

# PSIONICS



Psionics is the exercise of mental energy. The psionist's world view is one where the mind, body and spirit have been honed to perfection. Since a psionist must spend permanent characteristic points to acquire their abilities, they also spend a great deal of time honing the skills that shape those abilities.

## BECOMING A PSIONIST

Psionists tend towards two forms of groupings; solitary and Towers. Finding a solitary teacher is rare, as they seldom seek out students. Towers are somewhat easier to run across, especially if the seeker already has some psionic talent.

Towers generally accept students without requiring payment, but only if there is a need within the group for more workers. In areas where they are common, Towers serve as communication stations to link kingdoms and empires together, so telepathic aptitude is generally well sought after. However, some areas have found use for psionists as anything from police forces to the nobility itself.

## THE ASPECTS

A psionic possesses six Aspects, one for each of the major groupings of psionic talents, namely clairsentience (CS), metapsionics (MP), psychokinesis (PK), psychometabolics (PM), psychoportation (PP), and telepathy (TP). His strength in each of these becomes the strength he can put behind the skills he will learn to manipulate them.

The total Aspect of a psionic can never, under normal circumstances, exceed his current POW characteristic. Certain races are known to possess psi potential greater than the norm, however.

[Example: Loco has a POW of 16. He could have the following breakdown: CS:2, MP:3, PK:1, PM:3, PP:4, and TP:3.]

Each Aspect has several skills (or disciplines) that fall under it. A psionist is limited both by his skill in the controlling discipline and by the strength of his Aspect.

## IMPROVING PSIONICS - ASPECT

**Experience:** When a psionic increases his POW by any means, he may choose to increase any one of his Aspects by transferring the point of POW to the Aspect he wishes to raise.

**Training/Practice:** A psionic individual can also give himself added levels of Aspect in the same fashion that he might employ to raise his POW characteristic.

**Other:** If a psi "forfeits" a discipline he has mastered, he may add one point to the strength of the governing Aspect that does not count against his limit.

## IMPROVING PSIONICS - DISCIPLINES

**Experience:** Disciplines are skills; normal experience is just as effective on them as with any other skill.

**Training/Practice:** Again, as skills, psionic disciplines are as easily trained or researched as any other skill.

## NATURAL PSIONICS

Some races are just naturally psionic. Whether this is a survival trait for the species, or something selectively bred for, such beings have a flair for psionics that "endowed" individuals

cannot match.

For races with such a natural gift (Deryni, Duergar, Larani, Tiisari, etc.), certain facets of their Aspect are not limited by their POW. For example; a Deryni's Telepathy Aspect is counted as only 1/3 rd of its total strength (i.e. a Deryni with a score of 9 in TP are considered to only have a score of 3 with regards to balancing their Aspects).

## MULTIPLE PSIONIC OPERATIONS

**Solitary** - Whenever a psionist activates a discipline, a percentile dice roll under their skill is required. Under normal circumstances, the normal point cost for that discipline will keep it active for a number of rounds equal to that discipline's governing Aspect. A critical roll will enable the psi to keep the discipline functioning for a number of turns equal to the strength of his Aspect.

[Example: Arik possesses CS: 4 and has 55% in the Danger Sense discipline. 1 magic point will cause his danger sense to remain operative for 4 rounds.]

**Gestalts** - When psionists work together in groups, it is required that all of the participants in an operation have the same effects, in addition to knowing the skill of Gestalt. For each psionic in a gestalt, +1 is added to the highest Aspect of the group.

[Example: in a group of 4 psis, Fred Parker has the highest Aspect in Telepathy (6). The other 3 members increase his Aspect to 9.]

To form a working link, the psionists in question must live in close association with one another for several weeks as well as develop a positive percentile skill in Gestalt.

## GESTALT (00)

Simply put, Gestalt is the skill of linking minds together easily for the purposes of psionic operations. To form a Gestalt, the group must successfully roll against the lowest of the member's Gestalt skill, which is modified by -5% for every member of the group. In a Tower, new members are usually restricted to minor tasks that only involve small groups, so that their low skill does not negatively affect the operations of the Tower as a whole.

A Gestalt takes a number of melee rounds to enter equal to the number of participants. This check can be made once per melee round.

While in a Gestalt, each contributing member besides the coordinator increases the Aspect of the coordinator by 1. However, the magic point cost for the discipline is increased by 1 for each member in the gestalt, as well.

[Example: In the above example, each member of Fred Parker's group would have had to expend 7 magic points to perform their mental surgery.]

## LEARNING PSIONIC DISCIPLINES

For the most part, psionic disciplines are skills, and can be taught like any other skills. Anyone who has mastered a discipline can write down a description of it, using his Write skill. A student who successfully Reads this scroll and studies it for 50 hours can learn the discipline by rolling his INT or less on 1d100. If he fails, he can study another 50 hours, then try his INT x2 or

less. Then INT x3, and so forth. If the writer got a Critical success in Write, the reader gets to add his INT x2 to his chance of success on each 1d100 roll( i.e., he starts out at INT x3 instead of INT). If the reader gets a Critical Read when studying, then for that 1d100 roll, he gets to add his INT x2 to his chance.

[Example: A critically-Written scroll in Ancient Bakluni describes the discipline of Power Transfer. Arik gets a critical Read Ancient Bakluni while reading it. This means his 1d100 roll is equal to his INT (basic chance) + his INTx2 (for his Critical Read) + his INT x2 (for the scroll's bonus) totaling his INT x5.]

If a teacher who knows the discipline helps, his skill is added to the student's chance. If he is teaching more than one pupil, his skill is divided among the total number of students. Example: the instructor knows Animate Shadow at 89% and has 8 students.  $89/8 = 11.125$ , so each student gets +12 to his chance of success when rolling to learn the discipline.

At the end of the training or research, the student receives a skill in the discipline equal to his INT.

For each point of Aspect a psionicist has, he may possess one discipline in that field. A psi may expand his possible disciplines by either raising his Aspect in that field, or by investing his Aspect into an outside source, and using that external Aspect to store new disciplines.

### FORGETTING PSIONIC POWERS

Alternatively, a psi may “make more room” in himself by forgetting the use of disciplines he already possesses. This process takes a number of hours of meditation equal to the current skill.

If a psi “forswears” a discipline he has mastered, he may add one point to the strength of the governing Aspect that does not count against his limit.

### USING PSIONIC POWERS

Psionicists begin all psionic activity on a SR based on their INT, instead of their DEX. On rounds when a psi elects to use his powers, he gives up the opportunity to perform physical actions for the rest of that round.

After the name of each discipline will be either a (I) or (S). (I)ntant disciplines require the expenditure of their rated point cost to work once, and (S)ustained disciplines will remain in effect for a number of rounds equal to the strength of the governing Aspect.

### PSIONIC RECOVERY

A psionic expends magic points to fuel his abilities, just like a magic user, and his magic points regenerate at their normal rate.

### PSIONIC RANGE

All psionic disciplines have a range based on the strength of their governing Aspect, as per the table below.

Psionic Range			
Aspect	Range	Aspect	Range
1	Touch	9	640 m
2	Touch	10	1.28 km
3	10m	11	2.56 km
4	20m	12	5.12 km
5	40 m	13	10.24 km
6	80 m	14	20.48 km
7	160 m	15	40.96 km
8	320 m	16	81.92 km

The only way to increase the range of a discipline is to enter into a gestalt with enough members to boost the strength of the governing Aspect to the desired level, or to employ certain metapsionic disciplines.

