

# Psionic Powers – Korban Greyson

## Healing

### **Bio-Regeneration**

**Range:** Self.

**Duration:** Permanent.

**I.S.P.:** 6.

**Saving Throw:** None.

The ability to will *oneself* free of disease or poison and back to health, and heal physical damage and injury. Unfortunately, this ability cannot be used to heal others. The process requires one full minute of concentration, which means the character cannot use any other psionic power during that time. Bio-Regeneration does not restore missing limbs, but it does restore 2D6 Hit Points or 3D6 physical S.D.C./M.D.C. points per melee round. In addition, when cuts and scrapes are healed through Bio-Regeneration there is no scarring. This power can be used as often as once every two minutes (every eight melee rounds). **Note:** Recovering more than half of one's Hit Points or S.D.C./M.D.C. this way in less than an hour takes a toll on the character, causing some weakness for 1D4+2 hours: reduce the PS, P.E. and Spd attributes by 30%. Adjust attribute bonuses accordingly.

## 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 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. cost (6 points) the psychic can adjust the aura to appear as if he is possessed or terminally ill.

### **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.

# Sensitive

## **Presence Sense**

**Range:** 120 feet (36.6 m) area.

**Duration:** 2 minutes (8 melees) per level of experience.

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

**Saving Throw:** None.

Presence Sense is a psionic probe and awareness that alerts the psychic to the presence of supernatural beings, creatures of magic and other monstrous life forms. The ability cannot pinpoint the location of the presence, but will give the psychic the impression of whether it is near (within 50 feet/15.2 m) or far (beyond 90 feet/27.4 m). It will also give the character a vague idea of how many presences there are; one or two, a few (3 to 6), several (7 to 15), many (20-70) or an army or a swarm (100 or more). The psychic can also tell if one or more of the supernatural presences is small (something not too powerful), medium (Lesser Demon and most Supernatural Predators), big (Greater Demon and nasty monsters) or huge (Demon Lords, Dark Gods, Ancient Evil or Alien Intelligence).

The psychic can also sense human/D-Bee presences, but with much less accuracy. It is more of a feeling of “We are not alone.” The person’s distance is undeterminable and the number of people is limited to a sense of one or two or many, and that is only right half of the time. The only exception is if a place has been deserted, cleared out of human and animal life, then, the psychic can sense that one or more humans are above, below, north, south, etc.

## **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).

## **Sense Dimensional Anomaly**

**Range:** 100 feet (30.5 m) radius per level of experience.

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

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

**Saving Throw:** None.

This power detects the presence of a dimensional anomaly like an open/active dimensional portal or Rift, the random opening and closing of a Rift, Ley Line Storms, and dimensional triangles (e.g. the Devil’s Sea/Bermuda Triangle), as well as any disturbances caused by teleportation, the use of Temporal or Ley Line Magic or other powers that disrupt the fabric of reality. The psychic knows when it happens, when it ends/closes, the general direction, and whether it is far or near, but no exact knowledge of its location or what is happening because of it.