

Psionics

Supplement

As supplemental rules their use is completely at the discretion of the GM. Please confirm with your GM before using these rules to make or advance your character!

Psionic Skills

The entire psionic system is based upon the psionic skills, and psionic points. Low rankings in psionic skills has a very small affect. Higher levels can be amazing powerful. Psionic points are based upon the characters Intelligence (IT), and their Toughness (TN). Psionic skills are typically taught within the Empires Monasteries, although various rogue groups have developed. The Empire, the Mega-Corporations, and most large similar organizations will have a trained group of psionic specialists. These groups typically work with the intelligence-gathering arm of those organizations. The Empire has an entire priest sect called the Thorian Draconis that masters the psionic and martial arts. Almost all races of the Empire have some degree of latent psychic abilities. Non Player Character races will have their psionic abilities noted if their race has developed them.

Psionic Skill Requirements

A character must have a minimum of 60 in Intelligence (IT), and Toughness (TN). They must also possess a Knowledge (KN), Coolness (CL), Awareness (50), and Initiative (IN) of 50 or greater. Once a character attains these minimum requirements they get a single die roll for whether they possess psionic latency that can be trained. If they fail, the GM has the ultimate decision. If the skills are gained after character creation, they should always be written into the story line, since the training process is very slow. Also the maximum level of any psionic skill is the characters' Intelligence divided by 10 rounded down.

Race	Chance
Acroyans, Human (Genie), Human (Second Generation)	20%
Draken, Human (Cyborg), Human (Cytron), Human (First Generation), Human (Heavy-Worlder), Kreatai,	15%
Malkhai, Markian, Markian (Munkarian), Sylvian	10%
Dracos, Ixaclix, Malkhai (Makure), Sylvian (Dyzian), Sylvian (Skruton), Crystonians	5%

Base Psionic Points

The psionic point pool is the mental energy reserve that the character has to draw power from while using their psychic talents. Depending upon the skill they can be

dumped into a single action or used sparingly. A rookie dumping all of his psionic points into a single action can elevate him to the level of a skilled psionist. Psionic points are equal to the combined total of the characters' Intelligence (IT) and Toughness (TN). Every hour the character gains 10% of their pool back. For every hour of sleep they gain 20% back.

Selecting Skills

Typically the selection of initial skills is random, due to the psionic latency is genetic in nature. The GM however can elect to give the character certain skills or allow the character to pick.

Number of Psychic Powers

Roll	Number
01-49	1
50-69	2
70-84	3
85-94	4
95-00	5

Types of Psychic Powers

Roll	Type
01-22	Extrasensory
23-28	Generation
29-50	Healing Powers
51-59	Mental Discipline
60-80	Psychic Combat
81-00	Telepathy

Psionic Skill Tests

Psionic Skills are simply other skills. They work in much the same way. The base chance for success is listed next to the skill in question. Levels also make the task easier. For levels 1 through 5, each level gets a +5 bonus, from 6 through 10 +3, from 11-15 +2, and from 16th level on +1. See the chart in the skills chapter. The GM also can throw modifiers into the rolls in case that the action is harder than usual.

Experience Points Usage

If you are rolling up a character that has psychic skills, they are purchased in the same manner except that they cost twice as much per level. This is also true when raising levels they cost twice the normal amount.

Psionic Defense

Anyone wishing to defend against a psychic effect, or attack must first be alerted to the attacker, and then make a successful WP check. So someone who has been snuck up upon can be instantly put to sleep (if attack rolls succeed), with no defense rolls. Someone who knows they are being approached can defend with a successful WP check. The only exception is if the target has psychic powers, then they will always receive a CL check. If they are surprised the check is made at 50% WP.

