side effects. THR-X-13 grants +2 to all Powers, and this may exceed PSI. However, for the drug's duration, the user is also extremely paranoid and may see hallucinations from time to time. The drug's effects last for 1D6 hours. After the drug runs out, the user will take 20 END from fatigue and have a massive headache (-3 to all skills). THR-X-13 is administered by injection.

Anadex

Anadex is a safer psychoreactive drug, but not terribly powerful. It is mildly addictive, and only gives a +1 to all Powers (and this may exceed PSI). The user is also somewhat agitated and shaky for its duration, giving a -1 to DEX. The drug's effects last for 1D6 hours. There are few side effects, aside from a mild headache. Anadex is usually injected, but it

comes in pill form as well. Pills will take effect in 3D6 minutes.

Overload

This is a nightmare concoction of street drugs which was accidentally found to induced psychic powers. However, this drug is even worse than THRX-13. It is absolutely addictive, highly euphoric, and the aftereffects are extremely incapacitating. Overload increases all your Powers by +4 to all Powers (and this may exceed PSI), but all your skills (even psi skills) are at -3 due to your extremely doped up state. The drug's effects last for 1D6 hours, after which the user is 'crashed' for another 1D6 hours. Overload must be injected.

Psychozine

Psychozine, generic sounding as it is, is one of the most common psychoreactive drugs. It has minimal side-effects and highly desirable results. Psychozine opens up the neuro-pathways of the psychic areas of the brain, making the usage of psi powers much easier. In effect, you receive a +2 to all psychic skill methods. However, this comes at a price. You find it hard to concentrate on anything else, receiving a -1 in all other skills. The drug lasts for about thirty minutes. Psychozine is usually injected, but it comes in pill form as well. Pills will take effect in 3D6 minutes.

Neurothrasher

Another nasty psychoreactive drug, but not so dangerous as to be instantly rejectable. Neurothrasher boosts all Powers by +2 to all Powers, (and this may exceed PSI), but gives a constant headache which lowers INT by -1. Furthermore, Neruothrash also causes some control over psi powers to be lost, reducing all psionic skills by -2. The drug's effects last for one hour, The headache will last another hour (as will the -1 to INT). Neurothrasher is non-addictive. It must be injected.

Sleepers

Need I explain? Sleepers negate a persons PSI ability, making them unable to use psychic powers. Sleeper drugs are extremely powerful and extremely devastating. One injection can last for a week, and has the effect of reducing any level of PSI to zero (and thus canceling all psi powers as well). For each year of usage, the user will permanently lose 1 point of INT from brain damage. Other problems, such as Delusions and Paranoia may also manifest. Sleepers are used in places where psi powers are illegal or regulated, and many people prefer death to the living hell created by the nightmares of Sleepers...