### PSIONIC DISCIPLINE DURATION

All psionic disciplines, once successfully activated, remain in operation for a number of rounds equal to the strength of their governing Aspect. At the end of that time, roll for the discipline again with a (cumulative) -10% penalty, and if successful, the discipline remains in effect with no further expenditure of magic points. If the roll fails, the psi may elect to refuel the discipline with magic points, or allow it to lapse.

Certain disciplines look forwards or backwards into time. In these cases, consult the table below. Take the skill of the character and divide it by 20. The view is accurate to the limit of the governing attribute, and less than certain for each point of skill/20 in excess of that point.

Discipline/Time Table			
Levels	Delay	Levels	Delay
1	1 round	6	1 day
2	1 minute	7	3 days
3	1 hour	8	1 week
4	6 hours	9	1 month
5	12 hours	10	1 season

[Example: Arik possesses CS: 4 and a skill in Precognition of 80%. If he were to attempt to foresee any dangers that lie ahead on the trail his caravan will be traveling, he'd have a clear picture of what the next 6 hours held, but would not be able to see beyond that. If he possessed a skill of 90%, his vision would extend into the next 12 hours, but would be less clear after the seventh hour.

It is important to note that the future is not set: even a clear view of the future can hold surprises.

### PSIONICS vs. PSIONICS & NON-PSIONICS

Psionics is not magic. Spells designed to protect a character

from magic generally have either no effect whatsoever, or a lessened effect against psionics (although, depending on the number of psionics in your campaign, the magic users are sure to design spells to better counter their effects). Spells which provide the user with bonuses in Spirit Combat work at half effectiveness against Telepathic attacks. Conversely, Magic is not psionics, and while there are psionic abilities designed to detect magic, there aren't many designed to directly counter magic, either.

## PSIONIC COMBAT (00)

Psionicists are taught the skill of Psionic Combat, a highly specialized form of attack and defense that in some ways resembles Spirit Combat. Every trained psionicist has the skill, Psionic Combat. During a melee round, a psi may make an attack on a SR equal to his INT. Each turn combatants get a number of points of action equal to 1/10th their Psionic Combat skill (round up). These points are divided into dice as the combatant desires, attack and defense. N points convert into an "1dN" roll. To keep it easy, only the values of 1, 2, 3, 4, 5, 6, 8, 10 and 12 may be used. When attacked, a psi may decide to defend, or reserve all of his points for attack when his turn comes. Obviously, a d1 roll has a value of 1. Psionic combat normally costs no magic points for attack or defense (unless your defenses fail), though there exist telepathic disciplines that can be used for attack and defense that do require magic points to employ.

[Example: Nuril Chya (INT 13, magic points currently 16, TP: 4, Psionic Combat 75% = 8 points) takes on a Fred Parker (INT 15, magic points currently 17, TP: 5, Psionic Combat 67% = 7 points). The first turn Nuril decides to use 6 on attack, and 2 on defense. Fred decides to use 3 on attack and 4 on defense. Nuril rolls 4 for attack and 1 for defense, and Fred gets 2 for attack and 3 for defense. Nuril's defenses soak up 1 point of the damage, so he loses 1 magic point, lowering it to 15. Fred's defenses block 3 points of damage, so he also loses 1 point, lowering his magic points to 16.

The next action, on SR5, Fred does not attack, but assumes a defensive position. Nuril, on SR3, looking for a quick resolution to the fight, decides to expend 3 magic points on his telepathic Bolt attack and rolls a 9 on a 3d6, in addition to committing all of his 8 points to offense, rolling a 3, for a total of 12. However, Fred chose to erect a Shield on 5, using 2 magic points and rolling a 10 on his 2d6, and rolled a 5 on his defense roll, for a total of 15. Fred's defenses hold, but he still loses the 2 mp he spent for the shield (leaving him with 14), and Nuril loses 3 for his bolt (leaving him with 12).

Next round, on 15, Fred maintains his defenses, expending no further mp (his wall will remain for 5 rounds). His Shield roll this time is 8, and his defense roll is a 3, for a total of 11. Sensing his opponent's weakness, he invests 3 mp in his own Bolt, and rolls a 12. Nuril can only defend, and he rolls a 5 - not enough! Fred's Bolt removes 7 magic points from Nuril's 12, leaving him with 5. On 13, Nuril is erecting his own Shield, spending 4 magic points, and rolling a 15 on his 4d6.

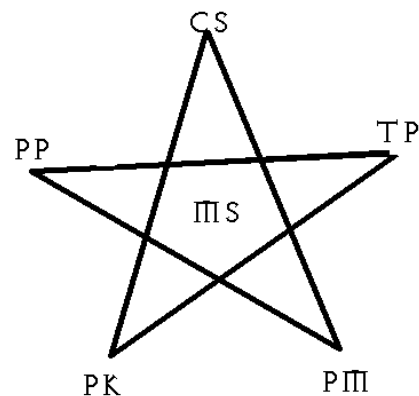
On 5, Fred launches another Bolt, expending a full 5 magic points and rolling a 21 - Nuril rolls his defense and only gets a 5, and Fred's Bolt tears away his remaining magic point, leaving him unconscious.....

Non-psionicists do not have access to telepathic attacks, but they always defend against them with their full magic points. Once an opponent has been reduced to 0 magic points, a psi has full access to their mind, unopposed by resistance on the part of their target.

## PSIONIC SPECIALISTS

Psionicists, like most other arcane practitioners, can specialize in their abilities. Traditional specialists may elect to specialize in CS, PK, PM, PP, and TP. MS disciplines are always freely available to all. Those who specialize in any branch of psionics do so at the cost of never being able to have a score in the opposed Aspects; hence those who specialize in CS normally have PK and PM Aspects of 0.

The strength of their chosen Aspect is always applied at a rate of 2:3 (for purposes of Aspect STR), and those of the non-opposed Aspects count for 3:2 for the purposes of supporting disciplines, and MS is always at it's listed cost/STR.



[Example: Arik is a Telepath, with a POW of 16 and the following Aspects: CS: 3, MS: 4, PK: 0, PM: 3, PP: 0, and TP: 10. He could only know 2 CS or PM disciplines (at an Aspect STR of 3), could have 4 MS disciplines, but could learn 10 TP disciplines that would have a STR of 15 behind them!.]

## CLAIRSENTIENCE 1 POINT DISCIPLINES

### DANGER SENSE (S)

This discipline allows the character to sense danger moments before it befalls him. The danger in question can be natural or manmade (i.e. a landslide and an ambush both qualify). In game terms, this power alerts the character to any impending danger to himself within range.

[Example: Camber's has CS: 5. While riding along a trail, his Danger Sense alerts him to several bandits lying in wait when he approaches within 40 meters of them; he alerts his companions, spoiling the ambush.]

### **DETECT INTENT (I)**

This discipline allows the psionic to view the aura of creatures and objects. The stronger the Aspect, the more distinct the impression. In effect, the psi has a percentage chance equal to his Aspect x10 in determining the general beliefs of his target. On a critical roll, cult affiliations and more distinct philosophies become apparent.

