

Psionic Powers – Clara

Healing

Exorcism

Range: Immediate area, touch or within 8 feet (2.4 m).

Duration: Instant, if successful.

Length of Trance: 30 minutes of preparation and 6D6 minutes with the possessed person or animal. **Note:** Can only exorcize the living.

I.S.P.: 10

The healer can perform a Rite of Exorcism that uses psychic energy to expel the loathsome being from its mortal, host body. A completely successful exorcism will free the victim of the supernatural force that controls him and send it back to its own non-earthly realm. A partially successful exorcism will drive the evil force out of the possessed person or animal, but does not send the damnable thing back to its own dimension. Thus, it can try to possess the psychic healer or flee to wander the Earth in search of a new victim. An exorcism can only be used on living people and animals whose bodies are inhabited by a supernatural entity or other type of invasive spirit, not symbiotes or psychic possession.

Roll to determine success for an exorcism at the end of the time period. First, roll to see if the being has been expelled from its victim's body. **Success Ratio:** 28% +7% per each additional level of experience.

Second, roll to see if the thing is forced back into its own dimension. **Success Ratio:** 21% +7% per each additional level of the psychic's experience. A failed roll means the creature remains in our dimension, but it must leave the area and cannot possess the same individual for at least six months. **Note:** The chance of a successful exorcism on a Nega-Psychic is reduced by half, as is the success ratio for sending the being back to its own dimension. The same is true of some of the more powerful supernatural beings capable of possession. (See *Rifts® World Book 12: Psyscape* for info on the Nega-Psychic and other psychic player characters.)

During the exorcism the possessing force can use whatever powers it may have, as well as physical attacks or any special psychic abilities of its host body. Fortunately, the Rite of Exorcism weakens the creature, reducing its number of attacks per melee by half. It is wise to always have one or more assistants to help defend against the being's attacks and actions. Sedating the physical host body will immobilize it, but will not prevent psychic attacks or the creature's use of its own natural powers (if any). Too many assistants or spectators can be a liability, for the creature may attempt to flee by possessing one of them. An exorcism can be attempted on the same individual as often as the healer desires.

Suppress Fear

Range: Self or others by touch.

Duration: One minute per level of experience.

I.S.P.: 8

This power temporarily suppresses the chemical and psychological components of fear in the recipient. As a result, the character is unable to feel fear or is barely frightened even if intellectually he realizes he is in grave danger, or is facing a terrifying monster or situation. This enables the character to think rationally and take calm, calculated action, rather than respond with the typical "fight or flight" reactions of those who are scared. While this power is activated, the character automatically succeeds on any roll to resist Horror Factor, even if magically induced. This power can be used on the psychic himself or on one or two others.

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.

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.

Nightvision

Range: Self, visual range about 600 feet (183 m).

Duration: 10 minutes per level of experience.

I.S.P.: 4

The psionic can adjust his visual capabilities through a form of bio-manipulation. The eyes are made to become much more light sensitive and basically work on the same principles of mechanical light amplification. The eyes simply amplify existing light, such as candlelight or star and moonlight, to see clearly. There must be some source of light to see (cannot see in total darkness).

Note: If suddenly exposed to light brighter than a single candle, the psychic will be temporarily blinded for 3D4 melee rounds. The Nightvision power can also be used to change one's vision to polarized sight, reducing glare as would a pair of polarized sunglasses.

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.

Silence

Range: Self.

Duration: 1 minute +1 per level.

I.S.P. Cost: 2

Saving Throw: None.

The character can produce a sort of psychic dampening field that absorbs all sound around his body, making all objects he carries and clothes he wears utterly silent. The aura only projects to an area of approximately two inches plus one inch per level of experience around his person. Psychic gets +20% Prowl bonus when this ability is in place. Note that verbal communication is not possible when this power is activated.

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.

Teleport Object

Range: Touch.

Duration: Immediate.

I.S.P.: 10

Saving Throw: None.

This is the ability to cause physical matter to disappear and reappear at a different location. Such teleportation is limited by the level of the psychic. A psionic character can teleport one pound per level of experience a distance of 50 feet (15.2 m) per level of experience. This is one-way teleportation; once sent away, the psychic cannot call it back. It is also helpful to know where one is teleporting the object.

- Teleporting small objects to any place in one's clothes (pocket, purse, sack, backpack, saddlebags) is automatically successful.
- Teleporting it into somebody else's pocket, sack, etc., who is within clear line of sight has an 80% likelihood of success. If in a thick crowd, there is a -20% penalty and a failed roll means it could have

- been teleported into anybody's pocket!
- Teleporting the object to any open location (not inside a trunk or pocket) that the psychic can *see* clearly, like to another table, the corner of the room, one of the ceiling rafters overhead, etc., is 88%.
- Teleporting the object to a familiar place (a place well known to the character) is also 88%.
- Teleporting the object to an unfamiliar place (has been there only a few times or never paid much attention to the place) has a 60% chance of success.
- Teleporting the object to a completely unknown place (outside the room, down the hall, into the adjoining room, to the surface, etc.) has a 45% chance of success.

A failed success roll means the teleporter has no idea where the object is — and it could be within a radius anywhere within the character's range.

Super

Group Mind Block

Range: 120 feet (36.6 m).

Duration: 10 minutes per level of experience.

I.S.P.: 22

The Master Psionic can instantly erect a mental barrier or Mind Block to protect himself and those around him, with in a 120 foot (36.6 m) area. The Group Mind Block works just like the individual Mind Block power. It can be a means of protecting those around the psychic from psionic probes and mind attacks, but it can also be used to prevent outside forces (good or evil) from communicating via Telepathy or Empathy. Thus, a villainous psychic can use the Group Mind Block for his own evil purposes. Everyone within the 120 foot (36.6 m) area of affect will be automatically blocked, but the effect is not detectable so they are not likely to know that they are being Mind Blocked (a Detect Psionics will indicate a Group Mind Block)!