

## Psionics - The Power of the Mind

### 1 What are Psionics?

Psionics are magical abilities like Elemental and Divine spells, but instead of being externally powered, the power for psionics comes from the user's own mind. Psionic powers function similarly to other magics with a few unique differences. Psionics are less structured than mage or priest spells and require only concentration, not verbal or spoken components. But psionics have their own unique restrictions as well.

### 2 Using Psionics

All psionic abilities are divided into six disciplines. A psion may learn abilities from INT/4 disciplines. A psion must choose 2 disciplines as their primary disciplines, while all others will be secondary disciplines. Disciplines are similar to spell groups, but each discipline can contain one or more different abilities at each rank. The requirements for being able to purchase an ability are knowing the discipline the ability is in, having the an ability of the previous rank in the discipline, for abilities above rank 1, having enough experience to purchase it, having a score in the stat associated with the discipline equal to or greater than the rank purchasing, and having at least the rank of the ability minus one psionic units before purchasing the ability.

Psionic units are gained exactly like elemental and divine units. The psion gets one PSU for each psionic ability they learn. Like other spells, PSUs are used to pay for activating abilities. Unlike other magic, PSUs can sometimes be spent on other costs such as maintaining an ability for longer than its normal duration.

### 3 Activating and Ending Psionic Abilities

To use an ability the psion declares to the GM which ability they want to activate. The psion then begins to concentrate and focus their mental energy on the ability. No spoken words or gestures are necessary unless the specific ability calls for it, but the psion must focus their entire mind on the ability. The psion cannot take any other actions during the activation time, not even their standard 1/5<sup>th</sup> movement. At the end of the activation time the ability's effects begin.

Abilities with durations require the psion's mind to actively maintain them unless the ability states otherwise. This maintenance does not interfere with any actions and is subconscious. If the psion is rendered unconscious all abilities they are maintaining end. Also a psion can at any time spend one round to end as many of the abilities that they are maintaining as they wish. This costs nothing and an unlimited number of abilities can be ended with the same action.

Many abilities have maintenance cost. At the end of the initial duration the psion can choose to pay the maintenance cost and allow the ability to continue for the duration specified with the maintenance cost. Paying a maintenance cost is also subconscious and does not interfere with any other actions. An ability can be maintained indefinitely as long as the psion does not run out of PSUs. An example duration with a maintenance cost is 1 M + 1 M / 2 PSU. The first minute is the initial duration, at the end of 1 minute the psion can choose to spend 2 PSU to allow the ability to continue for another minute and do the same thing at the end of that minute.

A few abilities continue on their own without maintenance by the psion. These can be ended like a standard elemental or divine spell by spending 1 PSU and an action ending it.

### 4 Recovering Psionic Units

Spent PSUs are recovered through rest just like other units. The psion gains units equal to their WIL stat after a standard rest period. Units can also be gained by stressing WIL. Like when stressing PWR, the psion gains 4 PSU immediately upon stressing their WIL.

### 5 Restrictions on Activating Abilities

Activating abilities cannot be stopped by restricting hands or voice like spells since they are not required for psionics. But anything that can interrupt concentration such as damage or spell effects will interrupt psionic abilities. Terisium also can drain PSUs from a psion at the same rate that it can drain other units.

## 6 Finessing and Overloading Psionics

Like spells, psionic abilities can also be finessed. Each finesse costs one extra PSU and can affect almost any aspect of the ability. Each ability can only be finessed up to four times and the maximum an ability can be finessed to is equal to the highest ranking ability the character has purchased in that discipline.

Unlike spells, psions cannot overload to use an ability they don't know. This is because there is no progression built into psionic Disciplines. Psions simply cannot use abilities they haven't learned. But a psion can still overload to finesse an ability higher than they are normally allowed to.

## 7 Powerful Abilities

Like spells, some psionic abilities cost more than just units to activate. But losing a rank in the Discipline makes no sense because Disciplines have no ranks. So because of this, powerful psionic abilities have a different cost. Many high ranking abilities cost experience to activate in addition to PSUs. If the character tries to activate one of these abilities without having that much experience in their unspent pool, the ability fails and the units are lost. If they have the requisite experience, the xp cost is deducted at the same time as the unit cost and the spell works normally. Unlike spells, there is no specific rank at which an ability is considered powerful enough to warrant an xp cost, but most of those abilities are higher than rank 12. An xp cost, if any, is specified at the end of the ability description.

## 8 Resisting Psionics

Because Psionics are more like recipes than exact formulas that always produce the same results, the results of a psionic ability are more random than other spells. This is reflected in the resist checks for psionic abilities. Each RC is random. The RC is rolled as the ability is activated and is the same for all targets if the ability has multiple targets. An example of a psionic RC is  $(1d3+1)d6$  vs. WIL negates. When the ability resolves, the character rolls 1d3 and adds one, then the targets must roll that many dice against their WIL to negate the spell.

## 9 Where are all the Psions?

Since Jaernians are capable of learning psionics, one may come to the very logical question of why haven't they learned them before? There are a few reasons for this, the primary reason is while all Jaernians are physically and magically capable of learning psionics, many do not possess the necessary mental state needed to use psionics. Approximately 10% of the people of Jaern will be able to learn psionics if someone sits down and teaches them. The rest do not have the mental discipline necessary to learn no matter how hard they try. There has been little stimulus for the part of the population that can learn to actually develop any psionics because they already have magic granted by gods and the elements.

Also, Jaern has the Onivero. They are in the unique position that their entire population is capable of learning psionics and most of them do. They did not wish to give one of their most powerful advantages away to the other races and so have not taught any member of any other race.

The reason that Jaern is beginning to learn of psionics is because of an encounter with another plane whose unique properties disallow all gods and at the same time allow any member of any of its native races the ability to learn psionics if they choose. Since everyone, even the humans and elves and other equivalents of the Jaernian races, is capable of learning psionics, they have little reason to keep the knowledge hidden and have begun to share.

It is possible to influence a Jaernian's mental state so that they can learn psionics. The primary way to do this is to train someone from childhood. A child trained by psions in the ways of psionics automatically is capable of learning them and may be of the psion background. If the character is not raised this way there is the standard 10% chance they are of the correct mindset. If they are not, their mental identity is more set as an adult and there is no nonmagical way to influence this. The most reliable way to allow a person to learn psionics as an adult is to use the telepathic ability Psychic Surgery to grant that person the knowledge of one rank 1 ability. While this is costly, it automatically allows the person to learn further psionic abilities.

## 10 What Affects Psionics?

Since psionics are a different type of magic, but still magic, one might ask how they interact with other forms of magic and abilities. The rules for it are fairly simple, anything that says it affects all magic also affects psionics, like Magic Ward. Anything that specifies that it affects both Divine and Elemental

magic, like Terisium, also affects psionics unless the GM rules that the ability should not because he thinks the ability was just meant to affect those and nothing else. And anything that specifies that it affects only Divine or only Elemental will not affect psionics, like Immunity to Magic.

## 11 Creating Psionic Items

Psionic magical items can be created with terisium just like regular magic items. The costs for making them are the same, but the method is slightly different since psionics do not have a defer group. For this reason there is another power which can be used to create magical psionic items called Bind Psionics.

## 12 Psion Background

The psion is a new background for characters that are primarily psionic users. None of the standard races on Jaern can use psionics easily without outside assistance, so very rarely are any PC races background psions. This is presented for NPCs primarily, for races such as the Onivero or extra planar races that are more psionically inclined. Non-psions may still buy the abilities and skills listed here at triple cost if a psion teaches them.

The base cost of psionic abilities is 300 XP for the psionic's primary disciplines and double that, or 600 XP, for their secondary disciplines. To buy an ability, if the character meets the other requirements for it, they spend the base cost list above times the rank of the ability they wish to purchase in order to learn it.

<b>Skills:</b>	Hypnosis	300	WIL	non
	Identify Psionics	200	PER	2
	Stabilize Self	100	WIL	non
<b>Mods:</b>	Combat	400		
	Missile	600		
	Grapple	500		

## 13 Psionic Skills

### Hypnosis

Base Cost:	300	Attribute:	WIL
Skill Type:	Psion	Extra Dice:	non

This skill functions exactly like the nomad skill of the same name except a psion knows their own mind so well that they can use this skill on themselves by adding one die to the difficulty.

### Identify Psionics

Base Cost:	200	Attribute:	PER
Skill Type:	Psion	Extra Dice:	2

A psion may use this skill to sense the magic being activated by another psion. This skill cannot be purchased unless the character has at least one PSU. The character rolls a graduated check against this skill until they fail to determine the results. One success reveals the Discipline being used. Two successes reveal the rank of the ability being used. Three successes reveal the name of the ability being used. Four successes reveal the number of finesses.

A character can only default this skill if the ability has a visual or audible effect. Many psionic abilities have no obvious effects and require no words or gestures so only a trained psion can attempt to identify them.

### Stabilize Self

Base Cost:	100	Attribute:	WIL
Skill Type:	Psion	Extra Dice:	non

This skill is used to by a dying character to keep themselves alive at the brink of death. When the character's DP are reduced below 0 the character automatically gets a chance to roll this skill. The number of dice rolled is equal to the number of damage the character has taken past 0. If the roll fails the character dies as normal. If the roll succeeds, the character's DP is restored to 0. If they take damage again before recovering, they may attempt this skill again. If the character has Mental Stubbornness, the character takes 3 dice off of any rolls made against this skill.

## Psionic Disciplines

Psionic abilities are divided into 6 different Disciplines. Each Discipline is based on a different stat and is associated with a different type of ability. Unlike divine or elemental magic, psionics do not have a core discipline; all abilities fall into one of the specialty discipline categories.

**Clairsentience** abilities allow the user learn secrets, predict the future, and learn the unknowable. The Clairsentience Discipline is based on PER.

**Metacreativity** abilities create objects, creatures, or other unique constructs out of matter pulled from other dimensions. The Metacreativity Discipline is based on INT.

**Psychokinesis** abilities manipulate matter and energy to create impressive effects. The Psychokinesis Discipline is based on PWR.

**Psychometabolism** abilities manipulate the user's body altering its appearance, abilities, or fixing damage. The Psychometabolism Discipline is based on HEA.

**Psychoportation** abilities move objects or creatures through space and time. The Psychoportation Discipline is based on AGI.

**Telepathy** abilities can read or affect the minds of other creatures. The Telepathy Discipline is based on CSE.

## Psionic Abilities

## Clairsentience (PER)

### 1 - Know Direction

Time to Activate: 1 R

Resist Check: None

Target: Caster

Duration: Instant

Area: Caster

Effect: Know north

This ability tells the caster which way is north exactly.

