

# Psionic Powers – Artyom

## Physical

### Deaden Senses

**Range:** 160 feet (48.8 m); line of sight.

**Duration:** 2D6 minutes; roll for random determination of duration.

**I.S.P.:** 4

**Saving Throw:** -1 to save.

A form of bio-manipulation that is so subtle that its victims seldom realize they have fallen under the influence of this psionic attack. The psychic is able to induce a physical influence on a single character to make him or her momentarily less alert and attentive to the things around him. Small sounds, odors, movements, and details go unnoticed (+10% to the psychic on the following skills when used against this befuddled character: Camouflage, Prowl, Concealment, Palming, Pick Pockets, Cardsharp, Forgery, Seduction, Disguise and Impersonation). And the deadened character is also slow to react; reduce Spd by 10%, -1 on initiative, and -5% on skill performance. This power is typically used on guards, sentries, and investigators to make them miss something in a search, not notice the psychic, etc.

### Telekinesis

**Range:** Up to 60 feet (18.3 m) away.

**Duration:** 2 minutes per level of experience.

**I.S.P.:** 4+

Telekinesis is the ability to move objects without any other means than directed psychic energy. The character can make an object hop, fall, roll, rise into the air, suspend it there or make it fly across the room (speed of 12). Characters being targeted by telekinetically thrown or controlled objects may dodge or parry, as usual. Characters being attacked directly by sheer telekinetic force get to use their save vs. psionics (a successful save on the defender's part means that the telekinetic force disperses harmlessly; a fail to save means he suffers damage from the attack, as usual).

In order to move an object by Telekinesis, the item must be clearly visible, within the psychic's range (60 feet/18.3 m) and the point of focus. Thus, each Telekinetic feat counts as one of the character's physical attacks for the round.

When a psychic decides to employ the power of Telekinesis, he must decide how strong he wishes it to be. For the initial 4 I.S.P., he is considered to have a P.S. of 1. For every two additional I.S.P., he may increase the P.S. of the Telekinetic force by 1. Each point of P.S. allows the Telekinetic force to move 10 pounds (4.5 kg), as with normal P.S. A psychic can actively control only one item at a time, and lifting a new item requires the old one to be put down. Each point of "unused" P.S. (P.S. above what is currently needed to lift the object) adds 2 points to the speed of any thrown object. The maximum P.S. of a Telekinetic force is equal to the psychic's M.E. plus his level of experience (or what the psychic can afford in I.S.P.).

Telekinesis can be used to perform a skill or activity such as a physical repair, computer operation, driving a car, or even picking a pocket, but the skill is performed at *half* the character's normal skill percentage. However, remember that only one item may be manipulated at a time, which may make certain tasks impossible to perform using Telekinesis.

**Note:** This form of Telekinesis is not a force field, thus, while it *can* be used to parry/block a punch, kick, club, knife or even thrown weapon, it cannot stop bullets, arrows, gas, flying tackles, missiles, energy beams, and similar attacks. Furthermore, a failed roll to make a telekinetic parry means the psychic did not parry and is struck by his opponent.

Telekinetically-thrown objects would be equivalent to objects thrown by a physical hand. Basic Telekinesis does not allow psychics levitate themselves or fly, regardless of the I.S.P. investment. For that, see Levitation or Telekinesis (Super).

### Combat Statistics:

- +3 to strike with sheer Telekinesis; physical and skill bonuses do not apply to strikes using raw telekinetic force.
- Striking (not throwing) with a telekinetically-controlled melee weapon gets *half* of the character's W.P. bonus, rounded up. Physical bonuses and other skill bonuses do not apply.
- A psychic can apply his full W.P. Targeting strike bonus (and only strike bonus) when throwing objects using Telekinesis.
- +4 to parry with sheer Telekinesis; physical and skill bonuses do not apply to parries using raw telekinetic force. Costs 6 I.S.P. per parry. The *Telekinetic Flick* skill provides additional bonuses to parrying with sheer Telekinesis.
- Parrying with a telekinetically-controlled melee weapon gets *half* of the character's W.P. bonus, rounded up. Physical bonuses and other skill bonuses do not apply.
- Note that parrying with Telekinesis (whether using a telekinetically controlled weapon or raw telekinetic force) is NOT considered an automatic parry, unless the psychic has a Hand-to-Hand Combat skill, and takes the *Telekinetic Flick* skill.

### S.D.C. Damage from Hurlled Objects:

- Very Small: 6 ounces to 1 pound (0.23 to 0.45 kg): 1D4.
- Small: 1.5 to 2 lbs (0.6 to 0.9 kg): 1D6.
- Medium Small: 2-4 lbs (0.9 to 1.8 kg): 2D4.

- Medium: 5 to 10 lbs (2.25 to 4.5 kg): 3D4.
- Medium Large: 11 to 25 lbs (4.95 to 11.2 kg): 3D6.
- Large: 26 to 40 lbs (11.7 to 18 kg): 4D6.
- Add 1D6 damage for each additional 20 lbs (9 kg).

**Making Objects Dodge:** The psychic can try to move items away from someone trying to grab them. On a 1D20 roll, the attacker/grabber applies his full unarmed bonus to strike, while the psychic gets to apply his +4 parry bonus with sheer Telekinesis, plus any additional parry bonus from the *Telekinetic Flick* skill.