Extrasensory

Roll	Description	Range	Speed	Freq.	Drain
01-28	Clairvoyance The Ability to focus on a person, place, or thing and see and hear what is occurring there. Each level allows the user to extend the target range of 5 feet exponentially by the level. (Level 2 is 25, Level 3 125, etc). Each additional 10 points put into the skill doubles the range. (20 points is twice the range, 30 points is quadruple range, etc.) User must be familiar with the target, either knowing the person, having visited the place, etc.	5 feet	Instant	Hourly	10
29-48	Precognition The Ability to focus on a person, place, or thing and find out what happens to it in the future. Each level allows the user to extend the target range of 5 minutes exponentially by the level. (Level 2 is 25, Level 3 125, etc). Each additional 10 points put into the skill doubles the range. (20 points is twice the time-span, 30 points is quadruple, etc.) User must be familiar with the target, either knowing the person, having visited the place, etc.	5 min	Instant	Hourly	10
49-63	Psychic Sight The Ability to focus and see without your eyes, or light. The practitioner goes into a trance like state when using the skill. Each level allows the user to extend the target range of 5 feet exponentially by the level. (Level 2 is 25, Level 3 125, etc). Each additional 5 points put into the skill doubles the range. (10 points is twice the range, 15 points is quadruple range, etc.) User must be familiar with the target, either knowing the person, having visited the place, etc.	5 feet.	Instant	Hourly	5/turn
63-79	Read Object The Ability to focus on a object and see what it has gone through, who has touched it, what they were thinking, etc. The character must be touching the object for the skill to work. Each level allows the user to extend the length of time exponentially by the level. (Level 2 is 4 years, Level 8 is 8 years, etc.) Each additional 5 points put into the skill doubles the length of time that can be read. (10 points is twice, 15 points is quadruple, etc.) Character can also implant the object with a message, that any other or a selected character will receive when they touch the object, regardless of whether if they have the skill or not. If someone attempts to lock this message by dumping as many psionic points into retrieval as the locker placed. To lock the message in this fashion requires the character to expend as many psionic points as they are willing.	2 years	Instant	Hourly	5
80-85	Sensitive - Psychics The Ability to sense another psionicist or the use of powers nearby. Anyone psionicist that comes within half the range is automatically detected by the character. Each level allows the user to extend the target range of 5 feet exponentially by the level. (Level 2 is 25, Level 3 125, etc). Each additional 10 points put into the skill doubles the range. (20 points is twice the range, 30 points is quadruple range, etc.) This can be used to hunt down other psionicists.	5 feet	Instant	Always	0
86-94	Sensitive - 6th Sense The Ability to sense danger right before it happens. This also includes the gut bad or good feelings about plans or decisions made. Each level allows the user to extend the target range of 5 minutes exponentially by the level. (Level 2 is 25, Level 3 125, etc). Each additional 10 points put into the skill doubles the range. (20 points is twice the time-span, 30 points is quadruple, etc.) User must be familiar with the target, either knowing the person, having visited the place, etc.	5 min	Instant	Always	0
95-00	Sight History The Ability to focus on the surroundings and see the events that have transpired there. Each level allows the user to extend the length of time exponentially by the level. (Level 2 is 4 years, Level 8 is 8 years, etc.) Each additional 5 points put into the skill doubles the length of time that can be read. (10 points is twice, 15 points is quadruple, etc.) Character can also implant the area with a message, or artificial history of the area that any other character with this skill will see when using this skill at that location. Creating a successful artificial history is a very complicated task, and anyone of a higher skill level will see the deception. Lower levels must make an Intelligence (IT) check.	2 years	Instant	Hourly	10

Generation

Roll	Description	Range	Speed	Freq.	Drain
01-20	<p>Electrokinesis The Ability to generate and control electricity. The character can generate 1 EUs per psionic point used per level. (10 points at level 10 would be 100 points). The character can also short out various electronic devices by expending 2d10 psionic points. GMs discretion on other applications.</p> <p>This can be used as a weapon. Level 1 and 2 are touch range only or through conductive materials, after that project 10 feet per level for electrical bolts. Damage is 2d10 per level.</p>	10 feet per level	Instant	At will	See Desc. As attack 10 points
21-30	<p>Magnakinesis The Ability to generate and control magnetic forces. The character can bend and shape metals up to 1 structural point per psionic point used per level. (10 points at level 10 would destroy a 100 structural point metallic item) This can be used for example to rend doors, extricate survivors from a crash, etc. GMs discretion on other applications. User can also attempt to deflect thrown metallic objects. With a successful RS skill in addition to the psionic skill the character can throw a metallic object at another character.</p> <p>This can be used as a weapon by controlling metal objects. For example the user could throw an object, constrict jewelry, etc. Level 1 and 2 are touch range only, after that project 10 feet per level. Damage is 2d10 per level</p>	10 feet per level	Instant	At will	See Desc. As attack 10 points
41-60	<p>Pyrokinesis The Ability to generate and control fire and heat. The character can melt non flammable materials up to 1 structural point per psionic point used per level. Flammable materials will instantly combust, which can have devastating results. The GM will determine these results. The character may also shield himself from heat and fire damage, at a conversion rate of level times point expenditure. For example the character is in a fire that is doing 100 points per turn, the character can negate the damage by with 10 points per turn at level 10. GMs discretion on other applications.</p> <p>This can be used as a weapon. Level 1 and 2 are touch range only, after that project 10 feet per level. Damage is 2d10 per level.</p>	10 feet per level	Instant	At will	See Desc. As attack 10 points
61-80	<p>Solokinesis The Ability to generate and control light. The character can bend and warp light at will. This includes making oneself, others, or objects invisible. Each character cost 100 points per turn. At level 10 this equates to 10 psionic points per turn. The character can also generate simple illusions at 100 points per turn and complex illusions at 200 points per turn. GMs discretion on other applications.</p> <p>This can be used as a weapon. All levels project light that does damage of 2d10 per level, with a range of 10 feet per level.</p>	10 feet per level	Instant	At will	See Desc. As attack 10 points
81-00	<p>Telekinesis The Ability to generate and control physically manifested psychic force. The character can use this force to perform numerous dextrous feats at range such as floats keys, manipulate triggers, and switches, and lift items, objects, and characters. The weight of the object moved is 1 pound per psionic point per level. At level 10 and using 20 points the character could move suspended a 200 lb character for a full turn. Can also be used to freeze a target motionless. The character uses 5 points times their level to match the targets strength per action. The target is held until the psionics lets go, or uses up all of their psionic points. GMs discretion on other applications.</p> <p>This can be used as a weapon by throwing or dropping objects or by directly striking the target. The character can strike 10 feet away per level, for 2d10 per level.</p>	10 feet per level	Instant	At will	See Desc. As attack 10 points