### **DETECT MAGIC (S)**

This discipline allows the psionic to view the magical auras of objects and places out to the range defined by his Aspect.

### **DETECT PSIONICS (S)**

This discipline allows the psionic to detect other psionics with a chance equal to 10x their Aspect. This assumes that there is no ongoing psionic activity at the time. If the target is actively using psionics, the chance to detect activity is 100%, with a chance equal to 10x their Aspect of discerning the exact psionic ability in use. The possessor of this discipline cannot detect by any means a psionic protected by severance, mind bar, or other mind clouding spells/abilities or devices.

### **DREAM WATCHER (S)**

This power allows the dreamer to watch in on another's dream. They cannot participate or otherwise communicate, and is entirely passive on the part of the psionicist.

Aside from voyeurism, the psi gains a benefit of +1 to his TP Aspect for the purpose of using Control Dreams against the target within the next round.

### **PERCEPTION AMPLIFICATION (S)**

By the use of this discipline, the psionicist increases, in a general fashion, all the skills related to his perception skills modifier. The possessor of this discipline gains a base increase equal to his Aspect.

## **2 POINT DISCIPLINES**

### **CLAIRAUDIENCE (S)**

This discipline allows the psionic to concentrate upon a locale and hear what transpiring within a 20m radius. If the locale is one that the psionic is familiar with, distance is not a factor. Under any other circumstance, range limits apply.

### **CLAIRVOYANCE (S)**

This discipline allows the psionic to concentrate upon a locale and see what transpiring within a 20m radius. If the locale is one that the psionic is familiar with, distance is not a factor. Under any other circumstance, range limits apply.

### **PRECOGNITION (I)**

This discipline allows the psi to view a limited version of the future. The distance forward that can be viewed is dependent on the psi's Aspect. There is a cumulative 3% chance per point of Aspect of foreseeing a future that is NOT possible, which may cause him to act in effort to prevent the future he has seen

(generally with disastrous outcomes).

### **PSYCHOMETRY (I)**

This discipline allows the user to detect psychic impressions left on an object or place by its previous owners or occupants. Thus, by handling an object, the psi could tell its previous owners race, alignment, and probable fate. It can also be used to receive visions of those who have suffered strong emotions or died in a particular place. Not all objects or places give off such impressions, however.

## **METAPSIONICS**

### **1 POINT DISCIPLINES**

### **DREAM ITEMS (S)**

This allows the dreamer to create non-magical, personal items, such as weapon, suits of armor, etc., of ENC value not to exceed his Aspect x5. Items created with this discipline last as long as the dreamer stays in Dreamland. The item will behave as the normal item would (a weapon will cause damage, armor will protect a person a ladder is climbable, etc.).

### **KNOWLEDGE AMPLIFICATION (S)**

By the use of this discipline, the psionicist increases, in a general fashion, all the skills related to his knowledge skills modifier. The possessor of this discipline gains a base increase equal to his Aspect.

### **LIGHTS (S)**

The use of this discipline allows the user to produce minor effects involving light. The lights produced by this discipline are shimmery and varied in color, although the user can choose a particular color if he wishes.

One non-lethal variation of psionic combat involves psis struggling to extinguish one another's lights, or to change the colors thereof. In such a contest, control of the light goes to the individual with the higher Aspect in metapsionics.

Another function of this ability allows the user to light candles or other small flames at a cost of 1 point per every flame kindled.

### **MAGIC AMPLIFICATION (S)**

By the use of this discipline, the psionicist increases, in a general fashion, all the skills related to his magic skills modifier. The possessor of this discipline gains a base increase equal to his Aspect.

### **PSIONIC CONCEALMENT (S)**

With psionic concealment, a psionicist can conceal his psionic activity from those with the ability to detect psionics.

Once successfully activated, the psi can only be detected if the detector's Aspect overcomes the defender's Aspect on the Resistance Table.



## 2 POINT DISCIPLINES

### AURA ALTERATION (S/I)

This discipline can be used one of two ways. It can be used to change the personal aura of an individual (to disguise the true intent/cult affiliation and show one that is false) or it can be used to recognize and alter an unfavorable (cursed, geased, or possessed) aura in another.

Changing the personal aura of the psi costs the standard 2 points, to change that of another requires the psi to study the true aura either via Telepathy (for non-psis), or he may enter into a Gestalt with another psi to bring their auras into conjunction. The cost to change another's aura is twice the cost of changing one's own (i.e. 4 points). This is the Sustained version of Aura Alteration.

The removal of curses and other unfavorable auras costs a number of mp equal to twice intensity of the original discipline used or spell cast upon the target. (Divine spells require 4x the magic points, as usual). Using this discipline to expel a possessing spirit requires the psi to establish telepathic contact with the mind of the afflicted, and then he may enter into psionic combat with the possessing spirit to drive it off.

An unsuccessful attempt to drive off a possessing spirit will often cause the spirit to "jump" from the target to the psi attempting to help him.

### DREAMSCAPE (S)

Useable only within their own or another's dream, this discipline gives the psionist the ability to construct a dream landscape of any type they desire. It may be mundane, fantastic, contain any type of terrain, etc.

This discipline can be used to sculpt the nature of the dream, as well, giving the psi a bonus of +2 to his Aspect for the purposes of Control Dreams, and can add or subtract features from the dreamscape with a successful skill check. (i.e. make the sword of an opponent brought into a dream via Dream Magnet vanish, etc.).

### EXTENSION (S)

This discipline permits the psi to extend the range of his psionic disciplines without entering into a gestalt. For each two full points of strength in his Aspect, he may add 1 point to the strength of any of his other Aspects while employing this discipline.

[Example: Loco has MS: 5 and TP: 4. Using Extension, he could effectively raise his TP to 6 for the purposes of range/distance for costs similar to that of being in a Gestalt (i.e. using a 1 point discipline would now cost 3 magic points instead of 2, (besides the cost of this discipline)).

Discipline skill rolls are reduced by 10% per raised Aspect point, so in the above example, if Loco had a 60% skill in Animal Telepathy, he's be reduced to a skill of 40% in successfully activating it.

### LENGTHEN (S)

This discipline permits the psi to extend the duration of his psionic disciplines without entering into a gestalt. For

each two full points of strength in his Aspect, he may add 1 point to the strength of any of his other Aspects while employing this discipline.

[Example: Loco has MS: 5 and TP: 4. Using Lengthen, he could effectively raise his TP to 6 for the purposes of duration for costs similar to that of being in a Gestalt (i.e. using a 1 point discipline would now cost 3 magic points instead of 2, (besides the cost of this discipline)).

Discipline skill rolls are reduced by 10% per raised Aspect point, so in the above example, if Loco had a 60% skill in Animal Telepathy, he's be reduced to a skill of 40% in successfully activating it.

In the event of a critical roll with either skill, the duration of the discipline is measured in hours, instead of turns. If both rolls should be critical, then the duration is measured in days.

### PSIONIC TRANSFERENCE(S)

This discipline allows the psi to temporarily transfer some of his psionic powers to a non-psionist.

While this discipline is maintained, the affected character gains strength in whatever Aspect the Transferring psi wants him to have (up to his Aspect in metapsionics, or the Aspect in question, whichever is less) and can use the psi's skills in whatever disciplines he possesses. While this discipline is in effect, the Transferring psi cannot use the Transferred Aspect or any of it's skills.