### 1 - Spirit Sense

Time to Activate: 1 R

Resist Check: None

Target: Caster

Duration: 1 M + 1 M / PSU

Area: 60' + 15' / F

Effect: Sense spirits

This ability allows the user to sense the presence of spirits such as ghosts, dead souls, and nomad guardian spirits. The user cannot tell the exact location or type of the spirits he senses, but he can tell exactly how many are currently in the area.

### 2 - Combat Precognition

Time to Activate: 1 R

Resist Check: None

Target: Caster

Duration: 5 R + 3 R / PSU

Area: Caster

Effect: See the immediate future

This ability lets the psion see a split second into the future which allows them to strike more accurately and dodge incoming blows. All attacks by the user get a +1 bonus to strike and as long as the psion is able to get mobility DVs, they get a +1 to a DV of their choice. The psion can choose a different DV at any time on their round without interfering with any other action they take at the same time.

### 3 - Clairaudience

Time to Activate: 3 R

Resist Check: None

Target: Memloc on the same plane

Duration: 2 M + 1 M / PSU

Area: 15' + 5' / F radius

Effect: Hear remotely

This ability lets the caster hear as if he his ear is in the targeted location. The target must be any location the psion has a memloc in or may be an easily extrapolated location in the psion's LOS such as in that stand of trees or on the other side of that wall.

### 3 - Know Location

Time to Activate: 1 R

Resist Check: None

Target: Caster

Duration: Instant

Area: Caster

Effect: Know where you are.

This ability lets the user know where he is. It will tell him approximately how far away he is from the nearest local landmark. This landmark may not be one that he knows about though if he is not familiar with the area he is in. For example it may tell him he is 5 miles south of Centralia City. If there are no landmarks nearby it will identify his location as best as possible, such as in the South Sea.

#### **4 - Danger Sense**

Time to Activate: 2 R

Resist Check: None

Target: Caster

Duration: 10 M + 10 M / PSU

Area: Caster

Effect: Sense danger

This ability lets the user sense a dangerous situation. This ability functions exactly as the T'orite drill of the same name during the duration, but functions automatically without a roll.

#### **5 - Aura Sight**

Time to Activate: 1 R

Resist Check: None

Target: Caster

Duration: 1 R + 1 R / 1 PSU

Area: Caster

Effect: See Auras

This ability lets the user see the Auras of any living creatures in his LOS. These Auras change shape and color depending on the rate, background, and deity followed of the creature. The user can study one Aura per round and determine one aspect of that aura of the user's choice. If the rate is studied the user can determine the rate of the creature rounded to the nearest multiple of 10. If trying to determine the background or deity, the background or deity worshipped will be revealed as long as the creature is intelligent and follows a specific deity. Invisible or hidden creatures that the user cannot normally see will not be revealed.

#### **5 - Recall Pain**

Time to Activate: 1 R

Resist Check: (1d4+1)d6 vs WIL halves

Target: LOS 60' + 15' / F

Duration: Instant

Area: 1 Creature

Effect: Reveal future wounds

This ability delves into the future and detects wounds that the target has not even received yet. The target takes 4d6 damage as the future impinges onto the present and shows what is in store for the target. This does not actually guarantee the target will ever be in this situation, it just finds one that is likely to happen.

#### **6 - Appraise**

Time to Activate: 2 R

Resist Check: None

Target: Caster

Duration: Instant

Area: Caster

Effect: Indicate probability of success

This ability can be used on any plan or course of action the psion or his group have come up with but have not yet taken. The GM tells the psion the approximate percentage chance of success if the party were to follow that course of action completely and not deviate from it. The psion reads this information from the likelihood of different possible futures occurring. The GM should take into account any differences in the situation that the party doesn't know about and assume that neither the party nor the npcs will perform any extraordinary actions in combat like critical hits.

#### **6 - Clairvoyance**

Time to Activate: 3 R

Resist Check: None

Target: Memloc on the same plane

Duration: 2 M + 1 M / PSU

Area: 15' + 5' / F radius

Effect: See remotely

This ability lets the caster see as if his eye is in the targeted location. The target must be any location the psion has a memloc in or may be an easily extrapolated location in the psion's LOS such as in that stand of trees or on the other side of that wall.

## 6 - Scrying Trap

Time to Activate: 3 R

Resist Check: (1d4+2)d6 vs WIL halves

Target: Touch

Duration: 10 M + 10 M / PSU

Area: 1 Creature

Effect: Kill scryers

This ability causes any person that scryes the target or scryes an area that includes the target to take 5d6 damage per round of scrying. This will not let the user or target know that someone attempted to scry on them.

## 7 - All Round Vision

Time to Activate: 1 R

Resist Check: (1d4+1)d6 vs WIL negates

Target: Touch

Duration: 10 M + 10 M / 2 PSU

Area: 1 Creature

Effect: See in all directions

This ability allows the target to see in all directions around him at the same time including up and down. If the target is completely blind this ability will not help it see. So spells like Blindness will stop this spell from working, but a spell like One Eye will have no effect on the target during the duration of this ability. The target cannot be surprised by someone sneaking up behind him unless they are hiding behind cover. The target can also search areas much more efficiently since he can see more at once. This ability does not grant any dice of vision checks normally, but the GM may rule that it has extra affects in certain situations.

## 7 - Radial Navigation

Time to Activate: 1 R

Resist Check: None

Target: Caster

Duration: 1 H + 1 H / PSU

Area: Caster

Effect: Fix a location

This ability fixes the exact direction and distance to the point this power was used at in the user's mind for the duration. No matter how far they go from the casting point they will always know exactly what direction it is and how far even if they teleport or are blindfolded as they travel. As long as this power is in effect that location is considered memlocked for the user. This will not guarantee that the user knows the exact path back to where they started, like in a maze for example. However at each turn or junction the user can make a 4d6 INT check to tell which is the correct one to take him back toward his starting point. If the user moves to another plane during the duration and there is an open portal between his current plane and the plane he cast this on he will be able to know the direction and distance to that portal. If no portal exists that directly links both planes he will just be able to tell he is on a different plane.

## 8 - Fate of One

Time to Activate: None

Resist Check: None

Target: Caster

Duration: Instant

Area: Caster

Effect: Reroll

This ability can be activated any time the psion is making a roll without using his action, even on someone else's turn. This lets the user reroll one of the rolls that he just made and choose which roll to use. This ability cannot be used multiple times on the same roll.

### **9 - Planar Hearing**

Time to Activate: 2 R

Resist Check: None

Target: Memloc

Duration: 2 M + 1 M / PSU

Area: 15' + 5' / F radius

Effect: Hear remotely

This ability functions identically to Clairaudience except that the target location can be on a different plane.

### **10 - Precognition**

Time to Activate: 1 R

Resist Check: None

Target: Caster

Duration: 2 R + 1 R / PSU

Area: Caster

Effect: See the near future

This ability lets the user see more detail and a few seconds further into the future than Combat Precognition. It still will not allow the user to predict other creature's actions before they happen, but they can react to those actions better. The user gets 1 die off of all checks they make while using this ability. They also get +4 to all their DVs and +2 to their attack rolls and damage rolls. Also any crits against the user get a -15% penalty to their roll.

### **10 - Sensitivity to Psychic Impressions**

Time to Activate: 1 M

Resist Check: None

Target: Caster

Duration: Instant

Area: Caster

Effect: See past events

This ability allows the user to see past events at his location by reading residues left over by strong emotions and putting together a picture of the events from these emotions. This ability will only reveal events that occurred here and produced very strong emotions such as battle, wedding, funeral, child birth, priestly ordination and so on. The last 1 + 1 / F events to occur here will be shown to the caster beginning with the most recent and moving backwards.

### **11 - Emulation**

Time to Activate: Special

Resist Check: Special

Target: Special

Duration: Special

Area: Special

Effect: Copy a power

This ability allows the user to emulate any other psionic power of rank 6 or less from any of the six disciplines. This is usually used to cast powers the psion does not know, but at a much higher cost. The RC, target, duration, and area all use those of the power being emulated. The activation time is equal to the activation time of the power being activated plus one extra round.

### **12 - Planar Sight**

Time to Activate: 2 R

Resist Check: None

Target: Memloc  
Duration: 2 M + 1 M / PSU  
Area: 15' + 5' / F radius  
Effect: See remotely

This ability functions identically to Clairvoyance except that the target location can be on a different plane.

## 12 - Recall Torture

Time to Activate: 1 R  
Resist Check: (1d4+2)d6 vs WIL halves  
Target: LOS 100' + 25' / F  
Duration: 1 R + 1 R / 9 PSU  
Area: 1 Creature  
Effect: Reveal future agonies

This ability delves into the future and detects a period of extended agony and suffering that the target has not even received been through yet. The target takes 10d6 damage per round as the future impinges onto the present and shows what is in store for the target. This is so agonizing that if the target failed the RC they are unable to take any actions for the duration of this ability. This does not actually guarantee the target will ever be in this situation, it just finds one that is likely to happen.

## 13 - Greater Emulation

Time to Activate: Special  
Resist Check: Special  
Target: Special  
Duration: Special  
Area: Special  
Effect: Copy a power

This ability allows the user to emulate any other psionic power of rank 12 or less from any of the six disciplines. This is usually used to cast powers the psion does not know, but at an increased unit cost and additional experience cost. The RC, target, duration, and area all use those of the power being emulated. The activation time is equal to the activation time of the power being activated plus one extra round.

**XP Cost:** 1000 xp

## 14 - True Seeing

Time to Activate: 1 R  
Resist Check: None  
Target: Caster  
Duration: 5 M + 5 M / 3 PSU  
Area: Caster  
Effect: Pierce illusions

This ability allows the user to see through all illusions, disguises and shapechanges. He will see through both magical and mundane disguises and illusions. If he sees a shapechanged creature, he will see an image of their true form overlaid over their current form. He will automatically see secret and hidden doors. He can see all invisible, ethereal or immaterial creatures as well. He will not be able to see through other objects so creatures concealed by fog or behind a wall will still be hidden from him.

**XP Cost:** 1500 xp

## 15 - Metafaculty

Time to Activate: 3 R  
Resist Check: None  
Target: Caster  
Duration: Instant  
Area: 1 Creature  
Effect: Lay the target bare

This ability allows the user to gain exceptional insight into the life of an individual that they

specify. The specified individual must be one that they have previously detected with another Clairvoyance power or one they have previously affected with any Telepathy power. The user learns the individual's real name, the name they go by, a mental image of the individual and their current location, the individual's race, and their background. The mental image is good enough to count as a memloc for the user and will last as long as a normal memloc before fading. No powers, special abilities, or spells can stop this ability from working unless they are rank 17 or higher or an equivalent power level such as the target being a god.

**XP Cost:** The xp cost of this ability is equal to the target's current rate times 20. If the user does not have this much xp the spell fails and the caster loses the units but no xp is lost. This does provide the caster with some information about the target even though the spell failed.

