

Psionic Powers – Allister Caine

Physical

Alter Aura

Range: Self.

Duration: One hour per each level of experience.

I.S.P.: 2

Saving Throw: None.

According to psychics who can see such things, all living beings possess an aura - a colorful energy field that is invisible to the naked eye and most conventional forms of photography and sensors. This psychic ability does not allow the psychic to see auras, but to alter his own. The psychic can manipulate his physical energy field to appear different (stronger, weaker, sickly, lacking psionics, evil rather than good, etc.). The altered aura sends the wrong message to those humanoids and supernatural beings who can see auras and use the information they glean from them to assess an opponent or find a kindred (evil or psychic) spirit.

Alterations include:

- The general level of experience can be made to seem lower (level 1 or 2) or much higher (1D4+3 levels higher) than it really is.
- Conceal one's true alignment and cover it with a false one (any).
- Conceal the presence of psychic ability (the aura appears to be normal for that race) or shows I.S.P. levels to be much lower than they really are (but not higher).
- Conceal the amount of base P.P.E.; seems to be only 1-2 points.
- Conceal the presence of magic.
- Conceal true physical attributes, making them appear to be half of what they really are, or 30% higher.
- Alter Aura to appear weak and fatigued or sickly.
- Alter Aura to appear emotionally or mentally agitated or unstable, or depressed (not aggressive or alert).
- And for triple the usual I.S.P. (6 points) the psychic can adjust the aura to appear as if he is possessed or terminally ill.

Impervious to Poison/Toxin

Range: Self.

Duration: 2 minutes (8 melees).

I.S.P.: 4

The character can negate the full effects of poisons and toxic chemicals which he has ingested (eaten or drank) or introduced into the bloodstream, as long as he has advance knowledge of its deadly properties. A poison, toxin, or drug which has been unknowingly inflicted (and starting to take effect) can be negated too, but will do half damage or effect before it can be completely negated.

Bonuses: Identify poisons: 30% +4% per level of experience; +2 to save vs poisons and drugs whenever this power is in place.

Meditation

Range: Self.

Duration: As needed; at least one hour of meditation is required.

I.S.P.: None, zero.

Meditation is a trance state of consciousness in which the individual can calm his emotions and focus on relaxation of mind and body. In a meditative state, the psychic finds peace and harmony between mind, body and spirit, and it is in this state of being that he can regenerate his Inner Strength (I.S.P.). Recovers Base I.S.P. at a rate as indicated under each psychic O.C.C., otherwise six I.S.P. per hour of meditation.

Mind Block

Range: Self.

Duration: 10 minutes per level of experience.

I.S.P.: 4 (per each duration period).

This is the ability to completely close or block oneself from all psychic/mental emanations. When intentionally closed to supernatural or psychic forces the character cannot sense anything, cannot use psychic abilities, nor be influenced by others. A Mind Block will prevent penetration of Telepathy, Empathy, Hypnotic Suggestion, and Empathic Transmission. It can be an invaluable protective mask when dealing with malevolent psychic forces. Adds a bonus of +1 to save vs all psychic and mental attacks.

Resist Fatigue

Range: Self.

Duration: One hour + 20 minutes per level of experience.

I.S.P.: 4

A mind over matter discipline which enables the character to engage in physical activity without suffering from exhaustion. Although fatigue is temporarily suspended, the psychic will feel extremely tired and may even collapse when the psi-power wears off.

Summon Inner Strength

Range: Self.

Duration: 10 minutes per level of experience.

I.S.P.: 4

This psi-power enables the character to draw on his inner reserves of strength to ward off pain and fatigue. Every time the psychic calls upon his Inner Strength the following bonuses apply:

- Add +10 S.D.C.
- Add +2 to save vs poison or toxins.
- Add +5% to save vs coma/death.
- Fatigue is temporarily forgotten and the character can function as if he was fully rested for the full duration of the Summon Inner Strength power.

Sensitive

Enhanced Perception

Range: Self.

Duration: Five minutes per level of experience.

I.S.P.: 10

Saving Throw: None.

This incredible psionic power augments the psychic's physical senses, enhancing his perception. This enhanced state of awareness sharpens all natural senses by 50%, and further enables the psychic to "filter" all of this extra sensory input in order to concentrate on one or a few specific things. While using this ability, the psychic will notice every detail around him down to the slightest motion, sound, scent, and shadow. He will further be likely to notice changes and inconsistencies that might reveal traps, illusions, feints, or tricks (including sleight-of-hand, etc.). The psionic power provides the psychic with a +3 to Perception, +1 to strike, +2 to parry and dodge, and a +10% to any skill that relies on any of the basic senses (such as Intelligence, Tracking, or certain Physical skills like Juggling or Prowl).

Mask I.S.P. & Psionics

Range: Self.

Duration: 10 minutes per level of experience.

I.S.P.: 7

This is a psionic power that enables the character to completely mask all spiritual aspects of his psionic energy and powers. Even the aura is temporarily altered. As a result, other psychics, Dog Boys, Psi-Stalkers, and creatures who can Detect Psionics or See Aura will not sense psionics in a character who is masked. However, the masked psychic must "block" himself from the world, which means he cannot use any of his psionic senses or abilities, nor receive Empathic or Telepathic impressions until he lets the mask go.