[Example: Todos Neufar is trapped at the bottom of a well. He can't use his psychometabolic Physical Boost to lift the heavy grate covering the well, but his friend Charos could. So Todos uses his Transference discipline to give Charos access to his powers, and Charos easily lifts the grate and lowers a rope to free his friend Todos.]

### TRANSPERANCY (S)

This discipline will make any object transparent, without altering it's other physical properties. A psi can effect a cubic volume equal to his Aspect cubed in decimeters (10 centimeters).

[Example: Loco is lurking in a hallway, and wants to see what is on the other side of a locked door. With an Aspect of 3 in metapsionics, and a door 10 cm. thick, he could create a window 30 x 30 cm in size.]

Objects made transparent by this discipline are normally transparent on both sides - if the psi wishes the transperancy to be one way only, the magic point cost for this discipline is tripled.

## 4 POINT DISCIPLINES

### ENDOWMENT (I)

This discipline allows the psi to endow eligible non-psionics with psionic power. An eligible non-psi must have a POW of at least 16, and must FAIL a save of POW x 5. Individuals who make the save have no usable talent and cannot EVER receive psionic powers. As part of the hour long ritual, both the psi and the applicant must expend 1 POW, which will give the applicant a random psionic Aspect with 1 point of strength; a critical roll on the part of the Endowing psi will allow him to choose the Aspect the applicant gains.

## POWER TRANSFER (I)

This discipline is for creating both objects of power and psion familiars. Before attempting to send power into something, it must be primed by the expenditure of 10 mp.

**For Psionic Objects:** Psionic objects are commonly created to extend the powers of a psionist, by creating an additional source of Aspect that is not limited by POW. In addition to the magic points required by the use of this discipline, the psi must typically also sacrifice a variable amount of Aspect or POW to the item in question to form the basis of its Aspect. A successful discipline roll is required to align the Aspect correctly, otherwise it will become a random Aspect (i.e. not what the psi intended). On a critical roll, the object gains 1d3 Aspect of the desired type.

Each point of Aspect the item gains carries with it one of the psi's disciplines, which are also retained by the psi in question. The disciplines possessed by the object will be equal to those possessed by the psi, though they can never increase in skill.

[Example: Leotus is preparing an iron sword to become a psionic object of power. He adds 3 points of POW, and a successful Power Transfer roll aligns them as Telepathic Aspect. He spends 12 magic points and impresses the 3 of his disciplines upon the item.

Leotus can choose to forget these disciplines, freeing up space for new ones, or could lend the item to another and they could utilize the disciplines inherent in the item with their own magic points to fuel them. (Much like a spell matrix).]

**For Psionic Familiars:** Naturally, an animal has its own POW, and can regenerate magic points on its own. By expending 1 point of their own INT, a psionist can transform an animal's fixed-INT into normal-INT, as well as raise that INT by 1d10. Sacrificing POW will not increase the animal's POW, but will give it Aspect, as with objects. The same procedures used for objects are duplicated with animals. The major difference being that since the animal is alive, it regenerates magic points which the psi can use to fuel his disciplines, has full use of the disciplines itself, though it stands the risk of dying.

## PSYCHOKINESIS

### 1 POINT DISCIPLINES

#### ANIMATE SHADOW (S)

This discipline allows the user to manipulate his own shadow (or shadows, if multiple light sources cause them). A shadow thus manipulated cannot actually damage anything, although they can be made to seem to leave their caster and move independently. Shadows always remain 2 dimensional and remain "cast" upon a flat surface.

#### INERTIAL BARRIER (S)

This discipline surrounds its user with a wall of "elastic" air, protecting him from certain forms of attack equal to his Aspect. While it won't stop a bullet, less forceful projectiles (like knives or arrows) are usually deflected away harmlessly. Compare the user's Inertial Barrier Aspect against the rolled damage of the weapon involved on the resistance table: If the barrier wins, the psi takes no damage; if the weapon wins, it does damage at -1 per

die.

[Example: Nuril has a PK:5, and when his Inertial Barrier is active, he has 5 AP vs. melee weapons, thrown or "strung" missile weapons (a bullet simply moves too quickly) and breath weapons based on flame, gas, or cold. (Acid based attacks will "coat" the barrier and seep through.)]

#### LEVITATION (S)

This discipline allows the user to lift himself and up to 3 ENC / Aspect. The psionic can lift himself vertically at a rate of 2' / SR, for a number of rounds equal to his Aspect.

[Example: Abed has PK: 3. With Levitation, he can lift himself and up to 9 ENC of equipment.]

#### MANIPULATION AMPLIFICATION (S)

By the use of this discipline, the psionist increases, in a general fashion, all the skills related to his manipulation (and attack) skills modifier. The possessor of this discipline gains a base increase equal to his Aspect.

## 2 POINT DISCIPLINES

#### COMPRESSION (S/I)

Compression takes an object and compresses its molecules together, making the object smaller and denser. This will not affect its weight. A psi can effect an amount of ENC or SIZ equal to his Aspect cubed. An object has its size reduced by 1/2 for every point of Aspect the psi possesses.

[Example: Fred Parker is fleeing from several euroz guards, but his path is blocked by a locked wooden door. Concentrating for a moment, he employs Compression against the door, shrinking it and tearing it from its hinges. He then flees through the shattered doorway, releasing the door once he is past. Though it does not return to its hinges, it wedges itself in the doorway, and its large size delays his pursuers long enough to enable him to escape into the night.]

Compression and re-expansion are instantaneous, though the psi may elect to hold an item in its Compressed state by sustaining the discipline. The instant expansion of some objects may do collateral damage to their surroundings, as the GM sees fit.

If this discipline is used on living creatures, they are allowed a save of their POW vs. the magic points of the psi to resist. Failure results in 1d4 damage per Aspect of the psi.

#### ENERGY CONTROL (I)

This discipline gives its possessor a fair amount of control over various energy forms, be they fire, electricity, manna, etc. Each point of Aspect adds to the amount of energy he can control, and the range it can be controlled at. For each 2 points of Aspect, the psi can control an additional 1d6 worth of energy per magic point. The energy must already be present to be controlled. i. e. in order to create a 3d6 bolt of fire, there must be a fire of bonfire size or greater present for the psi to control. The psi in this example would require PK:6, would spend (2x3)=6 magic points, and would need to make a second discipline skill roll to hit his target.

A psi can use this power to bind his own psionic energy into a prepared vessel (See the discipline, Power Transfer).

The following abilities are gained as the psi's Aspect grows in strength.

**PK: 2 - Bind Energy** - At this level, a psionicist can do the following: Keep a fire from spreading (depending on size of blaze) or deny an Elemental its normal movement. It can also be used to "lock" items with charges of magical energy from being used. It can also be used to form a 'Ward', a defined area that when crossed, inflicts damage equal to the potential energy contained within it. [Example: Fred Parker is bedding down in the forest for the night. Before going to sleep, he places a ward, by binding the energy of his campfire into a circle 10 m in diameter. Anyone approaching within 10 m of his camp is automatically affected as though they'd jumped into the center of his campfire, and take 2d6 damage!]