## 16 - Recall Death

Time to Activate: 1 R

Resist Check: (1d4+3)d6 vs WIL partial

Target: LOS 150' + 25' / F

Duration: Instant

Area: 1 Creature

Effect: Reveal future death

This ability delves into the future and detects the death of the target. If the target fails the RC they die immediately from the experience that is shown to them. If they make the RC they take 5d6 damage. This of course does not guarantee the target will die in the method shown to them since they may die right now, but this is the way that it is most likely for them to die in the future should they survive this.

**XP Cost:** 2000 xp.

## Psionic Abilities

## Metacreativity (INT)

### 1 - Create Light

Time to Activate: 1 R

Resist Check: None

Target: Touch

Duration: 2 H + 1 H / PSU

Area: 1 non-living object

Effect: Illuminate

Create light causes an object to shed light equivalent to a normal torch.

### 1 - Create Ammo

Time to Activate: 1 R

Resist Check: None

Target: Touch

Duration: 1 M + 1 M / PSU

Area: Hand

Effect: Create ammo for a weapon

This ability creates a piece of ammunition for a ranged weapon specified by the user. The weapon must be one the user is capable of wielding. The ammo appears in the user's hand. The ammo created is a normal version of the intended ammo and will not be made of any special materials

### 1 - Firefall

Time to Activate: 1 R

Resist Check: (1d3+1)d6 vs AGI negates

Target: 60' + 15' / F

Duration: Instant

Area: 5' + 5' / F radius

Effect: Rain sparks

This ability rains sparks and small tongues of fire in the radius doing 1d4 damage to anyone that fails the RC.

## 2 - Ectoplasmic Barrier

Time to Activate: 1 R

Resist Check: 3d6 vs. PWR negates

Target: Touch

Duration: 1 M + 1 M / PSU

Area: Creature

Effect: Protect with ectoplasm

This ability creates a thin barrier of conjured ectoplasm around the target's body. This gives +1 to all the target's DVs which stacks with all other protections on the target except for other ectoplasmic abilities.

## 3 - Ectoplasmic Shield

Time to Activate: 1 R

Resist Check: 3d6 vs. PWR negates

Target: Touch

Duration: 1 M + 1 M / PSU

Area: Creature

Effect: Protect with ectoplasm

This ability creates a shield from conjured ectoplasm in the target's off hand. This shield gives the subject 3/3/2/2 to their DVs and does not stack with other shields or ectoplasmic protection except armor. If this shield is removed it dissipates instantly.

## 4 - Minor Creation

Time to Activate: 2 R

Resist Check: None

Target: LOS 10' + 5' / F

Duration: 1 H + 1 H / PSU

Area: 1' + 6" / F radius

Effect: Create an object

This ability creates an object made of nonliving vegetable matter out of nothing on the ground. This can be made of wood, rope, or any other material derived from plant life. The user has to make a skill check to create any complex items that would normally require a craft skill check to make.

## 5 - Ectoplasmic Cocoon

Time to Activate: 1 R

Resist Check: (1d4+1)d6 vs. AGI negates

Target: LOS 60' + 15' / F

Duration: 1 M + 1 M / PSU

Area: 1 Creature

Effect: Encase in ectoplasm

This ability encases the target in a bubble of ectoplasm slightly larger than it. The creature cannot move or harm the bubble in any way except by negating it with Negate Psionics or similar powers. The creature cannot be targetted by spells or affected by most area of effect spells while encased in the bubble. The bubble has DVs of 10/10/10/10 and can be destroyed with enough damage. The bubble has 20 + 10 / F DP. A bubble made permanent with the Incarnate ability will regenerate 1 DP per round and will still be dispelled once brought below 0 DP.

## 5 - Flaming Shroud

Time to Activate: 1 R

Resist Check: (1d4+2)d6 vs AGI negates

Target: LOS 80' + 20' / F

Duration: 1 R + 1 R / 3 PSU

Area: Creature

Effect: Engulf in flames

This ability drops unstable ectoplasm on the target which sticks to it and ignites doing 4d6 fire

damage per round. This does not ignite other objects.

### **6 - Create Weapon**

Time to Activate: 1 R  
Resist Check: None  
Target: Touch  
Duration: 1 M + 1 M / PSU  
Area: Hand  
Effect: Create a weapon

This ability creates a weapon specified by the user in his hand. The user must be capable of wielding this weapon or the power will fail. If a ranged weapon is specified, no ammunition is created with it. The weapon created is a normal version of the intended weapon and will not be made of any special materials.

### **6 - Fabricate**

Time to Activate: 3 R  
Resist Check: None  
Target: Touch  
Duration: Instant  
Area: 2 + 1 / F cubic yards  
Effect: Convert raw materials

This ability turns targetted raw materials into finished products instantly. The target can be any type of ore, unfinished wood, clay, wool or any other type of unworked material. The user can make them into any type of finished item he wants, but he must make any skill checks that would be required to make an item of that type. For example with a pile of wood and iron to target the user could make a section of fence with no skill check or could make a spear with the appropriate weapon smithing check.

### **7 - Create Food and Water**

Time to Activate: 3 R  
Resist Check: None  
Target: Touch  
Duration: Instant  
Area: 1 large bowl or waterskin  
Effect: Sustain 2 + 1 / F People

This ability creates enough food and water to sustain 2 + 1 / F people for 1 day. The water appears in an appropriate vessel touched by the user and the food appears next to it. The water is pure water and the food is rather bland and tasteless but contains all nutrients a person needs. The food decays and becomes inedible after 24 hours.

### **8 - Whitefire**

Time to Activate: 1 R  
Resist Check: (1d3+2) vs AGI halves  
Target: 120' + 20' / F  
Duration: 1 R + 1 R / 4 PSU  
Area: 20' + 10' / F radius  
Effect: Rain fire

This ability engulfs the area of effect in a rain of pure white fire. This does 6d6 damage per round and will ignite flammable objects.

### **8 - Quintessence**

Time to Activate: 5 R  
Resist Check: None  
Target: Touch  
Duration: Instant  
Area: 1" diameter  
Effect: Gather time essence

This ability collapses a small amount of time into a thick gooey substance called quintessence forming a one inch diameter ball. This substance is usually transparent, but from some angles looks like a silvery mirror. This material protects anything it contacts from the effects of time. Any living flesh touching it feels a cool shock and quickly goes completely numb. After one minute of exposure, if the creature is still touching the quintessence it begins to take 1 damage per round. One casting of Quintessence is sufficient to coat an object of up to 6 cubic inches. Once an object is completely coated the quintessence dries and bonds with its surface becoming safe to touch again. Water and scrubbing will wash the quintessence off and let it rejoin the normal flow of time. Multiple castings can be combined to protect larger objects, but there is a 15% chance per added casting that the quintessence explodes and jumps everything within 2d6 feet forward in time 1d4 minutes.

### 9 - Wall of Ectoplasm

Time to Activate: 1 R

Resist Check: None

Target: LOS 100' + 20' / F

Duration: 1 M + 1 M / 2 PSU

Area: 200 + 100 / F square feet

Effect: Barrier of ectoplasm

This ability creates a barrier from ectoplasm in any shape the user wishes. This barrier cannot be moved or seen through, but it can be destroyed. The barrier has DVs of 10/10/10/10 and 100 + 25 / F DP. If this barrier is made permanent with Incarnate, the barrier regenerates 4 DP per round but will be dispelled if brought below 0 DP.

### 10 - Ectoplasmic Armor

Time to Activate: 1 R

Resist Check: 3d6 vs PWR negates

Target: Touch

Duration: 1 M + 1 M / 3 PSU

Area: Creature

Effect: Protect with ectoplasm

This ability creates armor from conjured ectoplasm in the shape of full plate on the target. This armor gives the subject 10/10/4/4 to their DVs and does not stack with other armor or ectoplasmic protection except shields. If this armor is removed it dissipates instantly. The armor gives a penalty to AGI only.

### 10 - Major Creation

Time to Activate: 1 R

Resist Check: None

Target: LOS 20' + 10' / F

Duration: Special

Area: 1' + 1' / F radius

Effect: Create object

This ability creates an object out of nothing on the ground. This object can be made out of any material except terisium, but the duration depends on what it is made out of. Some materials also have an xp cost associated with them. The user has to make a skill check to create any complex items that would normally require a craft skill check to make.

Material	Duration	XP Cost
Vegetable Matter	3 H + 2 H / PSU	0
Stone, Crystal, most metals	1 H + 30 M / PSU	0
Precious Metals	5 M + 5 M / 3 PSU	1/100th of item's silver value
Gems	1 M + 1 M / 3 PSU	1/100th of item's silver value
Steel	5 R + 5 R / 2 PSU	100 xp
Adamantite	3 R + 1 R / PSU	500 xp

### 11 - Metaphysical Weapon

Time to Activate: 1 R  
Resist Check: None  
Target: Touch  
Duration: 5 R + 5 R / 4 PSU  
Area: 1 Nonmagical Weapon  
Effect: Magical enhancement  
This ability makes a nonmagical weapon into a +1 magic weapon for the duration.

## 12 - Ectoplasmic Copy

Time to Activate: 2 R  
Resist Check: None  
Target: Touch  
Duration: 1 M + 1 M / 4 PSU  
Area: 1 Object 500 lbs or less  
Effect: Create a copy

This ability creates an exact copy of the targetted object next to it made from ectoplasm. This copy will look exactly like it and have all the same physical attributes, but no magical attributes will be copied. Creatures can be copied in this manner as well, but the copy will be inert and cannot be made to live through any means and does not count as a corpse for spells like Create Undead.

## 12 - Mass Cocoon

Time to Activate: 1 R  
Resist Check: (1d4+2)d6 vs AGI negates  
Target: LOS 100' + 20' / F  
Duration: 1 M + 1 M / 2 PSU  
Area: Creatures in 20' + 5' / F radius  
Effect: Encase in ectoplasm

This ability functions exactly like Ectoplasmic Cocoon except that it affect all creatures in the radius creating a seperate cocoon for each of them.

## 13 - Incarnate

Time to Activate: 4 R  
Resist Check: None  
Target: 100'  
Duration: Instant  
Area: 1 Metacreativity Ability  
Effect: Make an ability permanent

This ability changes the duration of another active Metacreativity to permanent. The target ability must be currently being maintained by the user of this ability. That ability will no longer require active maintenance by the psion. Any effects that would roll against that ability to negate it must instead roll as if they were targetting this ability. If the ability has conditions that would negate it, such as removing ectoplasmic armor, ignore these.

**XP Cost:** 200 xp plus 100 xp per rank of the targetted ability.

## 14 - Greater Fabricate

Time to Activate: 3 R  
Resist Check: None  
Target: Touch  
Duration: Instant  
Area: 50 + 25 / F cubic yards  
Effect: Convert raw materials

This ability functions exactly like Fabricate except it can convert a much greater amount of materials at once.

**XP Cost:** 500 xp

## 15 - Contingency

Time to Activate: 10 M  
Resist Check: None  
Target: Caster  
Duration: Permanent  
Area: Caster  
Effect: Set a trigger

This ability allows the user to specify a condition that will trigger another ability they know. The ability must be of rank 10 or less and will target the caster when it is triggered and the psion must pay for it normally when triggered. The triggering condition can be anything normally allowable for a conditional triggered defer. If the psion does not have enough PSU for the ability specified when the condition is triggered then the ability does not go off and the Contingency will remain in effect and wait for the triggering condition to be met again.

**XP Cost:** 4000 xp

### **16 - Genesis**

Time to Activate: 1 Week (8 hours of casting per day)

Resist Check: None  
Target: None  
Duration: Instant  
Area:  $200' + 50' / F$  radius  
Effect: Create a demiplane

This ability creates a demiplane under the direction of the user. After the casting is complete the demiplane begins to grow adjacent to where the power was used. It will not be adjacent to other parts of the same plane or any other plane. The new demiplane slowly absorbs material and energy from the multiverse and grows at a rate of 2 feet radius per day. The environment can be anything the user can imagine but no valuable materials, life, or constructions such as buildings will be created. After 1 week of growing a 5' radius portal to the new demiplane will appear in the spot the user cast this power in. By default this portal is visible and accessible to all, but with 2 finesses the user can make the portal invisible and only usable to a creature carrying a specified item, the key.

**XP Cost:** 10000 xp

### **16 - Mind Store**

Time to Activate: 1 H  
Resist Check: None  
Target: Touch  
Duration: Permanent  
Area: 4" Crystal  
Effect: Store a copy mind

This ability creates a crystal that contains the essence of the user's mind. As long as they are alive the crystal is inert. If they die, their soul is drawn into this crystal immediately even if they are on a different plane than the crystal and their body becomes inert and cannot be brought back to life by any means. If the user has made multiple crystals, only the most recent crystal that still exists will be used. Once the soul is in the crystal, the stored mind activates and the crystal begins to glow. The psion can see and hear normally. The psion can now use any of his abilities he knew when the crystal was created and can speak telepathically to any intelligent creature within 60' and continue to spend experience to learn abilities. He can also spend 1 PSU to grow ectoplasmic legs on the crystal that last for 1 hour and grant a movement rate of 30'.

The crystal has a 10 in all physical stats and the psion has the same mental stats as when the crystal was created. The crystal has DVs of 20/20/15/15 including its stats due to its small size and hard form. The crystal has the same DP as the psion had when it was created. Other spells and abilities can later be used to restore the psion to life, but he will not regain any abilities that he knew before dying that were not stored in the crystal without divine intervention or relearning them through spending more xp. If the crystal is destroyed and the psion does not have another crystal set up, the psion's soul floats free normally.

The psion can also cast this spell again on a crystal he has previously created and it will update the mind stored in it to his current abilities.

This ability does not require active maintenance by the psion.

**XP Cost:** 5000 xp or 1000 xp if cast on an existing crystal.

## Psionic Abilities

## Psychokinesis (PWR)

### 1 - Ballistic Attack

Time to Activate: 1 R

Resist Check: None

Target: LOS 50' + 10' / F

Duration: Instant

Area: 1 object

Effect: Hurl an object

This ability picks up one object of one pound or less that is within range and hurls it quickly anywhere else within the range. If hurled into another object or creature the psion makes a missile attack using +3 instead of his normal missile modifier. The object deals 1d6 on a successful hit.

### 1 - Animate Shadow

Time to Activate: 1 R

Resist Check: None

Target: LOS 50' + 10' / F

Duration: 2 R + 2 R / PSU

Area: 1 Shadow

Effect: Make a shadow move

This ability causes the shadow of any 1 creature or thing to move independently of what is casting it. It can even detach and move away but must remain flat on a surface and its shape cannot change from what the creature or thing could normally cast.

### 2 - Negate Lesser Psionics

Time to Activate: 3 R

Resist Check: Special

Target: 80' + 20' / F

Duration: Instant

Area: 1 Psionic Ability

Effect: Nullify Ability

This ability can negate another targeted psionic ability. The user rolls (1d3+1/F)d6 vs. a number of d6 equal to the rank of the targeted ability. If the user rolls higher, the target ends immediately.

### 3 - Gird

Time to Activate: 1 R

Resist Check: None

Target: Caster

Duration: Special

Area: 1 Psionic Ability

Effect: Stop concentrating to maintain

This ability allows the psion to maintain another power without concentration on it. This will allow the target power to be maintained even if the psion goes to sleep or is knocked unconscious. The maintenance cost of the target power still must be paid and will automatically be paid from the psion's unit pool as long as he has remaining units and does not choose to end the power. This power must be used carefully or the psion could be knocked unconscious and accidentally spend all his units on a girded power before he wakes up.

### 3 - Stomp

Time to Activate: 1 R

Resist Check: (1d4+1)d6 vs. AGI negates

Target: Touch

Duration: Instant

Area: 40' + 10' / F

Effect: Earth shake

The psion stomps on the ground and a wave of shaking earth extends forward from his foot. The wave is 10' wide and any creature in the path must make the RC or fall down prone on the ground and take 2d6 damage. Any loose objects automatically fall down and may break at the GM's discretion if fragile.

#### 4 - Far Punch

Time to Activate: 1 R

Resist Check: None

Target: LOS 60' + 15' / F

Duration: Instant

Area: 1 creature

Effect: Punch with force

This ability punches the target with an invisible force. The psion must roll to hit the target with a +8 modifier instead of his normal missile mod. If hit the target takes 4d6 damage. This is considered a magical weapon for the purposes of bypassing Magic or Silver Shield or similar protections.

#### 4 - Magnify

Time to Activate: 1 R

Resist Check: None

Target: Caster

Duration: 1 M

Area: Caster

Effect: Increase Ability

This ability doubles one aspect of another psionic ability. The ability to be doubled must be specified at the time this power is used and the first time the specified ability is used during the duration of this power it will be affected. The aspects that can be doubled are range, duration, area of affect, and damage. The doubled ability also cost twice as many units to activate and twice as many units to maintain. If magnify is used multiple times for the same power it will affect that power over multiple uses but it will not increase a single use more than double.

#### 5 - Minor Telekinesis

Time to Activate: 1 R

Resist Check: (1d4+1)d6 vs. WIL

Target: LOS 60' + 15' / F

Duration: 2 R + 1 R / PSU

Area: Creature or object less than 30 + 15 / F lbs

Effect: Move with mind

This ability allows the user to move the target with his mind. The target can be moved up to 50' per round in any direction. If the target leaves the range of the ability it immediately ends. This movement is not enough to directly cause harm to the target or anything else it runs into, but circumstances such as dropping the target into spikes or off a cliff could result in harm.

#### 6 - Inertial Barrier

Time to Activate: 1 R

Resist Check: None

Target: Caster

Duration: 3 R + 3 R / 3 PSU

Area: 10' radius

Effect: Create barrier of air

This ability creates a bubble of air around the caster that negates the inertia of anything passing through it. Any physical object or creature that crosses the radius of effect from either direction will immediately stop after losing its inertia. Missile weapons will fall harmlessly to the ground and creatures will stop out of reach of the caster, but can continue the next round.

#### 7 - Negate Moderate Psionics

Time to Activate: 3 R

Resist Check: Special  
Target: 80' + 20' / F  
Duration: Instant  
Area: 1 Psionic Ability  
Effect: Nullify Ability

This ability can negate another targeted psionic ability. The user rolls (1d3+5+1/F)d6 vs. a number of d6 equal to the rank of the targeted ability. If the user rolls higher, the target ends immediately.

### 8 - Animate Object

Time to Activate: 2 R  
Resist Check: (1d3+3)d6 vs. STR negates  
Target: 100' + 20' / F  
Duration: 3 R + 2 R / 3 PSU  
Area: 1 object 500 + 250 / F lbs or less  
Effect: Make puppet

This ability allows the psion to cause an object to move and become flexible and seem to be alive. It can only be used on inanimate objects, so it will work on trees or plants but not undead or constructs. The object becomes flexible and can walk around and attack, but harder objects are more difficult to animate so objects get and RC vs their STR score. The object can move up to 50' per round and attack once per round. It attacks with a +10 combat mod for 1d12 points of damage. The damage type, blunt, piercing, or slashing, is up to the GM depending on what the object is hitting with. If the psion attempts to have the object use a skill such as tackle or wrestling he rolls against his own skill with a one die penalty. The GM can decide what skills the object is capable of attempting. If the object is involved in a grapple it uses its own STR score for rolling to break. An animated object does not have any DVs, it reacts too slowly to dodge so it will be just as easy to hit as it was when not animated. The GM should determine how hard it is to destroy just as if someone was try to destroy it normally.

### 8 - Mass Punch

Time to Activate: 1 R  
Resist Check: None  
Target: LOS 80' + 20' / F  
Duration: Instant  
Area: 10' + 5' / F  
Effect: Punch everyone with force

This ability hits all creatures in the area of affect with an invisible force. The psion must roll to hit each creature in the area individually using a +12 modifier instead of his normal missile mod. If hit the creature takes 7d6 damage. This is considered a magical weapon for the purposes of bypassing Magic or Silver Shield or similar protections.

### 9 - Control Body

Time to Activate: 1 R  
Resist Check: Special  
Target: LOS 100' + 20' / F  
Duration: 1 R + 1 R / 4 PSU  
Area: 1 creature  
Effect: Make puppet

This ability makes the target a puppet of the psion. To resist the ability, the victim rolls his STR/3 and the psion rolls his WIL/3. If the target rolls higher the spell ends. If there is a tie the target does not move for a round and both reroll the next round. Once the psion successfully wins this roll, he may control the target however he wishes. The psion may attack using the target's mods and skills with a -4 penalty to each. This ability gives no control over the target's voice and the target can speak however he wishes. If the psion directs the target in a suicidal or self injuring action the target may immediately retry the resist check.

### 10 - Psychic Vampire

Time to Activate: 1 R

Resist Check:  $(1d3+2)d6$  vs. PWR negates

Target: Touch

Duration: Instant

Area: 1 creature

Effect: Drain PSU

This ability drains psionic units from the target and the user gains an equal number of units. If the target fails the RC they lose  $4d6$  units which are transferred to the user.

### 10 - Telekinesis

Time to Activate: 1 R

Resist Check:  $(1d4+2)d6$  vs. WIL negates

Target: LOS  $200' + 50' / F$

Duration: 2 R + 1 R / 2 PSU

Area: Creature or object less than  $150 + 50 / F$  lbs

Effect: Move with mind

This ability allows the user to move the target with his mind. The target can be moved up to 150' per round in any direction. If the target leaves the range of the ability it immediately ends. If the target is hurled into another creature or object both will take  $3d6$  damage if the user succeeds in a missile attack roll against the target using a +15 modifier instead of his normal missile mod. If the target is a weapon use the weapon's normal damage +  $2d6$  instead of the previous damage.

### 11 - Energy Conversion

Time to Activate: 2 R

Resist Check: None

Target: Caster

Duration: 1 M + 1 M / 3 PSU

Area: Caster

Effect: Protect from energy

This ability surrounds the user with a shimmering barrier that absorbs energy attacks. The user takes two dice off of all resist checks and one dice off of all damage from energy based attacks. Any type of energy can be absorbed including, but not limited to, fire, cold, electric, acid, sonic, light, and others. At any time the user can throw the absorbed energy at an enemy. This immediately ends this ability, but the target takes a number of dice equal to the number of dice of damage absorbed over the course of this spell in pure magical damage and must roll  $(1d4+2)d6$  vs. HEA for half damage.

### 12 - Negate Greater Psionics

Time to Activate: 3 R

Resist Check: Special

Target:  $80' + 20' / F$

Duration: Instant

Area: 1 Psionic Ability

Effect: Nullify Ability

This ability can negate another targeted psionic ability. The user rolls  $(1d3+10+1/F)d6$  vs. a number of  $d6$  equal to the rank of the targeted ability. If the user rolls higher, the target ends immediately.

### 12 - Disintegrate

Time to Activate: 2 R

Resist Check:  $(1d6+1)d6$  vs. HEA negates

Target: LOS  $120' + 30' / F$

Duration: Instant

Area: 1 creature or object of 500 lb. or less.

Effect: Disintegration

If the target fails the RC, they and all their equipment are disintegrated. An object target rolls against its STR stat. Equipment on the target receives no RC unless it is magical, if it is it receives the same check against its STR stat. Magical items destroyed in this way must roll on the detonation chart and

add 15 to the roll as even the extraplanar terisium in the item is also destroyed so the magic is less bound. Treat any roll over 100 as a 100.

### 13 - Bind Psionics

Time to Activate: 1 M

Resist Check: None

Target: Touch

Duration: Special

Area: 1 object

Effect: Make magic item

This ability allows the user to make a psionic magical item. This ability is used in lieu of the defer spell in the item creation process. The trigger which can be set is determined by the number of finesses like it would be with a finessed defer.

**XP Cost:** 100 xp for charged item. 500 xp for regenerating item. 1000 xp for effect item.

### 13 - Matter Manipulation

Time to Activate: 2 M

Resist Check: None

Target: Touch

Duration: Instant

Area: 1 nonliving object

Effect: Change structure

This ability allows the user to rearrange the molecular structure of an object to make it stronger or weaker. Each use of this power increases or decreases the object's STR score by  $2 + 1 / F$  points. An object's STR cannot be decreased below 1 and cannot be increased more than 6 past its normal STR score. If the object is armor, for every 5 points the STR is increased the armor gains 1 DV for each 3 DVs it would normally grant. So adamantite full plate increased to STR 30 would grant 14/14/2. For every 5 points of STR and armor is decreased by its DVs are decreased by the same amount.

**XP Cost:** 100 times the final STR score of the object in xp

### 14 - Negate All Psionics

Time to Activate: 1 R

Resist Check: Special

Target:  $80' + 20' / F$

Duration: Instant

Area: Any number of psionic abilities

Effect: Nullify Abilities

This ability can negate targeted psionic abilities. Any number of abilities can be targeted at once as long as they are all in range. The user rolls  $(1d3+12+1/F)d6$  vs. a number of d6 equal to the rank of the targeted ability. If the user rolls higher, the target ends immediately. Repeat this once for each targeted ability.

**XP Cost:** 1000 xp

### 15 - Death Field

Time to Activate: 1 R

Resist Check: None

Target: Caster

Duration: Instant

Area: 50' radius

Effect: Sap life energy

When this ability is used the psion must sacrifice any number of DP. Every other creature within the area of effect automatically loses an equal number of DP.

### 16 - Detonation

Time to Activate: 1 R

Resist Check:  $(1d4+3)d6$  vs. HEA halves

Target: 120' + 40' / F  
Duration: Instant  
Area: 1 Creature  
Effect: Blow up

This ability causes the molecules of the target's body to destabilize and explode doing 14d6 damage to the target or half that if it makes the RC. If the target dies from this damage its body was unable to contain this explosive energy and all creatures within 50' of it take 8d6 damage with the same RC for half damage.

**XP Cost:** 1500 xp

## 16 - Convergence

Time to Activate: 6 R

Resist Check: None

Target: Multitouch

Duration: 1 M + 1 M / 5 PSU

Area: Up to 6 creatures touched

Effect: Put your heads together

This ability allows multiple creatures to combine their power together to make a more powerful entity. The group pools all the units they have into a shared pool of each type. Any of them can draw as many units as they need from this pool. Each person in the group can use any spell, psionic ability, or skill that another group member knows. If any member of the group is targetted with mind affecting magic, each member of the group must attempt the RC for it. If any one of them makes it, none of them are affected but if all of them fail then every one of them is affected even if it is normally single target. When this ability ends all remaining units are distributed evenly between the participants up to their normal maximum.

This ability falls under both the Psychokinesis and Telepathy Disciplines. It can be learned by anyone who has either discipline but cannot be learned twice.

**XP Cost:** 3000 xp

## Psionic Abilities

## Psychometabolism (HEA)

### 1 - Talons

Time to Activate: 1 R

Resist Check: None

Target: Caster

Duration: 5 R + 5 R / 1 PSU

Area: Caster

Effect: Grow Small Talons

For the duration of this ability the psion's natural attacks get +1 to damage as their hands and feet grow small, sharp talons.

### 1 - Hear Light

Time to Activate: 1 R

Resist Check: None

Target: Caster

Duration: 1 M + 1 M / PSU

Area: Caster

Effect: Light to sound

For the duration of this ability the psion hears all light around them as sound. This allows them to see when blinded, but not in darkness. The interference from this added sound gives the psion Inferior Hearing for the duration of the ability. If the psion can see normally with their eyes they gain Exceptional Sight for the duration of the ability as they can see in multiple ways at once.

### 1 - See Sound

Time to Activate: 1 R

Resist Check: None

Target: Caster  
Duration: 1 M + 1 M / PSU  
Area: Caster  
Effect: Sound to light

For the duration of this ability the psion sees all sound around them as light. This allows them to hear when deafened, but not in silence. The interference from this added light gives the psion Inferior Sight for the duration of the ability. If the psion can hear normally with their ears they gain Exceptional Hearing for the duration of the ability as they can hear in multiple ways at once.

## 2 - Enhanced Vigor

Time to Activate: 3 R  
Resist Check: None  
Target: Touch  
Duration: 1 M + 1 M / PSU  
Area: 1 living creature  
Effect: Increase health

This ability increases the target's current and max DP by 1d6 for the duration of this ability. When this ends any DP over their normal max are lost. This does not stack with any other ability that increases max DP.

## 3 - Cannibalize

Time to Activate: 1 R  
Resist Check: None  
Target: Caster  
Duration: Instant  
Area: Caster  
Effect: Convert HEA to PSU

This ability costs 0 PSU to activate. When used the psion converts any amount of HEA points into PSU. Each point of HEA lost gives 3 PSU. This loss is not permanent, but cannot be restored through magical means. The points can only be restored through complete bedrest, 1 point is regained for every 3 days of total rest. Adventuring and travel will interfere with this, so even bedrest on a ship or carriage will not work.

## 4 - Biofeedback

Time to Activate: 1 R  
Resist Check: None  
Target: Caster  
Duration: 5 R + 5 R / 2 PSU  
Area: Caster  
Effect: Cushion blows

This ability allows the psion to completely control the flow of blood through his body. This allows him to cushion incoming blows and prevent blood loss from injury. All attacks or spells that do physical damage to the user are reduced by two damage. Any wound that would normally cause damage through bleeding over time does not cause any further damage.

## 4 - Body Weaponry

Time to Activate: 1 R  
Resist Check: None  
Target: Caster  
Duration: 5 R + 3 R / PSU  
Area: Caster  
Effect: Turn arm into weapon

This ability turns one of the user's forearms into a weapon. The arm actually transforms into wood or metal to form the weapon. The user can specify any weapon that they can wield in one hand, but they cannot specify a weapon that requires ammunition. This weapon cannot be disarmed, but it can be cut

off.

### **5 - Claws of the Bear**

Time to Activate: 1 R  
Resist Check: None  
Target: Caster  
Duration: 5 R + 5 R / 1 PSU  
Area: Caster  
Effect: Grow claws

This ability grows claws on the user's hands or enlarges their claws if they already have some naturally. The user's unarmed attacks do 1d6 extra damage in addition to their normal damage. The user can still use their normal unarmed skill even though they do an extra die of damage.

### **6 - Graft Armor**

Time to Activate: 1 R  
Resist Check: None  
Target: Touch  
Duration: 1 M + 1 M / 2 PSU  
Area: Caster and 1 armor  
Effect: Make armor part of body

This ability incorporates the armor currently being worn into the user's body. During the duration of this ability the armor has no stat penalties and its maximum movement rate is increased by 10'.

### **6 - Graft Weapon**

Time to Activate: 1 R  
Resist Check: None  
Target: Touch  
Duration: 1 M + 1 M / 2 PSU  
Area: Caster and 1 Weapon  
Effect: Bind weapon to hand

This ability grafts the targeted weapon into the user's hand. During the duration the user cannot drop the weapon and it cannot be disarmed. The user gets a +1 to hit and to damage with this weapon while it is grafted to them. Any weapon can be grafted this way, but if the weapon normally requires two hands the user must still use his second hand to wield it.

### **7 - Cell Adjustment**

Time to Activate: 1 R  
Resist Check: None  
Target: Touch  
Duration: 1 R + 1 R / 4 PSU  
Area: 1 Willing living creature  
Effect: Heal body

This power can heal wounds and cure nonmagical diseases in the target. Each round cures one disease or heals 4d6 DP at the users discretion.

### **7 - Double Pain**

Time to Activate: 1 R  
Resist Check: (1d6+1)d6 vs. WIL negates  
Target: Touch  
Duration: 1 M + 1 M / 2 PSU  
Area: 1 Living creature  
Effect: Lower pain threshold

This power lowers the target's pain threshold so that the tiniest cut will feel like a serious injury. For every damage the target takes it also takes 1 pain damage that lasts until this ability ends. If the creature's pain damage ever exceeds its remaining DP it passes out until healed or this ability ends.

## 8 - Body Control

Time to Activate: 1 R

Resist Check: None

Target: Caster

Duration: 1 M + 1 M / 3 PSU

Area: Caster

Effect: Adapt to environment

This ability allows the user to adapt his body to be perfectly suited for an environment. The change must be for a specific surrounding such as extreme heat, cold, an elemental plane, water, acid, or any other environment condition. The psion fits into the chosen environment like a native organism. He can breathe and move normally and takes no damage from being in the chosen environment. No attack in any form can be considered an environment. So a character that can survive the plane of fire is damaged normally by a Fireball and a character adapted to a pool of acid will take damage from a vial of acid being tossed on him.