Mask P.P.E.

Range: Self.

Duration: Ten minutes per level of experience.

I.S.P.: 4

A psionic power that enables the character to completely mask all but 1D4 P.P.E. of his personal P.P.E. base. Characters who can sense magic energy or see aura will regard this character as having an insignificant amount of P.P.E. This power is especially good as protection against Psi-Stalkers and other P.P.E. vampires. Mystics can easily hide their magical powers through this psionic concealment.

Mind's Eye

Range: Self, 100 feet (30.5 m) plus 50 feet (15.2 m) per level of experience.

Duration: Two minutes per level of experience.

I.S.P.: 8

Saving Throw: None.

Mind's Eye is a sensory power that instills the psychic with radar-like vision. This psionic radar allows the character to see the shape of everything around him. Even people or items concealed through magic (except Invisibility: Superior) can be seen with this radar vision. A psychic using this power suffers no penalties when blinded or in complete darkness. The psychic can sense and interpret the shape, distance, direction, speed, and location of everything around in all directions at an accuracy of 70% +2% per level

of experience. While using this power, the character has the following bonuses: +3 on initiative, +1 strike, +2 parry and dodge, and cannot be snuck upon or surprised. Heavy rain or smoke greatly hinders this power, negating the bonuses and giving a -30% to interpreting ability.

See the Invisible

Range: 120 feet (36.6 m); double on a ley line.

Duration: 1 minute per each level of experience.

I.S.P.: 4

Saving Throw: None.

The character can see entities, beings, forces, objects and creatures which can turn invisible or are naturally invisible. Even if the creature has no form per se, the psychic will be able to discern the vaporous image or energy sphere which is the being. This includes ghosts, Entities, Elementals and Astral Beings.

Sixth Sense

Range: 90 feet (27.4 m)

Duration: Until the danger passes or happens. Bonuses apply only to the first melee round of the attack from the source of the sensed danger.

I.S.P.: 2

Saving Throw: None.

The Sixth Sense is a power that gives the psychic a precognitive flash of imminent danger to himself or somebody near him (within 90 feet/27.4 m). The character will not know what the danger is or where it will come from, nor who it will be directed at when in a group. All he knows is that something life threatening will happen within the next 60 seconds (4 melees)! The Sixth Sense is triggered automatically, without the consent of the psychic. whenever his life is in great peril or the life of somebody he greatly cares about (friend, partner, loved one, etc.). The Sixth Sense is on] triggered by an unexpected, life threatening event (a trap or ambush is within 90 feet/27.4 m or a flash flood is rushing his way) which is already set into motion and will happen any second. The power cannot be called upon at will to sense for traps or ambush. Instead, it works like an automatic reflex. If the character has used all his I.S.P the Sixth Sense is temporarily rendered inoperative.

Bonuses: The sudden flash of insight provides the following bonuses. All bonuses apply only to the first, initial melee (15 seconds) when the attack danger occurs. Bonuses are lost in subsequent melee rounds after the danger is revealed. +6 on initiative roll, +2 to parry, +3 to dodge and the character cannot be surprised by a sneak attack from behind.

Telepathy

Range: Read surface thoughts up to 60 feet (18.3 m) away or two-way telepathic communication up to 140 feet (42.7 m) +40 feet (12.2 m) per level of experience.

Duration: 2 minutes per level of experience.

I.S.P.: 4

Saving Throw: Conditional. When a character suspects he is being telepathically probed he can resist, getting the standard saving throw. Mind Blocks will completely prevent telepathic probes or communications as long as the block is up.

The power of Telepathy allows the psychic to eavesdrop on what another person is thinking at a particular moment. This is done by focusing on that one individual and picking up on his or her surface thoughts. Surface thoughts are those thoughts and musings uppermost in a target's mind. A deep probe into memory is not possible. Although the psychic can read the thoughts of several people, he can only do so by focusing on one person at a time. Simultaneous, multiple mind reading is impossible for the character.

Limited telepathic communication is also possible. The telepath can send a directed thought message to one person at a time. The message must be as brief and clear as possible. Like, "John, I need you immediately. Hurry!" or "Stop! Don't do that." "Come here," "Look out" or "Press the green button." However, two-way telepathic communication is not possible except between two characters both with telepathic abilities.

Super

Supercharge

Range: Self

Duration: One minute per level of experience.

I.S.P.: 40

Saving Throw: None.

Prerequisite: Summon Inner Strength.

This impressive ability permits the psychic to channel psionic energies directly into his own body, temporarily granting him +6 to P.S. and turning his Physical Strength supernatural, as well as making him a minor mega-damage creature! The psychic has an M.D.C. equal to his hit points and S.D.C. added together, plus 40 (if the character is already mega-damage, then he only gains the +40 M.D.C.). This power is a variation of the Psi-Stalker's ability to become M.D.C. when facing supernatural foes, and it is especially

handy when engaging cyborgs, power armor, supernatural creatures, or creatures of magic in hand-to-hand combat.