

Psionic Powers – Rylloth

Sensitive

Enhanced Perception

Range: Self.

Duration: Five minutes per level of experience.

I.S.P.: 10

Saving Throw: None.

This incredible psionic power augments the psychic's physical senses, enhancing his perception. This enhanced state of awareness sharpens all natural senses by 50%, and further enables the psychic to "filter" all of this extra sensory input in order to concentrate on one or a few specific things. While using this ability, the psychic will notice every detail around him down to the slightest motion, sound, scent, and shadow. He will further be likely to notice changes and inconsistencies that might reveal traps, illusions, feints, or tricks (including sleight-of-hand, etc.). The psionic power provides the psychic with a +3 to Perception, +1 to strike, +2 to parry and dodge, and a +10% to any skill that relies on any of the basic senses (such as Intelligence, Tracking, or certain Physical skills like Juggling or Prowl).

Machine Ghost

Range: Self; computer by touch.

Duration: Three minutes per level of experience.

I.S.P.: 12

Saving Throw: Not applicable.

The psychic goes into a trance as he focuses his concentration on entering a computer or most any type of artificial intelligence (not applicable to sentient, self-aware machines like Archie-3). This power is limited to the acquisition or reading of information only. The psychic cannot input, program, or delete data on the machine. He can also access information *stored* by most electronic means, including computer disks, video and audio disks, film or audio tape, and hard drives. Reading electronically encoded disks and tapes is similar to Object Read, except in this case, he hears and sees the data as if he were playing it on a computer or disk player, only he perceives the information 10 times faster. Thus, the character can read (never input) information from disks or broken computers without a physical "jack" connection or an actual display device, i.e. computer and monitor, CD player, etc.

As an actual *Machine Ghost*, the psychic mentally enters and travels the neural network of an active computer. He is actually inside the device. In many ways, this experience is similar to Astral Projection except the psychic is "projecting" into the machine rather than into the Astral Plane. It also has the same pitfalls as Astral Projection, as in the character enters a strange, seemingly very real world that he must learn to navigate. Like Astral Projection, the electronic world of computers takes on a virtual world landscape. This means in the computer virtual world, its programs, viruses and defense mechanisms will take on virtual manifestations that can interact, confront, impede, or attack the Machine Ghost.

A password or special access code may appear as a metal door or iron gate, or locked filing cabinet that needs to be (seemingly) broken open to gain access to what is held inside. The more difficult the code, the bigger, stronger and more difficult the door and lock(s). Data is likely to appear as books, paper files, diagrams, film, holograms, and other common means of communication and documentation. The more sophisticated defense measures are likely to appear as one or more *guards* who must be defeated before the information is accessible. They can appear as sorcerers, Coalition troops, known enemies or exotic aliens. Viruses and defenses designed to attack an intruder typically appear as demons or monsters.

Combat in the virtual world seems real and is conducted the same as it would happen in the real world. Combat and damage is measured by the character's perception of his real body, armor, weapons and natural powers. When the psychic has lost more than 70% of his armor, or S.D.C./M.D.C., he will feel the urge to flee the virtual world. If he flees, a computer defender will not follow, however a virus will pursue and continue to fight. Although all such damage is only in the mind of the psychic (no physical damage occurs in the real world), if he dies in the virtual world, he can *die* in the real world as well! The shock to his psyche and body will momentarily stop his heart, and he slumps over dead! The character must roll to save vs coma and death. In this case, physical treatment is not necessary and the recovery process, if successful, takes less than a minute. The psychic must roll three times, and the best two out of three rolls determines life or death. Rolling between 01-75%, two out of three times, means the heart starts and the character is shaken but fine; feels woozy for 2D4 minutes (reduce Spd 25% and all combat bonuses by half). Failure to recover from the heart attack means immediate CPR medical treatment is required — paramedic skill will suffice, provided any protective body armor can be removed so that treatment can be issued; rescuers have 10 minutes. Roll to save vs coma and death again; must roll twice under 80%.

The downside in the usage of this power is the psychic loses all sense of time and reality outside the data he is accessing. This means he is oblivious to what is happening around him, and unless protected by a companion, vulnerable to attack without any means of defense. Pain or being struck or shaken will alert the psychic to trouble, but he has the choice of breaking contact and responding, or ignoring it and continuing to retrieve data. Only telepathy can reach the character while in this state (can't hear spoken words or sounds outside the computer), and is a means of two-way communication.

A character accessing a file on a disk can break contact at any time with a thought, although he will be disoriented for one melee round; reduce his number of attacks and combat bonuses by half. Breaking free of a computer virtual world is not so easy.

Unfortunately, leaving the virtual world of a computer is fundamentally the same as the Astral Plane. The psychic can vaguely sense the way he came and must follow it back to the virtual access point. To do so, the player must roll on the following table and must roll "definitely certain" to have his character successfully escape. The player must keep trying until he succeeds or time elapses. If the character cannot escape virtual space before the duration of this ability elapses, he is flung out with the same effect as "virtual death"; roll to save vs coma and death as described above. **Note:** The psychic will instinctively know when he's down to the last three minutes of the duration and when trying to exit, can fly toward the way out (typically appears as a door or a dimensional Rift).

01-30%: Hopelessly lost (roll again).

31-45%: Uncertain (roll again).

46-65%: Fairly certain, on the right track (roll again).

66-00%: Definitely certain! Whew! Made it back.

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.

Object Read

Range: Touch.

Duration: Varies; usually about 2D6 minutes.

I.S.P.: 6

Saving Throw: None.

Base Skill: **Impressions:** 56% +2% per level of experience. **Images:** 48% +2% per level. **Present:** 38% +2% per level of experience.

Also known as *Psychometry*, this uncanny ability enables the psychic sensitive to receive impressions and images from an object regarding its use, history and last owner. This is done by holding the object and concentrating on a specific line of thought or opening up to general impression, (the latter is always more vague and random). Just as a psychic must open himself to sense evil or magic, he must open himself to the object. If successful, he will receive impressions and/or images revealing bits of information.

Impressions include: General alignment of its last owner (good, selfish, evil), general emotional state of mind (angry, happy, sad, hate filled, confused, etc.), the object's general purpose (what it is used for), whether or not the last owner is living or dead, and whether the item has been used with/by magic or supernatural forces. Object read will also conclusively indicate whether the item is currently enchanted or contains a supernatural force/entity (as well as its alignment and emotions). If the item is possessed, an object read makes the reader totally vulnerable to psychic attack (no bonuses to save).

Images: The psychic can also see images of isolated events which have happened in the past. This will provide brief snippets of images and events that will offer glances of the previous owner and others close to him. Traumatic and emotion filled events/images are the easiest to see. Impressions will accompany the images, adding to the story as it unfolds. Information includes: approximate age, height, weight, build, race, sex, sometimes occupation, hair color and length; special facial or body features such as a scar or tattoo or beard (very often the exact facial features are out of focus, blurred or obscured); the object's use/purpose; and some special event, usually very traumatic, important or happy. Often the event image will be fragmented as if it was a piece of movie film edited by a crazy man. The event will always be one in which the object was involved in some way.

The success or failure of an object read: Roll percentile dice once for impressions and once for images. The roll must fall under the character's base skill ability to succeed. A roll higher than the base skill means a failure and the psychic feels and/or sees nothing. Impressions and images are two different things, so roll for each. The psychic may get no impressions, but see images or vice versa. The present can not be seen unless the psychic was successful on at least one of the previous read impressions or images rolls. Once an object has been read it can not be read again by the same psychic, even if he did not see or feel a thing. Of course, the psychic can attempt to object read other items, but each attempt will cost 6 I.S.P.

The present can also be glimpsed, but costs an additional 4 I.S.P., with no guarantee of success. Sometimes the psychic can focus in to see and feel the last owner as he or she is at that very moment. This will provide an idea of what is his current state of mind/emotion, appearance, dress, general location (that is to say, a bedroom, office, street, outdoors, etc.; no address or sense of close or far is provided), general features (shaved his beard, dyed hair, etc.) and so on. The psychic may be able to identify a place or person by feature, if he has seen it before or runs into him in the near future.

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.

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.

Total Recall

Range: Self.

Duration: Permanent.

I.S.P.: 2

The character remembers every word he reads. Specific blocks of written and visual information can be recalled in perfect detail at will. Each block of information costs 3 I.S.P. to recall in absolute detail. If all I.S.P. have been expended the memory is a little fuzzy, so that exact quotes and details may be impossible to recall. Roll percentile to see how much is retained:

- 01%-50%: Remembered in full detail, word for word.
- 51%-80%: Details are forgotten, but the full essence of the ideas are clear.
- 81%-100%: Can only recall the most basic concepts; no details nor strong comprehension.

Note: Does apply to the spoken word, although psychics with this ability usually have very good memories. Also note that only materials read or studied while Total Recall was *activated* can be recalled in exact detail later, word for word, line for line without mistake.

Super

Cryokinesis

Range: Varies.

Duration: Varies.

I.S.P.: Varies.

Saving Throw: Varies.

Sometimes considered to be the antithesis to *Pyrokinesis*, this power is nothing short of the ability to command the cold. Psychics with cryokinesis can lower temperatures in such a way as to literally freeze objects or opponents in their tracks, condense moisture into snow and ice, and resist even the worst arctic conditions. Those with this power can perform the following:

1. Impervious to Cold: The psychic can survive sub-zero temperatures indefinitely. He is immune to hypothermia, frostbite, snow blindness, and any other effects consistent with exposure. Cold water also has no effect on the psychic, and even mega-damage cold attacks, such as the spell *Orb of Cold* or the breath weapon of a Snow Lizard Dragon, do only half damage. His vision in snow storms/blizzards is only somewhat obscured; roughly half the usual distance and clarity of sight. This power extends to the psychic's equipment, so that weapons or electronics never clog with ice or freeze up, visors never fog up, etc. **Range:** Self only. **Duration:** Power is constantly in effect. **I.S.P.:** None; automatic.

2. Generate Snow & Ice: **Range:** 100 feet (30 m) +20 feet (6.1 m) per level. **Duration:** Instantaneous creation; lasts until melted or destroyed. **I.S.P.:** 10. **Damage:** Dropping a heap of snow on someone will inflict 4D6 S.D. for every four foot block. Ice inflicts 1D4x10 S.D. for every four foot block.

3. Ice Armor: The psychic can coat himself in a thin layer of ice that acts as body armor. The ice is unnaturally tough (M.D.C.) and freezing cold to the touch (each skin-to-skin contact does 2D6 S.D.C., and immediately freezes any small amounts of water that touch it). The ice armor makes the psychic slippery and difficult to grasp, with physical blows often glancing off of its slick surface (attackers are -2 to strike and parry, and -6 to entangle and disarm when in hand to hand with the psychic). Despite being composed of packed snow and ultra-dense ice, the armor in no way hinders the movements of the psychic. Creating the ice armor counts as one action/attack. **Range:** Self only. **Duration:** 2 minutes per level of experience. **I.S.P.:** 6. **M.D.C. Protection:** 25 M.D.C. +2 per level. Armor replenishes itself at a rate of 2D6 M.D.C. per melee round (moisture freezes to the armor, patching any holes and restoring its strength). Also, *lasers* inflict half damage due to the armor's reflective surface.

4. Weapons of Ice: The psychic can generate ice in various weaponized forms, creating anything from a sword, axe or cudgel made of ice, to razor-sharp ice shards that can be employed like throwing knives. When combined with the "ice armor", this power can also be used to create spikes that protrude from his fists, knees, elbows, shoulders, head, or anywhere else on the body. **Range:** Self. Ice shards can be thrown up to 50 feet (15.2 m) away, plus 5 feet (1.5 m) per level. **Duration:** Instantaneous creation; lasts until melted or destroyed. Each weapon takes one melee action to create. **I.S.P.:** 4 for hand held clubs, blades or small spikes, 6 for ice shards, and 8 for large ice spikes. **Damage:** Varies. A club or blade inflicts 3D6 M.D.C. These weapons have 15 M.D.C. themselves, and can be used to parry mega-damage attacks. