

Psionic Powers – Jebediah Stone

Healing

Healing Touch

Range: Touch.

Duration: Instant, with lasting effects.

Length of Trance: Two minutes (8 melee rounds).

I.S.P.: 6

The Healing Touch is a remarkable healing ability that can instantly heal cuts, burns, bruises and similar physical wounds. The touch restores 2D4 Hit Points or 2D6 S.D.C. The Healing Touch can only be used on other living creatures, never on the psychic himself.

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.

Restore P.P.E.

Range: Touch.

Duration: Permanent.

I.S.P.: 4 plus the amount of P.P.E. transferred.

This power allows the psychic to convert some of his I.S.P. into P.P.E. energy and transfer that energy to another person. Two I.S.P. counts as one P.P.E. point. In addition, the conversion and transfer costs four I.S.P. to initiate. For example, 10 I.S.P. converts into five P.P.E. and costs an additional four points to make the transferal and conversion. Total cost is 14 I.S.P. A Mind Block will prevent this energy transfer. **Note:** P.P.E. cannot be turned into I.S.P.

Sensitive

Intuitive Combat

Range: Self.

Duration: Two melee rounds per level of experience.

I.S.P.: 10

This is a form of telepathy geared to give the psychic an advantage in melee combat. To put this ability in place, the psychic must concentrate for one melee round (15 seconds), putting himself in a Zen-like state of awareness. For the next two melee rounds, the Intuitive Combat sense makes the character one with his body and weapon, reacting quickly and efficiently with amazing reflex action, balance and grace. Note: The psychic is unable to use any other psionic power, including Mind Block, while this power is in use. He can cancel it with a thought.

Bonuses: +3 on initiative, +1 to strike, +1 to parry, +4 to dodge, +4 to pull punch, +2 to roll with punch, fall or impact, and +2 to disarm.

- Cannot be caught by surprise, even by attacks from behind or from long-range, which means he can try to parry or dodge all attacks leveled at him.
- +10% to abilities (balance, etc.) provided by the Acrobatics and/or Gymnastic skills, as well as +10% to Climb and Swim skills.

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 only 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.