**PK:4 - Energy Lance** - At this point, the psionicist can cause existing energy forms (torches, etc.) to flare and reach out to strike a target. The range of the lance is dependent on the amount of energy present generally figured as the cube of the damage dice. A torch that would do 1d6 damage can be made to arch only 1 m away, but a bonfire that normally does 3d6 damage could be made to strike up to 9 m away. Using this against an Elemental (by causing its substance to arc away) does 1d6 damage per Aspect to the Elemental per action.

**PK:6 - Energy Flare** - Control is much finer now, and the psionicist can choose to either lance the energy forms as above, or cause them to divide into a number of lesser bolts to strike multiple targets. A 1d6 torch would still only be able to strike at 1 target, but the aforementioned bonfire could be made to strike 3 separate targets for 1d6 each.

**PK:8 - Transformation:** At this level, the psi can begin to turn one energy form into another. A bonfire could be transformed into a small snowstorm, or converted directly to electrical energy, etc. The transformation is inefficient; each 1d6 of damage potential in the old energy form becomes 1d4 in the new form. [Example: A bonfire that had 3d6 worth of heat could be transformed into 3 1d4 electrical discharges.] At this level he can, for instance, convert magical energy stored in wands, magic point matrices, etc. directly into heat, causing them to melt, burst into flame, etc..

Magic Points stored in matrices are counted as 6 = 1d6 of energy potential.

### **KINETIC REVERSE (S)**

A psionicist with kinetic reverse can reverse the kinetic energy in any moving object that has an ENC equal to or less than his Aspect. Arrows can be sent back to their archers, spears can be sent back to their throwers, and small rocks can be sent back to their catapults.

The psi can effect any object that passes within his Range. This discipline makes no distinction between friendly and unfriendly missiles, and has no effect on non-kinetic missiles (spells, etc.).

### **PERPETUAL MOTION (S)**

This power causes the object affected to continue on its path and speed for the duration of the power. This could give an arrow unlimited range, cause arching missiles (such as catapults or slings)

to miss or people or creatures that are running to continue running in their current direction. This could be useful to cause a person to run off a cliff, or into something. The psionicist must activate this power before the object is moved.

A psi can effect an object with an ENC less than or equal to his Aspect, or a living creature that fails a save of POW vs. the magic points of the psi.

### **TELEKINESIS (S)**

This discipline allows the psi to move objects weighing up to 5 ENC per Aspect. Objects being so moved must always be in view of the psi, although this may sometimes violate the actual range of the discipline. (Normally, the range is standard, but if the object to be moved is being scryed by one means or another, the range is based on the center of the scry's focus). If used to move an unwilling creature, the psi must match the strength of his Telekinesis against the POW of the creature (and must have enough strength to affect the total SIZ of the creature in question. The movement rate of a telekinetically lifted object is equal to the difference between the Telekinetic's total SIZ limit and the ENC of the object. (i.e. a telekinetic capable of lifting 5 SIZ who was moving a SIZ of 3 would give it a movement rate of 2).

[Example: Nuril has a PK: 2, giving him a strength of 10 with his Telekinesis. His Range with Tk. is 40 m. If he were to attempt to lift a rock weighing 4 ENC, he could move it at a rate of 6.]

All costs above assume that only gross movement is sought. Careful movement (wrapping a cord around a pole, throwing a rock, etc.) would double the mp cost, and precise movement (turning a key in a lock, tying shoelaces, etc.) would triple the cost. Use the psi's own skills if he is attempting to accomplish them via this discipline.

## **PSYCHOMETABOLISM**

### **1 POINT DISCIPLINES**

#### **AGILITY AMPLIFICATION (S)**

By the use of this discipline, the psionicist increases, in a general fashion, all the skills related to his agility skills modifier. The possessor of this discipline gains a base increase equal to his Aspect.

#### **BODY EQUILIBRIUM (S)**

This discipline allows the psionic to adjust the weight of his body to correspond to the surface upon which he is traveling. The psionic is thus empowered to walk upon water, quicksand, or even a spider's web. If used while falling, the cost of this discipline will be equal to the total damage incurred.

#### **CELLULAR HEALING (I)**

This discipline allows the psionic to attune his mind to the cells of an injured creature enabling him to heal wounds at a magic point cost of 1/1 hp healed for members of his own species, 4/1 for members of other species. The maximum healing a psionic can impart in any 24 hour period to a single individual is equal to his Aspect. With PM:4, the psi can add his Aspect to the statistic



being tested on the resistance table for a diseased character's next recovery roll, in the case of natural diseases.

Use the Metapsionic discipline, Aura Alteration, to expel possessing spirits, as appropriate.

### **COMBAT MIND (S)**

This discipline allows the psionic to adjust the molecules of his body in such a way as to act as weapons and armor. Each point of Aspect increases either the AP of the psionic, or the damage he does.

[Example: A psionic with a PK: 6 could add 3 to his AP and 3 to his damage.]

### **ELASTICITY (S)**

This discipline allows the psionic to stretch his body into new shapes. He does not become any stronger by using this discipline, but does not grow any weaker either. A psionicist using this discipline could stretch his arm across a room to snatch a jail key from a desk, or to lift a dagger from a sleeping guards belt. Assume that each limb has a maximum length, in meters, equal to its location hit points, or to the psi's Aspect, whichever is less.

### **EXPANSION (S)**

This discipline allows the psi to cause his body to become larger in size, with a proportional increase in mass and strength. This increase is limited to 1 STR and 1 SIZ per Aspect.

### **MIND OVER BODY (S)**

This discipline allows the psionic to suppress or mentally satisfy the need for food, water, rest, and/or sleep. For each Aspect possessed, the psi can use this discipline for up to two consecutive days. At some point, however, the psionic must spend an equal amount of time in complete rest to recharge this ability.

### **POWER WITHIN (I)**

This discipline allows the psionic to use his hit points or fatigue points to fuel his powers. The psi can funnel a number of HP or FP equal to his Aspect in this discipline. Points thus used are converted to mp at a rate of 1:4 (1 HP, MP or FP = 4 mp). This loss of HP or FP is not permanent (although HP or FP used in this fashion will only regenerate at half their normal rate).

### **REDUCTION (S)**

This discipline allows the psi to reduce his SIZ & STR by one for every point of Aspect, but only in increments of 1/2 once a size of 1 is reached. Thus, a SIZ 10 individual with a PK: 14 could make himself 2 cm tall. (The first 10 points bringing him down to 30 cm, the next 4 bringing him to 15, 8, 4, and 2 cm respectively.) Note that SIZ and STR never actually drop below 1 no matter how small the user makes himself.

### **SUSPEND ANIMATION (S)**

This discipline allows the psi to virtually cease all life functions (as far as any but the most detailed examination can tell, the psi is dead). The psi is able to set himself to awaken again after a period

of time, resuming normal function after an amount of time not to exceed that limited by the psi's Aspect on the Duration Table.

[Example: Camber has PM: 8. Using this ability while trapped in an underground tomb, he could go without air, water or food for a week while his friends returned to the city to gather excavation tools.]

## **2 POINT DISCIPLINES**

### **ANIMAL AFFINITY (S)**

When a psionicist gains this discipline, he develops an affinity for a particular kind of animal. Once an animal has been chosen for the character, he can claim one of that animal's attributes for his own temporarily. He can gain the animal's natural armor, movement rate and mode, attacks and damage, hit points, or any other special ability. Only one attribute is gained at a time, and lasts as long as the psionic expends energy to maintain it. The psionic does undergo any physical changes required by assuming an attribute.

### **BIO-ELECTRICITY (S)**

This discipline has two functions, as described below.

**Bio-luminescence** - The psionicist emits a light in a radius equal to his Aspect in meters. At full range, the intensity of the light is equal to moonlight, but by reducing the radius of the light the psi can increase its brightness.

**Bio-electric charge** - The psionicist can charge his body with electricity, damaging anyone who strikes him in combat. On a successful hit, metal weapons or physical blows do damage equal to that done to the psi.

### **BODY CONTROL (S)**

This discipline allows the psi to exist in hostile environments, elemental planes, or withstand magical emanations or radiation destructive to his body. For each two full points of Aspect, the psi can negate one die of damage to his body in a single exposure. Once the psi encounters a hostile environment, the magic point cost is equal to the total damage he would have taken. Note that this power allows breathing under water at PM: 1 for normal maintenance costs.

[Example: Fred Parker has an PM: 5. and 18 magic points. Suspicious that he might be attacked, he activates his Body Control bringing his magic points down to 16. Four rounds later he is attacked by Fire Elemental. The Fire Elemental's size gives it a damage potential of 3d6, 2d of which is negated by Fred's Body Control. The Fire Elemental rolls a 3 for damage on its remaining die, which lowers Fred's magic points to 14. The next round the Elemental rolls a 6 for damage this round, bringing Fred's magic points down to 8. Unless Fred uses Energy Control or a weapon to destroy the Elemental, it will eventually eat away his entire reserve of magic points, force him into unconsciousness, and begin damaging him directly.]

### **PHYSICAL BOOST (S)**

This discipline allows the psionic to temporarily increase a

physical characteristic by expending magic points to do so. Each point of Aspect allows the psi to raise his STR, CON or DEX by an equal amount.

Adding to his CON will increase the psi's hit points for as long as it is maintained. Damage is subtracted from these points first.

## 4 POINT DISCIPLINES

### PRESERVATION (S)

The discipline of preservation is primarily directed at forestalling decay or preventing demise. It may be placed upon the self or others. Particular powers are available to the user as he gains degrees in the discipline.

PM: 2 - **Preserve Corpse** - prevents decay for up to 1 full day per Aspect. While under the influence of this discipline, a being so preserved will not suffer the loss of physical attribute points normally associated with being dead.

PM: 4 - **Dying Stasis** - Stops the process of dying and links the spirit to the body. While in this state, the psi can elect to expend POW points to heal himself, at the cost of 1 POW per hit point healed. Full recovery is dependent upon the actual strength of the psi's Aspect. At 4, full recovery will take 24 hours, and each point of strength above that reduces the time by 3 hours. During this time the psi's body is immune to normal or magical healing.

PM: 6 - **Remove Dying Stasis** - Cancels the effect of the above power on another. The body must then be truly healed or it will die.

### RESTORATION (I)

This discipline is used to restore characteristic points lost to spells or creatures that drain away or destroy characteristics (Tap, etc.). By the use of this discipline, the psionic transforms 1 POW into 1d6 of the characteristic points drained, up to the original rolled value of the characteristic.

[Example: Ross lost 6 of his 20 POW to a Sorcerer's Tap spell. His original POW was 17, so this discipline could only restore 3 points, no matter what number is rolled.]

## PSYCHOPORTATION

### 1 POINT DISCIPLINES

#### ASTRAL PROJECTION (S)

This discipline allows the user to project himself into the astral plane. A silver cord links the user on the astral with his physical body, and should the cord be cut, he instantly returns to his physical body and must make a roll under his POW x3 or die of shock.

Note that while the body of the psionicist does not go anywhere, his mind can explore locations that his body could not (i.e. inside locked rooms, shipwrecks deep beneath the sea, etc., to the limits of his Aspect).

#### OBJECT TELEPORT (I)

This discipline allows a psi to teleport small objects (ENC of the object teleported cannot exceed his Aspect). If the object is in the

physical grasp of another being, a STR vs. STR check must be made, with the psi's Aspect in psychoporation used as the active force.

Objects affected by the discipline are teleported in a random direction somewhere within the range of this Aspect (a strength of 1 or 2 would result in the items landing on the ground nearby). A critical roll permits the psi to choose the destination of the object.

Under no circumstances will this discipline affect items that the psi cannot see clearly; objects concealed within or behind other objects cannot be teleported unless the psi has some means of spying them (clairvoyance would work, ESP would not).

### TELEPORT LOCK (S)

This power allows a psionicist to "lock" onto another being, and if that being should teleport (magically or psionically) for any reason, the psionicist will have the option to teleport to the same place as the "locked" creature did for as long as this discipline is maintained. The lock can only be made on creatures within his Range, whom he can clearly see/perceive, but after the lock is established, distance between the two makes no difference.

If the psionicist decides to follow, he must have access to some form of Teleportation to do so. He may either employ the discipline/spell himself, or enter into Mindlink with another and provide the "coordinates" for a successful Teleport. If neither the psi or his agent possess sufficient magic points to reach their destination, the Teleport fails.

## 2 POINT DISCIPLINES

### TELEPORTATION (I)

This discipline allows its possessor to teleport anywhere within his normal range in total safety. For each ENC brought along, there is an additional 1 magic point cost.

### TEMPORAL DISPLACEMENT (I/S)

This discipline allows its user to travel physically to the past OR A FUTURE, to a total temporal distance not to exceed the psi's Aspect. The magic point cost for this discipline is twofold; it is an Instant cost to transport one self into the past or future, but the psi must then spend additional magic points to keep himself there, as per normal discipline sustaining rules. Those who either fail to make their sustaining roll or who choose not to do so receive only the briefest glimpse, barely enough to form an opinion on.

This discipline dodges paradox theory by forcing its user to return to whatever parallel world is created by his interfering with the past. The psi who goes and kills his own grandfather usually falls head-over-heels for grandma, and wonders years later why his grandson-self hates him so much. . .

Time has a nasty habit of playing tricks on those who try to change too much. Forward travel has fewer pitfalls, but always contains a 30% chance of depositing the psi in a slightly different alternate future, so playing the horses with this discipline is by no means a sure thing.

## 4 POINT DISCIPLINES

### COMBAT TELEPORT (S)

Through the use of this discipline, the psi gains the ability to teleport out of the way of a number of blows per round equal to his Aspect with a successful discipline roll. Each discipline roll in a single round incurs a 10% penalty, however.

[Example: Arik is in a melee with four guards. One of the guards has a higher DEX than Arik's INT, so Arik decides to dodge when the guard attacks. On his INT SR, he successfully rolls his Combat Teleport skill, and when the next guard's DEX SR comes up, he makes an unmodified skill roll and is literally not there when the blow falls. On the next SR, he makes another roll with a 10% penalty, and makes it. Two SR later, the last guard strikes, and Arik attempts his discipline roll again with a 20% penalty, and misses it.]

The psi typically is moved only a few feet by this teleport, but on a critical roll he can choose where he lands in relation to his last attacker, within the strength of his Aspect in meters.

### WORLD WALKING (I/S)

This discipline allows the user to open a pathway between worlds, which he may use to travel between them. When used as an Instant discipline, the gateway opens around the psi only, pulling him through. As a Sustained discipline, the psi can open a portal that will remain open long enough for others to traverse.

Normally, the gateways opened are random - the psi has no control over where he travels. With a critical roll on opening a random gate, however, the psi gains the ability to travel to the world opened on demand.

Since the traveler makes his journey physically, if he dies on his journey, he is dead. There is also no maintenance limitations on how long he stays (assuming the climate is suitable - this power does not grant the ability to survive, merely to travel).

## 5 POINT DISCIPLINES

### TEMPORAL FUGUE (S)

This discipline allows the user to create a number of duplicates of himself equal in number to ½ his Aspect.

At the end of each round, each duplicate must make a discipline check to remain with a cumulative 10% penalty each round.

If a duplicate is killed, it vanishes with all of its equipment, and all of the other duplicates must make a discipline check (at the current penalty) as well, or they vanish with it. If the original psi is killed or falls unconscious, all duplicates vanish instantly.

### WAKING DREAM (S)

This powerful psionic discipline allows the dreamer to transport the physical bodies of others into his dreams. This power requires intense concentration (one full hour of preparation time and any interruption will have the same effect as rolling a fumble. Targets need not be asleep for this power to work on them, though they do need to be within range.

This is the same as entering the Dreamlands normally for a dreamer,

but all victims are physically in Dreamland, and cannot escape, except with either the death of the psi who brought them there (or by their own deaths, naturally) or by his waking up and releasing them. Any dreamers who are being forced in this way may make a POW vs. magic point test to avoid its effects. Once their physical body has entered the dreams of the psi, it vanishes from the waking world, and if slain, will not reappear (their body is effectively gone).

## TELEPATHY

### 1 POINT DISCIPLINES

#### AWAKEN (I)

This devotion allows the psionicist to wake another character from normal sleep without the use of touch or sound. When this devotion is used the subject simply wakes up instantly. (This doesn't mean that the subject is immediately alert)

The subject hears (only in her mind) a great shout "wake up!" or any word the somniomancer wants (one word only).

At GM discretion this power can cause problems when used against subjects in astral travel or who are meditating.

#### COMMUNICATION AMPLIFICATION (S)

By the use of this discipline, the psionicist increases, in a general fashion, all the skills related to his communications skills modifier. The possessor of this discipline gains a base increase equal to his Aspect.

#### CONTROL DREAM (S)

This allows the dreamer to change the type of dream by one on the dream scale for every 2 points of Aspect possessed.

Dream: Extreme

Dream: Pleasurable

Dream: Good

Dream: Average

No Dream

Nightmare: Bad

Nightmare: Horrid

Nightmare: Painful

Nightmare: Extreme

Extreme dreams can exhaust the subject, draining fatigue points equal to the psi's (Aspect)d6 per occurrence, that will not regenerate until the subject receives a full night's rest without interference.

#### DREAM ENTRANCE (S)

This power allows a psionicist to enter the dreams of a sleeping person. Once inside the dream, the psi can interact with the individual in whatever manner he desires, including combat, psionic or otherwise.

Both dreamers have access to any possessions they have at hand - even if not worn on the sleeping body. Thus, a warrior has access to his armor and weapons if they are nearby (i.e. in the room where he sleeps) and can don them instantly if so desired - the rules for cause and effect in dreams are very fluid.

In effect, the psionicist has his target alone, and can do as he would without fear of interruption, though if he possesses the

discipline of Dream Magnet, he can elect to pull others into the victim's dreams instead of his own..

It is important to note that while the target is unrestricted in the amount of damage he can do to the invader, the psi can only do damage equal to his Aspect with any one attack..

### **EMPATHY (S)**

This discipline allows the basic needs, drives, and / or emotions generated by any unshielded mind to be sensed by the user.

### **EQUILIBRIUM MANIPULATION (S)**

This discipline allows the psionicist to either weaken or strengthen the victim's sense of balance.

When used to aid, it can grant a bonus to the target's Balance, Climb, Tightrope Walking, etc. equal to the psi's Aspect x5.

When used to hinder, walking becomes difficult, spells may fail due to lack of balance, and skills impaired by the psi's Aspect x5 if he fails a POW vs. magic points contest on the Resistance Table.

### **ESP (I)**

This discipline allows the user to sense things not normally possible. The psi can thus "know" the contents of someone's pocket, or the face value of a hidden card. Unlike clairvoyance, which allows the user to view a hidden locale, ESP merely provides a psi with knowledge. It can also give the psi information about an individual that even the victim might be unaware of. Consider it the power to do cheap legerdemain and mentalist acts.

### **MENTAL BOLT (I)**

This psionic attack costs 1 Aspect to use, though the psi may elect to spend magic points equal to his Aspect. For each magic point so spent, the psi gains 1d6 points of offense in psionic combat.

### **MENTAL SHIELD (S)**

This psionic defense costs 1 Aspect to erect, though the psi may elect to spend magic points equal to his Aspect. For each magic point so spent, the psi gains 1d6 points of defense in psionic combat, re-rolled each round.

### **STEALTH AMPLIFICATION (S)**

By the use of this discipline, the psionicist increases, in a general fashion, all the skills related to his stealth skills modifier. The possessor of this discipline gains a base increase equal to his Aspect.

## **2 POINT DISCIPLINES**

### **DISCONNECT SKILLS (S)**

This power allows the psionicist to "disconnect" a character's skills from his mind, causing a specific type of amnesia. Thus, a psi can cause a character to forget his Language skills, combat skills, or another's psi's disciplines.

For every point of Aspect the psi possesses, he can disrupt 10% of

another's skills while this discipline is maintained.

### **INDUCE PAIN/PLEASURE (I)**

This discipline can be used in either fashion, interchangeably, with the victim receiving a POW vs. magic points to resist its effects.

While this discipline cannot be used to heal or do damage, it can cause the subject to either shudder in ecstasy or writhe in pain when used in combat, causing the target to lose 5% from his skills per point of Aspect possessed by the attacking psi.

The insidious effects of this power occur when it is used as a 'training aid'. By using the two powers interchangeably, dependent upon the victim's actions, the victim can be conditioned to perform certain acts instead of other acts they would normally perform. For each week of being subjected to this treatment, they must make a POW x3 check, with a penalty of 5% for each week of "treatment" (i.e., 3 weeks of treatment = penalty of -15%) or have their actions in particular scenarios predetermined by their conditioning. Only one area of behavior may be affected per victim.

### **INVISIBILITY (S)**

This discipline enables the user to become invisible. For each point of Aspect he possesses, he will be invisible to one person within range.

Psionic invisibility cannot be detected by any form of magic, and detection of psionics will reveal only that someone is present and using this discipline, not his location. It is important to note that this power affects minds, not light waves or similar manifestations: people affected by this ability simply will not believe the user is present.

Should the psi utilizing this discipline touch or speak to any of the people to whom he is invisible, he becomes visible to that person (only).

### **MENTAL WALL (S)**

This psionic attack costs 2 Aspect to use, though the psi may elect to spend magic points equal to his Aspect. For every 2 magic points so spent, the psi gains 1d6 points of area-based defense in psionic combat (re-rolled each round), centered on himself and protecting anyone within his Aspect in meters

### **MENTAL WAVE (I)**

This psionic defense costs 2 Aspect to erect, though the psi may elect to spend magic points equal to his Aspect. For every 2 magic points so spent, the psi gains 1d6 points of offense, affecting an area defined as a cone centered on himself, extending out to a range defined by his Aspect, and equal in width to his Aspect in meters wide at the base.