Healing Powers

Roll	Description	Range	Speed	Freq.	Drain
01-20	<p>Induce Sleep The ability to put someone asleep instantly. Requires an equal amount of power as the target has WN & TN. For example a target with 50 in each would require 100 points. At level 10 this would require only 10 psionic points. If the target is surprised they will not be able to make a defense test, otherwise they test against their CL. The range on this skill increases 10 feet per level.</p>	See Desc	Instant	At will	See Desc

Healing Powers (Continued)

Roll	Description	Range	Speed	Freq.	Drain
21-40	Heal Self The ability to heal oneself. Level and psionic points are multiplied for healing effect. A character that needs 100 points of WN and TN to be fully healed would require 100 points. A character with level 10 skill would require only 10 points. The transfer rate is 10 points per level per action.	Self	See Desc	At will	See Desc
41-60	Absorb Damage The ability to remove someone else's injuries and lay them upon yourself. To transfer another characters damage of 100 points it would require only 10 points at level 10. This means that the character with the skill instantly takes that amount of damage, and this can cause death. They can then use the Heal Self skill to repair that damage. The transfer rate is 10 points per level per action.	Touch	See Desc	At will	See Desc
61-80	Transfer Healing A combination of the two above abilities. In essence the healing is done simultaneously to the transfer. Each point transferred and healed requires 1.5 points to transfer. For example transfer healing 100 points of damage would require a level 10 practitioner, 150 psionic points. Due to the process being combined the healer has no risk of dying as they are healed as fast as they are transferred. The transfer rate is 8 points per level per action.	Touch	See Desc	At will	See Desc
81-00	Regeneration The ability to completely regenerate damaged tissue in 24 hours. This includes limbs, and organs. Will not bring back person from dead. During this time the character is in a catatonic sleep. If awoken from this sleep before 24 hours has past the healing is equal to only 10 per hour.	Self	24hours	Daily	25

Mental Discipline

Roll	Description	Range	Speed	Freq.	Drain
01-20	Channeling - Actions The ability to channel psychic energy into the self or a target and increase the number of actions capable of being performed. Each level adds 1 attack or action. Each additional action requires 10 psionic points. Effects last approximately 20 minutes. Maximum possible actions are double normal attacks. If the target attempts to resist they get a CL check. This can also be focused on an inanimate object, and summoned by the user at command. Psionic priests refer to this as a blessing.	Self	Instant	At will	10 per extra action
21-40	Channeling - Strength The ability to channel psychic energy into the body and increase the bodies strength (ST). Each level adds 10 strength points. Each additional 10 points of strength added costs 10 psionic points. Effect lasts for approximately 20 minutes. No maximum. If the target attempts to resist they get a CL check. This can also be focused on an inanimate object, and summoned by the user at command. Psionic priests refer to this as a blessing.	Self	Instant	At will	10 per extra 10 ST
41-60	Channeling - Toughness The ability to channel psychic energy into the body and increase the bodies Toughness (TN). Each level adds 10 toughness points. Each additional 10 points of toughness added costs 10 psionic points. Effect last for approximately 20 minutes. No maximum. If the target attempts to resist they get a CL check. This can also be focused on an inanimate object, and summoned by the user at command. Psionic priests refer to this as a blessing. This TN bonus does not count towards psionic attacks. See Shield psionic skill.	Self	Instant	At will	10 per extra 10 ST
61-80	Channeling - Accuracy The ability to channel psychic energy into the body and increase the bodies Ranged Skill (RS), Weapon Skill (WS), or Melee Skill (MS). Each level adds 5 to the attribute. Each additional 10 points of a specific attribute costs 10 psionic points. Effect last for approximately 20 minutes. Maximum is double the base attribute. If the target attempts to resist they get a CL check. This can also be focused on an inanimate object (such as a weapon, armor or clothes), and summoned by the user at command. Psionic priests refer to this as a blessing.	Self	Instant	At will	10 per extra 5 RS, WS, or MS