## 8 - Touch of the Vampire

Time to Activate: 1 R

Resist Check: None

Target: Caster

Duration: 5 R + 5 R / 2 PSU

Area: Caster

Effect: Draining touch

This ability shrouds the user's hands with black energy. Whenever the user does damage with their unarmed attacks they gain half that many DP.

## 9 - Immovability

Time to Activate: 1 R

Resist Check: None

Target: Caster

Duration: 1 R + 1 R / 2 PSU

Area: Caster

Effect: Can't be moved

When the psion uses this ability he stops moving and makes it incredibly difficult to move him. The psion must be on a horizontal surface when activating this power. The psion's strength score is 10 times greater while under the effects of this ability including 10 times as many exceptions. Since the psion cannot move while using this power the increased strength can only be used to resist being pushed by someone or resist a spell that would move him. This will have no effect on the number of dice rolled while maintaining a grapple since the grappled creature can still try to wriggle free without moving the grappler.

## 10 - Superior Vigor

Time to Activate: 3 R

Resist Check: None

Target: Multitouch

Duration: 1 M + 1 M / 2 PSU

Area: Touched willing living creatures

Effect: Increase health

This ability increases the targets' current and max DP by 5d6 for the duration of this ability. When this ends any DP over their normal max are lost. This does not stack with any other ability that increases max DP.

## 11 - Metamorphosis

Time to Activate: 4 R

Resist Check: None

Target: Caster

Duration: 1 H + 1 H / 2 PSU

Area: Caster

Effect: Shapechange

This ability changes the user's body into another race. This cannot change mass, so his size will remain approximately the same size. The user loses all physical creature abilities he has and gains all physical creature abilities of the specified race. This cannot be used to change into a specific person or creature, only their race so the user cannot choose to disguise themselves as another person with this ability.

## 12 - Body Adjustment

Time to Activate: 4 R

Resist Check: None

Target: Caster

Duration: 1 Day + 1 Day / PSU

Area: Caster

Effect: Mutate self

This ability functions exactly like Mutate except only on the user. The user gets 1 change plus 1 change per 2 fitnesses. The user must pay for these changes with xp or HEA points as with mutate and each change can be 1 rank or 5000 xp which ever is higher. The user cannot regain PSU spent on this ability as long as the ability is active. This ability does not require active maintenance by the psion. When this ability ends the user's HEA and xp used on this ability are regained.

## 12 - Alpha Attack

Time to Activate: 1 R

Resist Check: None

Target: Caster

Duration: 5 R + 5 R / 5 PSU

Area: Caster

Effect: Strike harder

This ability allows the user to focus all of their strength into their unarmed attacks. During the duration of this ability the user's damage die size with their unarmed attacks is equal to their strength score and they get +1 to hit and damage for each exceptional they have. Magical enhancements to strength do not affect this spell, only their natural strength is checked. These attacks are considered magical for the purpose of by passing Silver or Magic Shield or similar protections.

## 13 - Complete Healing

Time to Activate: 2 R

Resist Check: None

Target: Caster

Duration: Instant

Area: Caster

Effect: Repair body

This ability completely heals the user's body to full health. Their DP becomes full, they regrow any lost limbs, and any diseases or other physical ailments are cured. This will also restore any lost physical stat points except for those lost through stressing, cannibalize, or bought down to pay for mutates.

**XP Cost:** 1000 xp

## 14 - Unstoppable Vigor

Time to Activate: 3 R

Resist Check: None

Target: Multiouch

Duration: 1 M + 1 M / PSU

Area: Touched willing living creatures

Effect: Massively increase health

This ability doubles targets' current and max DP for the duration of this ability. When this ends any DP over their normal max are lost. This does not stack with any other ability that increases max DP.

**XP Cost:** 1000 xp

## 15 - Genetic Adjustment

Time to Activate: 4 R

Resist Check: None

Target: Caster

Duration: Instant

Area: Caster

Effect: Mutate self

This ability functions exactly as Body Adjustment except that it is instant like Mutate and any PSU spent on this ability can be regained normally.

**XP Cost:** 3500 xp + 500 xp per change.

## 16 - Affinity Field

Time to Activate: 1 R

Resist Check: None

Target: Caster

Duration: 1 M + 1 M / 4 PSU

Area: 20' + 10' / F radius

Effect: Share all affects

This spell allows the user to share everything that happens to him during the duration with everyone near him when this is activated. Once activated this sharing has an unlimited range, even if the creatures go to other planes during the duration they are still mystically bound to the user. Everything that happens to the user also happens to all the other creatures affected by this power. Whenever the user loses or gains a DP, they lose or gain the same amount. Any spell or ability that affects the user will automatically also affect them. Instantaneous spells that affect the group will not go away at the end of this duration, like fireball, healing spells, or teleportation. However spells with durations that have not expired when this duration ends will stop affecting the other creatures even though they continue to affect the user. Note that for area of affect spells the other creatures could be affected by it twice if both the user and them are in the area.

**XP Cost:** 4000 xp

## 16 - True Metabolism

Time to Activate: 1 R

Resist Check: None

Target: Caster

Duration: 1 M + 1 M / 6 PSU

Area: Caster

Effect: Incredible regeneration

This ability allows the user's body to regenerate virtually any damage. Until the duration expires the user gains 10 DP every round. This will continue even if the user dies as long as a single cell of their body remains. This ability does not require active maintenance by the user and will continue until the user is restored and ends it or runs out of PSU. The GM should adjudicate how many DP need to be regained to reverse an effect that kills or destroys the body without a stated damage value. This amount can range from 10 DP to regrow a severed head to 200 DP needed to regrow the body from disintegration. Even the destruction of the user's soul can be regenerated, but that requires 200 DP in addition to the amount needed to restore the body to life.

**XP Cost:** 5000 xp

## Psionic Abilities

## Psychoportation (AGI)

### 1 - Float

Time to Activate: 1 R

Resist Check: None

Target: LOS 30' + 15' / F

Duration: 10 M + 10 M / PSU

Area: 1 willing creature or 1 object

Effect: Float in water

This ability supports the target in water so that it cannot sink or drown if it is a creature. The ability merely keeps the target on the surface of the water or a similar liquid, the target requires other means in order to move along the surface. If the target actively tries to swim beneath the surface the ability immediately ends.

## **2 - Feather Fall**

Time to Activate: 1 R  
Resist Check: None  
Target: Caster  
Duration: 5 R + 5 R / PSU  
Area: Caster  
Effect: Fall Slowly

This ability causes the user to fall slower than normal if they fall. They will fall only 50' per round and take no damage from falling. If this ability ends before they finish falling, they will take normal falling damage for the remaining distance.

## **2 - Fleet Foot**

Time to Activate: 1 R  
Resist Check: None  
Target: Touch  
Duration: 1 M + 1 M / PSU  
Area: 1 willing creature  
Effect: Increase movement

This ability increases the target's land movement rate by 50% + 50% per finesse. This only affects its movement rate and does not affect how fast it can attack or perform other tasks.

## **3 - Trace Teleport**

Time to Activate: 2 R  
Resist Check: None  
Target: 200'  
Duration: Instant  
Area: Caster  
Effect: Learn destination

This ability allows the user to know the destination of one teleport or other form of instantaneous magical travel that was used in the last minute. For the next hour that destination is considered memlocced for the user.

## **4 - Dimensional Grab**

Time to Activate: 2 R  
Resist Check: None  
Target: Memloc on the same plane  
Duration: 2 R + 1 R / PSU  
Area: 5" radius  
Effect: Grab or store an item

This ability creates a small shimmering blue portal in front of the caster and a second identical portal at the target location. Anything entering one portal comes out the other. Typically this is used to store or retrieve small items. However with a 4d6 Escape check a normal sized human could squeeze through in 5 rounds. The GM can adjust or deny this for different sized or shaped creatures.

## **4 - Short Teleport**

Time to Activate: 1 R  
Resist Check: None  
Target: 200' + 50' / F  
Duration: Instant  
Area: Caster  
Effect: Short range teleport

This ability teleports the caster instantly to another location within the range. Note that this does not require LOS but this ability provides no protection for appearing in a safe location. If the user misjudges the target they could appear inside another object or high in the air. If they appear completely inside an object they will die instantly. If they are only partially in an object the affects are up to the GM. If the user can see their destination there is no chance of anything going wrong.

### **5 - Go Away!**

Time to Activate: 1 R

Resist Check: (1d4+1)d6 vs. PWR negates

Target: Touch

Duration: Instant

Area: 1 creature

Effect: Teleport 200' + 50' / F

This ability teleports the target to a safe location in a random direction 200' + 50' / F away from the psion.

### **5 - Teleport Trigger**

Time to Activate: 5 R

Resist Check: None

Target: Caster

Duration: 1 H + 1 H / PSU

Area: Caster

Effect: Ready a teleport

This ability allows the psion to ready another teleport psionic ability for later by setting a specific condition for it to go off. The ability can only be used on the user and not any other creature eve if the ability normally allows other targets. The condition can be anything that could be used for a conditional trigger Defer. The psion specifies the ability to be used and the destination target for it if that ability is targetable. The other ability is not actually cast until this ability goes off so no units or other costs are spent until this ability activates. If the psion can no longer afford to pay for the other ability when the condition is met it simply fails.

### **6 - Time Hop**

Time to Activate: 1 R

Resist Check: (1d3+2)d6 vs. PWR negates

Target: Touch

Duration: Instant

Area: 1 Creature

Effect: Move forward in time

This ability teleports the target forward in time. They disappear and the reappear 3d6 rounds later in the same spot. If the space is occupied they will appear in the nearest unoccupied space.

### **7 - Follow Teleport**

Time to Activate: 2 R

Resist Check: None

Target: 200'

Duration: Instant

Area: Caster

Effect: Follow another teleporter

This ability allows the psion to follow another teleport or other form of instantaneous travel that was used in the last minute within the range. The psion will appear next to where the user of the other teleport appeared. This can be any where on any plane that the other creature went and may not be a safe location for the user of this ability, but as long as the other creature appeared in a safe location, then the psion will appear in the closest safe location.

### **7 - Sending**

Time to Activate: 3 R

Resist Check: None

Target: Memloc

Duration: 5 R + 5 R / PSU

Area: 1' + 6" / F radius

Effect: Speak remotely

This ability allows the psion to create a transparent portal to a memlocated location. Only light and sound can go through this portal, anything else passes through it without effect. But the caster can see and talk to anyone that is near the other portal.