### **MIND BAR (S)**

This discipline effectively walls off the mind of the psi from any input except that of the five senses. In a general way, each point of Aspect bolsters the psi's statistics vs. magic, psionics, or other forms of magical or mental coercion.

Psionic or magical powers of domination, empathy, hypnosis, mental surgery, or telepathy must overcome the Mind Bar to work. An individual with a mind bar can also see an individual employing psionic invisibility.

In addition, this discipline adds its Aspect to any power trying to compete with Psi Static.

#### **NEGATE SENSORY INPUT (S)**

This discipline allows the psionicist to actually block out one form of sensory input. Affected senses can be taste, smell, sight, hearing, or one kind of touch (either pain, pressure, temperature, or hunger/thirst). While in effect, the victim is totally unable to "comprehend" the sense, almost as if it was disconnected from his brain. As a result, standard curative magic will not work.

Only one sense can be affected for every use of this power, thus, it requires two separate usages to make a person deaf and blind. Standard penalties apply to blindness and deafness; loss of taste prevents the victim from being able to taste anything (including spoilage or poison), loss of smell prevents the victim from smelling smoke or a the stench of various monsters (including troglodytes and ghosts). In terms of loss of touch, inhibiting pain prevents a character from knowing how many hit points he's lost, inhibiting pressure causes the person's body to become numb (-10% on attacks, movement at 1/2 movement rate, DEX checks may be needed at DM's discretion to prevent falling or dropping something), inhibiting temperature means the person cannot tell if something is too hot/cold to handle (although after 7 points of heat/fire damage, pain begins, but the character might not know why), and inhibiting hunger and thirst means that the character does not realize he's hungry or thirsty... and thus could starve to death at a banquet, or be protected from an *Insatiable Thirst* spell.

#### **PSISTATIC (S)**

Psis with this ability are often called "Screamers" by their fellows, as very few ever master this rare discipline. The discipline of psi static acts as a damper on the minds of other psis, effectively canceling out the Aspect they're trying to use.

Each point of Aspect the psi possesses allows its user to interfere with any and all psionic activity within range, forcing every other psi in the area to match their abilities Aspect against that of the with the screamers Aspect on the resistance table. Thus, a psi with TP: 4 trying to read minds while a screamer of equal power was operating would only have a 50% chance of succeeding. All psionics in range lose 1 fatigue point every round until the screamer shuts up, as it were. Psionic combat is virtually impossible while this power is in operation, and a screamer has only a 2% chance per Aspect of being able to limit their power. In the above example, the telepath might only be 3 meters away, but the aforementioned screamer would be drowning out every psionic operation for 20 meters. Note that if a psi does make his save vs. this power, he loses an additional fatigue point for his trouble, and must continue to make a save every round that psi static is in use. Once they fail, however, they cannot attempt to activate any psionic abilities until the static is shut off.

#### **SPLIT PERSONALITY (S)**

This discipline allows a psi to divide his mind into two separate, autonomous parts. Both parts can communicate, but only one of these parts can use psionic powers. The other side of the split can do whatever it pleases, including cast a spell, engage in melee combat, etc..

#### **TELEPATHY (S)**

Telepathy is in its most basic form, the ability to send receive thoughts. This presumes that the target is either willing to have his thoughts read, or that the psi has defeated his target in psionic combat. In all other cases, the psi must make a resistance check of POW vs. POW each time he wishes to contact the mind of his subject.

As the psi's Aspect increases, the depth which a psi may probe increases as follows:

TP: 1 - The psi can send and receive unshielded thoughts to anyone within range. Thoughts received in languages the psi does not speak will be unintelligible.

TP: 3 - The psi can view simple, short term memories of his subject. (up to his Aspect in age).

TP: 5 - The psi can now detect if a subject is lying, but cannot necessarily detect the truth.

TP: 7 - The psi can detect the truth behind a lie.

In all cases, the subject is allowed a save (POW vs. POW) to avoid having his mind probed. (Unless his mind has been 'opened' via psionic combat).

### **4 POINT DISCIPLINES**

#### **AMPLIFICATION (S)**

Also known as False Gestalt, this is the ability to augment psi ability by tapping the resources of other, non-psionic minds. The subjects, who get a save (POW vs. POW) if unwilling, are placed in a deep trance which lasts for 1d6+3 hours. They cannot be awakened by any means until the trance has run its course.

While under the trance, the mental energies of the subjects are available to be employed by the user of this discipline. The Amplifying psi can utilize the energies of his subjects as if they were fellow psis in Gestalt with him, gaining +1 to whichever Aspect he wishes to employ for every two subjects, drawing on their magic points, and anything else he could achieve in a true Gestalt.

All psionic operations carried out under this discipline cost twice as much as they would in a true Gestalt (i.e. each member costs an additional 2 magic points,

#### **DREAM MAGNET (S)**

This power allows the psionicist to pull a sleeping person into his dreams. This does not actually give the dreamer access to the person's mind, but it will allow them to share the same dreamscape for the time this discipline is maintained. Unwilling participants may avoid this by resisting POW vs. magic points.

Both dreamers have access to any possessions they have at hand - even if not worn on the sleeping body. Thus, a warrior has access to his armor and weapons if they are nearby (i.e. in the room where he sleeps) and can don them instantly if so desired - the rules for dreams remain fluid.

In effect, the psionicist has his target alone, and can do as he would without fear of interruption., though he may elect to draw others into his dream along with the victim

It is important to note that while under the influence of this discipline, all participants are limited to the psi's Aspect for purposes



of how much damage they can do in any single attack..

### **MENTAL SURGERY (S/I)**

This discipline allows a psi to reach into his own or another's mind and alter or cure it of an affliction. The abilities gained by this power are cumulative, and listed in order of occurrence.

TP: 1 - **Dispel Exhaustion** - the psi can replenish up to half the fatigue points lost to exertion, exposure, or psi static.

TP: 3 - **Inhibition** - the psi can plant a behavior pattern in an individual which that person must make a save ((POW + Aspect) vs. POW) to overcome.

TP: 5 - **Read Memories** - the psi can do a more detailed type of telepathic probe of memories than normal telepathy. Any of the subjects general recollections are open to the reader. Detailed examination of a hidden or shielded memory costs 10 mp above and beyond the scanning cost, and can only be done once per day.

TP: 7 - **Adjust Memories** - the psi can now cause the subject to forget or recall some fact, or can create a fake memory at the same cost for reading memories. Also known as Mindwipe.

TP: 9 - **Trigger** - puts a 'trigger' in a subjects mind so that if tampered with in a certain way (like reading memories), mindwipe or death will occur. (Requires a sacrifice of 1 POW).

### **SEVERANCE (I)**

This discipline grants its possessor with the ability to reach into the mind of another and block the exercise of certain powers.

For each point of Aspect, the user of this discipline can block the expenditure of magical points in another equal to twice his Aspect.

Divine Magic use cannot be blocked by this discipline unless the divine magic in question requires the expenditure of magic points.

A target who has had his current mp blocked from use by this discipline cannot cast spells, or draw magic points from any other source to do so either.