Mental Discipline (Continued)

Roll	Description	Range	Speed	Freq.	Drain
81-87	Death Trance The ability to shutdown the functions of the body, and appear as dead, and places the character or target into suspended animation. If used on another character they must be willing, sleeping, or unconscious. Duration must be set at time of use, and will last 1 minute for each psionic point expended, minimum of 10 minutes.	Self	Instant	At will	1 per minute, minimum of 10 minutes
88-94	Phasing The ability to use psychic energies to become ethereal. During which the character is only susceptible to psionic attacks, however cannot affect the real world. They can see and be seen but cannot speak, hear, touch, or manipulate anything. For decency sake this includes anything they are wearing as well. Psionic points are expended at a rate of 20 divided per level per action. Minimum of 2 psionic points per turn.	Self	Instant	At will	See Desc
95-00	Teleportation The ability to instantaneously transport ones body to another location. Distance is equal to level squared in yards. Each yard costs 5 psionic points. Only the characters immediate possessions come with the character.	Self	Instant	At will	5 per yard

Psychic Combat

Roll	Description	Range	Speed	Freq.	Drain
01-25	Assault The ability to attack another mind with psychic energy. Directly affects TN. When the TN is depleted the target goes unconscious. If used against a character with psionic shield must deplete all of the shield points first. Every psionic point that is invested is multiplied by the practitioners' level to calculate damage. More refined than psychic blast, affects only one target. Victim is allowed WP test, unless unaware. If used against a spirit and that spirits' TN is reduced to 0, the spirit is forever destroyed.	Sight	Action	At Will	See Desc
26-50	Blast The ability to attack another mind with psychic energy. Directly affects TN. When the TN is depleted the target goes unconscious. If used against a character with psionic shield must deplete all of the shield points first. Every psionic point that is invested is multiplied by the practitioners' level to calculate damage. Unlike Assault this affects everyone within range except the user. Damage is equal to level of user times energy put into the blast, and then divided by half. Victim is allowed WP test, unless unaware. If used against a spirit and that spirits' TN is reduced to 0, the spirit is forever destroyed.	Sight	Action	At Will	See Desc
51-55	Possession The ability to enter another mind and direct their actions. At level 1, one gains the ability to enter another's mind, sharing thoughts with the host. At level 3, one gains the ability to speak through the host. At level 5, one gains the ability to control the body for 5 minutes per level. At level 8 one gains the ability to not only control the body indefinitely, but also to pretend to be the host. Each additional level after 8 increases the amount of psionic points regained while possessing a host body by 1 point. To perform any possession the target must be asleep or unconscious, either naturally or through the use of other psionic skills. The character possessing another must expend the psionic points to keep the target subdued by keeping the host body at 0 TN. The psionic point expenditure Toughness of the target divided by the level per day. The attacker has full use of their psionic skills but will rejuve only one psychic point per day until they return to their own body. Running out of psionic points, automatically expels the spirit back into their own body if they are within sight. If they are beyond site they must have the phasing psionic skill or become a spirit harbored to that location. If they have phasing they can travel this method with any available psionic points they gain (1 per day) to return to the body. The body will live as long as it is being taken care of, else it will die of dehydration or of lack of food. The same is true if the character is exorcised or defeated in psionic combat or is killed. While in spirit form they are always susceptible to psionic attack. If they are defeated they die. If they regain enough psionic points they may attempt to possess another host.	Sight	Action	Daily	See Desc

Psychic Combat (Continued)