### **8 - Dimensional Door**

Time to Activate: 2 R

Resist Check: None

Target: LOS 200' + 50' / F

Duration: 2 R + 1 R / PSU

Area: 4' + 1' / F radius

Effect: Create doorway

This ability creates a shimmering blue portal in front of the caster and a second identical looking portal at the target location. Anyone who steps in either comes out the other portal. The user may step through on the same round the ability is used if they wish but still cannot take a whole 1/5 move as normal, just a single step as part of the use of this ability.

### **9 - Baleful Teleport**

Time to Activate: 1 R

Resist Check: (1d4+2)d6 vs. HEA halves

Target: Touch

Duration: Instant

Area: 1 creature

Effect: Teleport partially

This ability teleports small pieces of the target away while leaving the majority of its body where it is. These pieces are no bigger than dust, but are so numerous that their sudden absence causes massive damage to the target. The target takes 9d6 damage, or half that on a successful resist.

### **10 - Interdimensional Grab**

Time to Activate: 2 R

Resist Check: None

Target: Memloc

Duration: 2 R + 1 R / PSU

Area: 5" radius

Effect: Grab or store an item

This ability functions indentially to Dimensional Grab except that it can go to locations that are not on the same plane.

### **10 - Temporal Acceleration**

Time to Activate: 2 R

Resist Check: None

Target: Touch

Duration: 2 R + 1 R / 6 PSU

Area: 1 willing creature

Effect: Move faster through time

This ability causes the target to move through time twice as fast as normal. This allows the target to take two actions every round for the duration of this ability. They take their first action on their normal initiative and a second action after every other group has acted for the round. At the end of the duration the target is disoriented and unable to take an action for a round.

### **11 - Dismissal**

Time to Activate: 1 R

Resist Check: (1d3+3)d6 vs. PWR negates

Target: Touch

Duration: Instant

Area: 1 Creature

Effect: Send to home plane

This ability will fail if cast on a creature that is on its native plane. A creature targetted by this spell that is not on its home plane will be teleported back to its home plane if it fails the RC. It will appear in a random safe location on its home plane.

## 12 - Random Teleport

Time to Activate: 1 R

Resist Check: (1d3+3)d6 vs. PWR negates

Target: Touch

Duration: Instant

Area: 1 creature

Effect: Teleport away

This ability teleports the target to a random safe location on the same plane. A safe location will be standing on a solid surface that can support the target's weight. There will be air to breathe and the target will not take damage simply from standing in that location. So they cannot be teleported into deep water or acid or fire or on a trap but they could appear next to armed people. The GM can determine the location however they wish as long as its environment is safe to the target.

## 12 - Time Shift

Time to Activate: 1 R

Resist Check: None

Target: Caster

Duration: Special

Area: 1 creature

Effect: Jump forward in time

This ability allows the psion to move forward in time and then observe until time catches up with him again. The psion teleports forward in time  $2 R + 1 R / F$ . The psion sees everything frozen around him as it will be when the moment he reappears arrives. The psion then has an equal number of rounds to study the frozen scene and move around. He cannot affect anything during these rounds. Any spells or abilities he uses simply will not work unless used on himself. The psion will appear and be able to act immediately when the frozen rounds end.

When this spell is cast the GM should play out the next  $2 R + 1 R / F$  normally but the psion will have disappeared and be able to take no actions. On the round after that, once it is time for the psion's side to ask questions in initiative, the psion should be told what the scene looks like and be given an equal number of rounds to act.

## 13 - Teleport

Time to Activate: 1 R

Resist Check: None

Target: Touch

Duration: Instant

Area: 1 willing creature or object

Effect: Teleport

This ability teleports the target to a memlocated location on the same plane.

**XP Cost:** 500 xp.

## 14 - Summon Planar Being

Time to Activate: 1 M

Resist Check: (1d3+4)d6 vs. WIL negates

Target: LOS 200' + 25' / F

Duration: Instant

Area: 1 creature

Effect: Summon random creature

This ability summons a random creature from a plane of the user's choice. The user has no choice as to what type of creature is summoned, but he can direct where it will appear. The creature summoned will usually be intelligent, but if the plane has very few intelligent creatures then it may not be. The creature has no idea who summoned it and what happened to it, but will most likely be very confused and very mad.

**XP Cost:** 1000 xp.

#### **14 - Teleportation Circle**

Time to Activate: 10 M

Resist Check: None

Target: Memloc on the same plane

Duration: Permanent

Area: 5' + 1' / F radius

Effect: Teleportation gateway

This ability creates a circle on the ground in front of the caster and another at the target location. Anyone stepping into one of the circles is instantly teleported into the other. This ability does not require active maintenance.

**XP Cost:** 3000 xp.

#### **15 - Group Teleport**

Time to Activate: 3 R

Resist Check: None

Target: Multitouch

Duration: Instant

Area: Touched willing creatures or objects

Effect: Teleport

This ability teleports the targets to a memlocated location on the same plane.

**XP Cost:** 1500 xp.

#### **16 - Planeshift**

Time to Activate: 3 R

Resist Check: None

Target: Multitouch

Duration: Instant

Area: Touched willing creatures or objects

Effect: Teleport

This ability teleports the targets to a plane specified by the psion. If the two planes are adjacent they will end up in the same location as if they had Otherported there. If they are not they will end up at a location determined by the GM. Or if the psion has memlocated a location on that plane he can choose to have the group end up there instead.

**XP Cost:** 2000 xp.

#### **16 - Planeshift Circle**

Time to Activate: 10 M

Resist Check: None

Target: Memloc

Duration: Permanent

Area: 5' + 1' / F radius

Effect: Interplanar teleportation gateway

This ability creates a circle on the ground in front of the caster and another at the target location. Anyone stepping into one of the circles is instantly teleported into the other. This ability does not require active maintenance.

**XP Cost:** 5000 xp.

## Psionic Abilities

## Telepathy (CSE)

### 1 - Daze

Time to Activate: 1 R

Resist Check: (1d4)d6 vs. WIL negates

Target: LOS 60' + 15' / F

Duration: 1 R

Area: 1 creature

Effect: Lose 1 action

This ability causes the target to be dazed and do nothing the next time they get an action.

### 1 - Detect Lie

Time to Activate: 1 R

Resist Check: (1d4+1)d6 vs. WIL negates

Target: LOS 60' + 15' / F

Duration: 5 M + 5 M / PSU

Area: 1 creature

Effect: Detect Lies

This ability lets the user know when ever the target lies during the duration. This will not tell if they leave something out or tell a falsehood that they believe is the truth.

### 2 - Missive

Time to Activate: 1 R

Resist Check: (1d4+1)d6 vs. WIL negates

Target: LOS 1 Met

Duration: Instant

Area: 1 creature

Effect: Send Message

This ability allows the user to send a short message of 20 words or less to the target telepathically. If the user does not share a language with the target it knows something popped into its head but doesn't understand it. The message automatically includes a picture of the user's face so that the target knows who it came from.

### 3 - Day Dream

Time to Activate: 1 R

Resist Check: (1d4+1)d6 vs. WIL negates

Target: LOS 60' + 15' / F

Duration: 1 M + 1 M / PSU

Area: 1 creature

Effect: Cause distraction

This ability causes the target to day dream and pay little attention to their surroundings. This gives them a 2 die penalty to all perception checks. This will only work on intelligent creatures that are going about their business normally and not concentrating hard or at a heightened state of alertness.

### 4 - Share Memory

Time to Activate: 2 R

Resist Check: (1d4+1)d6 vs. WIL negates

Target: LOS 60' + 15' / F

Duration: Instant

Area: 1 creature

Effect: Give 1 + 1 / F Memories

This ability gives up to five of the user's memories to the target. The target will retain them normally as if they were his own memories but knows they came from an outside source.

### 5 - Fate Link

Time to Activate: 1 R

Resist Check: (1d3+2)d6 vs. WIL negates  
Target: LOS 80' + 20' / F  
Duration: 10 R + 10 R / 2 PSU  
Area: 1 creature and caster  
Effect: Share Pain

This ability links the user with the target so that any pain experienced by one is felt by the other. When ever one of them loses DP the link causes the other to lose the same amount of DP. If one fails to resist a spell that incapacitates or affects them through pain the other automatically suffers the same affects. If one of the creatures dies during the duration of this ability, the other must make 4d6 vs. HEA or die also. This spell affects both the user and target with a link and cannot be made permanent with Psychic Chirurgery since the user cannot use that ability on himself.

### 5 - Share Language

Time to Activate: 3 R  
Resist Check: (1d3+2)d6 vs. WIL negates  
Target: LOS 60' + 15' / F  
Duration: 1 M + 1 M / PSU  
Area: 1 creature  
Effect: Allow communication

This ability allows the target to speak a language specified by the user at the rank the user has in that language. This spell affects both the user and target with a link and cannot be made permanent with Psychic Chirurgery since the user cannot use that ability on himself.

### 6 - Mind Read

Time to Activate: 2 R  
Resist Check: (1d3+2)d6 vs. WIL negates  
Target: LOS 100' + 20' / F  
Duration: 5 R + 5 R / PSU  
Area: 1 creature  
Effect: Read thoughts

This ability allows the user to hear the target's thoughts as it has them. Against that target for the duration the user will be able to anticipate all of the target's actions and get +2 to all DVs, +2 to hit rolls, and 1d6 off of all resist checks against the target only.

### 7 - Share Skill

Time to Activate: 3 R  
Resist Check: (1d4+1)d6 vs. WIL negates  
Target: LOS 60' + 15' / F  
Duration: 1 M + 1 M / PSU  
Area: 1 creature  
Effect: Give 1 + 1 / 2 F Skills

This ability lets the target use some of the user's skills for the duration. The target does not actually gain any ranks in the skill so they cannot buy other abilities that require the skill as a prerequisite. They can only use the number of ranks the user actually has, not any magical enhancements to the skill. This spell affects both the user and target with a link and cannot be made permanent with Psychic Chirurgery since the user cannot use that ability on himself.

### 8 - Crisis of Breath

Time to Activate: 1 R  
Resist Check: (1d4+2)d6 vs. WIL negates  
Target: LOS 100' + 20' / F  
Duration: 3 R + 3 R / PSU  
Area: 1 creature  
Effect: Trouble breathing

This ability forces the target to expel all of his breath immediately and stops the autonomous breathing impulses for the duration. This affects any type of breathing the target may have, including air

and water and any more unusual type of breath, but does not affect a creature that does not require breathing. The target may choose to concentrate on his breathing consciously and will not suffer any ill affects, but he will not be able to attack more than once per round, use skills or cast any spells. Otherwise the target may act normally, but must make a HEA check at the end of each action. The first check is 2d6 and one die is added each round they do not take a breath. If they fail a check they fall unconscious for the duration of the spell and will wake up 1 minute after the spell ends. No matter how long the spell lasts the target will not actually die, while unconscious enough oxygen will leak in to allow it to barely survive. Spells such as Ironlungs that allow the target to hold their breath will not stop this spell, but spells like Anerobia that allow the target to function without breathing will stop this spell.

### **8 - Invincible Foes**

Time to Activate: 1 R

Resist Check: (1d4+2)d6 vs. WIL negates

Target: LOS 100' + 20' / F

Duration: 1R + 1R / 3 PSU

Area: 1 creature

Effect: Cause severe insecurity

This ability causes the target to believe that any more blows struck against them will cripple or kill them. If they receive one or more points of damage during the duration of this ability they will think they are dying and cannot fight any further. They will fall to the ground in horrible pain and be unable to do anything for a minute even if this ability ends. The target's behavior is likely to change even if they are never struck since they fully believe the next blow will kill them so they may try to flee or surrender.

### **9 - Share Spell**

Time to Activate: 3 R

Resist Check: (1d4+1)d6 vs. WIL negates

Target: LOS 60' + 15' / F

Duration: 1 M + 1 M / 2 PSU

Area: 1 creature

Effect: Give 1 + 1 / F Spells

This ability allows the target to cast up to 5 spells or psionic abilities specified by the user that the user knows. These spells must be cast with the target's own units. If the target casts a rank 13 or higher spell, that spell has an XP cost equal to its rank times the base cost of the group. This spell affects both the user and target with a link and cannot be made permanent with Psychic Chirurgery since the user cannot use that ability on himself.

### **10 - Eject**

Time to Activate: 2 R

Resist Check: (1d3+1)d6 vs. WIL activates

Target: Touch

Duration: Instant

Area: 1 creature

Effect: Remove outside influence

This ability automatically negates most powers and spells that are currently affecting the target's mind and ejects any mind that is currently possessing the body. This will only eject minds that are subsuming the character, such as a second lifer spirit or a ghost possessing the person. It will not eject minds that have replaced the original such as the Mind Switch power or other forms of body swapping. The target, or the target's original personality if it is being possessed, must make the RC or the spell fails. Any spell or ability less than the rank of this ability is automatically negated, for any spell or ability rank 10 or higher roll 12d6 vs its rank in d6 and if this ability rolls higher the other is negated.

### **10 - Invincibility**

Time to Activate: 1 R

Resist Check: (1d3+3)d6 vs. WIL negates

Target: LOS 100' + 20' / F

Duration: 3 R + 1 R / PSU

Area: 1 creature

Effect: Convince of invulnerability

This ability causes the target to believe they are invincible and all powerful while their foes are weak. The target will believe that they can kill any foe with a single blow or spell. Any time the target does damage to an enemy he will see the enemy's corpse on the ground. The target will ignore any foes that they have "killed" unless one of them attacks the target again at which point the target will believe that the foe has risen from the dead. If this happens 3 or more times in one battle the target must make 4d6 vs. INT or become convinced that his foes are unkillable and react accordingly.

### 11 - Fatal Attraction

Time to Activate: 1 R

Resist Check: (1d6+1)d6 vs. WIL negates

Target: LOS 100' + 25' / F

Duration: 1 Day + 1 Day / 2 PSU

Area: 1 creature

Effect: Cause suicidal tendencies

This ability plants a suicidal suggestion in the target's subconscious. It will slowly unfold in his mind over the course of the next 1d4 days. The target's conscious mind will not notice any difference. On the last day of the rolled time period the target will be somewhat dour and fatalistic. After the time period is up the target will look for the quickest, most likely method to end his life. For example, if close to a cliff the target would jump off or if he's close to the ocean he would try and drown himself. If nothing else is convenient the target will try to kill himself with his own weapon or bash his head on the ground. If the subject is prevented from taking one method he will look for another, but if he follows through on one and survives, like bashing himself to unconsciousness but not death, he must make the RC again or he will try again in another 1d4 days. Unlike most abilities this one does not require active maintenance by the user and the entire duration must be paid for as the spell takes effect, not over time. So if the user has 20 PSU left after the target fails their check they can make the duration up to 11 days by spending all their units immediately, but if they choose to spend 0 the spell will end in only one day and be unlikely to actually result in a suicide. This ability does not require active maintenance.

### 11 - Vanish

Time to Activate: 1 R

Resist Check: (1d4+2)d6 vs. WIL negates

Target: LOS 150' + 25' / F

Duration: 1 M + 1 M / PSU / Target

Area: 2 creatures + 1 creature / F

Effect: Disappear

This ability causes the targets to ignore the user for the duration. They will not see, hear, or smell him or anything that he does. If he touches one of the targets or does an action that directly affects them, such as shooting or fireballing them, this ability immediately ends for that target but the others are still under its affects.

### 12 - Split Personality

Time to Activate: 1 R

Resist Check: None

Target: Caster

Duration: 2R + 1 R / 4 PSU

Area: Caster

Effect: Split mind

This ability divides the user's mind into two independently functioning parts. Each part can access all skills and memories known by the character and share control of the body. The two parts can communicate fully and coordinate all their actions. Only one half can control the body each round, the other half can only do purely mental actions such as thought activating an item or activating a psionic ability. The two halves share the same unit pools, so if they both use a rank 4 psionic power in the same round their PSU pool would be decreased by 8 that round. Any mental attacks against the user will only affect one of the parts determined randomly. If one part is incapacitated or controlled in some manner the

other part can automatically choose to assume control of the body and the afflicted part can only use purely mental abilities. If one half is magically afflicted in some manner when this ability expires the user must make 5d6 vs. WIL or pass out for 5 minutes. But regardless once he regain consciousness or succeeds the magic that was affecting half of his mind is ended and he suffers no more consequences from it.

## 12 - Synaptic Static

Time to Activate: 1 R

Resist Check: Special

Target: Caster

Duration: 3R + 1 R / 2 PSU

Area: 60' + 15' / F

Effect: Stop psionics

This ability interferes with all psionics in the area of affect including those used by the psion using this ability. All active psionics can still be maintained but no psion can activate new powers unless they make 6d6 vs. WIL each round they try to activate a power. The user of this power cannot use any new powers at all regardless of whether he can make the check or not.

## 13 - Psychic Chirurgery

Time to Activate: 5 R

Resist Check: (1d4+2)d6 vs. WIL negates

Target: Touch

Duration: Instant

Area: 1 creature

Effect: Repair or alter mind

The caster cannot use this ability on himself.

The primary use of this ability is to repair the subject's damaged mind. Any sort of insanity can be removed and any mind altering magics can also be removed by rolling 1d6+10 d6 vs. the rank of the spell. If the spell loses this roll, it is immediately removed. An unlimited number of spells may be affected by one use of this ability, but each must be rolled separately.

Another use of this ability allows the psion to make one ability in the Telepathy Discipline that is currently affecting the target permanent. That ability must have been used by the caster of this ability and the duration must not end before the activation time of this ability is done. That ability no longer requires active maintenance by the psion. Any effects that would roll against that ability to negate it must instead roll as if they were targeting this ability.

The last use of this ability is to impart the knowledge of one psionic ability that the caster knows to the subject. This ability does not need to be in a Discipline that the target knows and the target spends no experience to learn it.

**XP Cost:** 500 xp. The second use requires an additional 200 xp per rank of the ability being affected. The third use requires an additional 450 xp per rank of the ability being granted.

## 14 - Dominate

Time to Activate: 3 R

Resist Check: (1d3+3)d6 vs. WIL negates

Target: LOS 100' + 25' / F

Duration: 1 H + 1 H / 5 PSU

Area: 1 creature

Effect: Control actions

This ability allows the user to mentally control the actions of the target. Any action the target could normally perform can be taken, but it can resist taking suicidal actions by making 3d6 vs WIL. This ability does not give the user any knowledge of what sort of abilities the target possesses, but of course he can command the target to tell him if they are capable of communication. This ability allows the user to command the target from any distance, but does not allow the user to perceive what is happening around the target so all but the most basic commands are difficult over a distance.

**XP Cost:** 1000 xp

## 14 - Mind Switch

Time to Activate: 2 R

Resist Check: (1d3+3)d6 vs. WIL negates

Target: LOS 100' + 25' / F

Duration: Instant

Area: 1 creature and caster

Effect: Swap Minds

This ability swaps the user's mind and soul with that of the target. They end up in each other's bodies permanently unless this ability or other magic changes them again. Any magic in affect on one of them except for purely mental spells does not transfer and continues uninterrupted to affect the new mind in the body. There is no outward sign of this change so it is possible no one except the two creatures affected will notice for some time. The mental stats and abilities of the two creatures remain the same in their new body even if the race of their new body normally has exceptional or inferior mental abilities. For example if a human switched with a tiger, the human in the tiger body would not gain inferior INT and would still be able to perform any actions he normally could that aren't physically limited. He would be able to use psionics but not cast most elemental and divine spells. The tiger in the human body would be a normal human with no skills and 2 inferior INTs.

**XP Cost:** 2500 xp

### 15 - Microcosm

Time to Activate: 1 R

Resist Check: (1d4+3)d6 vs. WIL negates

Target: LOS 100' + 25' / F

Duration: Permanent

Area: 1 creature

Effect: Trap Mind

This ability causes the target's mind to be trapped inside itself. Its mind generates a fabricated world to live in until its body dies or this ability is negated. All of its senses are inside its fantasy only and none of its body's senses can penetrate into this world so its body falls limp and will remain that way as long as this ability is in effect. This ability does not require active maintenance.

**XP Cost:** 3000 xp

### 16 - Convergence

Time to Activate: 6 R

Resist Check: None

Target: Multitouch

Duration: 1 M + 1 M / 5 PSU

Area: Up to 6 creatures touched

Effect: Put your heads together

This ability allows multiple creatures to combine their power together to make a more powerful entity. The group pools all the units they have into a shared pool of each type. Any of them can draw as many units as they need from this pool. Each person in the group can use any spell, psionic ability, or skill that another group member knows. If any member of the group is targetted with mind affecting magic, each member of the group must attempt the RC for it. If any one of them makes it, none of them are affected but if all of them fail then every one of them is affected even if it is normally single target. When this ability ends all remaining units are distributed evenly between the participants up to their normal maximum.

This ability falls under both the Psychokinesis and Telepathy Disciplines. It can be learned by anyone who has either discipline but cannot be learned twice.

**XP Cost:** 3000 xp

### 16 - Enlighten

Time to Activate: 1 M

Resist Check: (1d4+3)d6 vs. WIL negates

Target: Touch

Duration: Instant

Area: 1 creature

Effect: Grant speech

This ability allows the user to grant intelligence and speech to a creature that normally cannot talk. This is normally used on creatures with inferior INT like animals, but can also be used on exceptionally stupid humanoids with INT below 6. This ability removes all inferior INT that the target has and boosts their INT to 6 if it is below that. It also modifies their vocal chords so that they can produce speech and grants them 6 ranks of one of the languages the user knows at rank 6 or above.

**XP Cost:** 4000 xp