

Psionic Powers - Symbiote

Sensitive

Read Dimensional Portal

Range: Touch or one foot (0.3 m) per level of experience.

Duration: One melee round per level of experience.

I.S.P.: 6

Saving Throw: Not applicable.

Limitations: Applicable only to active (open) dimensional portals and devices that can create a dimensional portal

This power allows the psychic to get impressions from the portal or dimension spanning device, which instills the character with the following information:

- Destination is relatively dangerous/hostile or safe to the psychic. This includes whether or not the environment can support human life.
- Whether there is a strong (or numerous) presence of the supernatural (i.e. Alien Intelligence, gods, demons, etc.) and whether that presence is evil.
- A psychic flash — a brief vision of who was the last person or persons to use the portal, if any (may be none if it is a random Rift that hasn't been used by any living force).
- Intuitively sense whether the portal or machine leads to any of the following dimensions: The Astral Plane, Xiticix home world, the Dreamstream, or to another location on Rifts Earth.
- If a mechanical gateway or device capable of dimensional travel/opening a dimensional portal, whether it is a creation of magic or science, the psychic will get a basic idea of how to operate it in order to open or close a dimensional portal (similar to Object Read).

See Aura

Range: 60 feet (18.3 m) and must be visible.

Duration: 2 melees (30 seconds).

I.S.P.: 6

Saving Throw: None, but a Mind Block will hide the presence of psychic abilities, the level of P.P.E., and possession by a supernatural force.

All things, organic and inorganic, have an aura. The aura has many distinctions and indicates things to the psychic normally invisible to the ordinary eye. Seeing an aura will indicate the following:

- Estimate the general level of experience. Low (1-3), medium (4-7), high (8th and up).
- The presence of magic (no indication of what type or the power level).
- The presence of psychic abilities (again though, not the type or power level).
- High or low base P.P.E.
- The presence of a Possessing Entity.
- The presence of an unusual human aberration and/or indicates a serious illness, insanity, or that the individual is not human, could be mutant or supernatural, but does not specify which.

Note: A psychic cannot tell one's alignment by using this power.

Sense Time

Range: Self.

Duration: 15 minutes per level of experience.

I.S.P.: 2

The psychic is able to accurately measure the passage of time, down to within 1D4 seconds. This can be useful when in an environment where the passage of time can be lost, and especially when the character must meet with or do something at a precise moment in time, like gauging exactly when a bomb will detonate, when a switch must be turned on or off, and so on.

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.

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, Day Dream 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. **Note:** Mind Block only blocks psionic attacks that affect the psychic's mind or emotional state (i.e. Telepathy, Empathy, Hypnotic Suggestion, etc.). It offers not protection from magic.

Empathy

Range: 100 foot (30.5 m) area.

Duration: Two minutes (8 melees) per level of experience.

I.S.P.: 4

Saving Throw: Standard; a save vs Empathy means the psychic cannot get a clear sense of the emotions of that particular person. To save vs Empathy the person must roll to save once each melee that the psychic is using Empathy. Mind Block will prevent any empathic emanations from the blocked person.

Empathy is a psi-ability that makes the psychic aware of, or feel, the emotions of other people, animals and supernatural creatures. The strongest emotions are easiest to sense: hate, anger, terror, love. Feeling for emotions can often be used to establish that somebody or something is nearby, but can NOT be used to pinpoint an invisible or hiding person/ creature. Empathy can be especially helpful in recognizing and communicating with ghosts and other supernatural creatures.

Questioning a person/being while using Empathy can be very handy in establishing how they are reacting to you. In a limited sense, Empathy can be used like a lie detector to see if the emotions match the verbal response. For Example: "Did you know the deceased?" The verbal answer is no, but there is a sudden flare of nervousness and fear (or hate). This doesn't mean the guy is the killer, but it might mean he is lying about knowing the dead man. Further questions might pull out a strong emotion such as anger or hate (or happiness), which may confirm the psychic's suspicions that this man might be involved in the murder. However, remember that this is, at best, circumstantial evidence and definitely inadmissible in court. Physical proof must be found, but the empathic readings may put characters on the right track. Also, remember that the empathic psychic is feeling the person's real emotions. but interpreting their significance. A very nervous person may always radiate fear or anxiety, while a cold-blooded, pathological killer may feel nothing at all and stay calm and cool as he lies through his teeth. The feeling of hate may mean that the person did know the murder victim, or knew of him, and hated him for any number of reasons. That does not mean he killed him. As you can see, interpreting emotions can be a tricky thing.

Haunting Ghosts and Entities rarely mask their emotions. Thus, the psychic can easily tell if one or more is nearby (within 100 feet/30.5 m) and what it is feeling. "I sense great sorrow." or "Do as it says! It is angry, almost crazed. I think it will carry out its threat if you try to stop it."