Roll	Description	Range	Speed	Freq.	Drain
56-60	Exorcise The ability to remove a controlling entity from a host mind. At level 1, one gains the ability to determine how many identities inhabit a host. This costs 10 psionic points. Typically there are at least 2, the host in suppression, and the spirit of the possessor. At level 3, one may summon any particular identity to control the host for a 5 minute interval. This costs 20 psionic points. At level 5 the identity can be purged from the host, by expending an equal number of psionic points as that spirit, including any psionic shield present. At level 8 the identity exorcised does not have to be in control at that time.	Sight	Action	At will	See Desc
61-75	Feedback The ability to set a trap for a psychic attack. Each level increases efficiency by 5%. So level 1 5% is reflected back, and 95% is suffered by the user. At 20 th level 100% is redirected back. Any non redirected energy is suffered by the trap setter. Cost is 10 psionic points per hour the trap is set. All remaining psionic points the characters has are redirected back at the attackers' Toughness (TN) on a one to one basis.	Sight	Instant	At will	10 per hour
76-00	Shield the ability to protect the mind and body from psychic and physical attacks effect. The psionic points expended, multiplied by level, divided in half is the amount of protection that their TN is raised by. This TN bonus is works for both psionic and physical attacks. This shield will negate any intrusive psychic ability on the practitioner such as memory control, telepathy, etc. If used on an unwilling target they can save against CL, if they are aware. Each usage lasts for approximately one hour. Unlike Channeling cannot charge inanimate objects.	Auto	Instant	At will	5

Telepathy

Roll	Description	Range	Speed	Freq.	Drain
01-20	Empathy The ability to sense targets emotion, happy, sad, angry, distraught etc. Each level increases accuracy by 10%. Effect lasts 5 minutes or until line of sight is lost. Completely blocked by a shield of any level.	Sight	Instant	At will.	5 per sensing
21-35	Link Mind The ability to link two or more minds together so that they can communicate without words. Target must be willing, and multiple targets can be selected for group communications. Level determines number of people in the group. . Completely blocked by a shield of any level.	Sight	Instant	At will.	5 per target per hour.
36-50	Read Plans/Goals The ability to read the plans or goals of the target. The target gets to save with a CL check. Whether the reading is a success or failure the target will be unaware of the attempt. The practitioner must expend psionic points multiplied by their level equal to the targets Toughness (TN) The target loses no TN either way, this is simply the psionic cost. Completely blocked by a shield of any level.	Sight	Instant	At will.	See Desc
51-65	Read Mental Map The ability to read the memory of locations from a target. For example finding out where that person lives, where they came from, where they secret hideout is, etc. The target gets to save with a CL check. Whether the reading is a success or failure the target will be unaware of the attempt. The practitioner must expend psionic points multiplied by their level equal to the targets Toughness (TN) The target loses no TN either way, this is simply the psionic cost. Completely blocked by a shield of any level.	Sight	Instant	At will.	See Desc
66-80	Telepathy The ability to read the thoughts and knowledge of the target on a given subject, event or perspective. For example how do they feel about the Empire, or what is currently going through their mind, what is the truth about any given topic, what is someone (they know) name, identity, physical appearance, etc. The target gets to save with a CL check. Whether the reading is a success or failure the target will be unaware of the attempt. The practitioner must expend psionic points multiplied by their level divided in half, equal to the targets Toughness (TN) The target loses no TN either way, this is simply the psionic cost. Completely blocked by a shield of any level.	Sight	Instant	At will.	See Desc

Telepathy (Continued)

Roll	Description	Range	Speed	Freq.	Drain
81-90	Total Recall The ability to recall all memories of any memory in oneself, or another, including submerged thoughts. Requires the character to go into a trance like state for one action to connect and one action to retrieve information on each separate inquiry. If used on another character they must be touching. If the target attempts to resist they get a CL check. If used against a character that has been affected by the memory control psionic skill the CL is made with +5 bonus for every level of the character performing the memory control. In addition an equal number of psionic points must be placed upon the individual as locked by the Memory Control skill.	Touch or Self	Instant	At will	5 to connect, 5 for each inquiry, as many as memory control lock
91-00	Memory Control The ability to censor, submerge, and add memories into ones own mind, or another's. This requires an equal number of psionic points times level to match the character or targets IT to affect one memory of up to a full days duration. If the target attempts to resist they get a CL check. If the psionicist wishes to protect their work from another psionicist with the Total Recall skill, they can expend extra psionic points to protect it. See the Total Recall skill.	Self	Instant	At will	See Desc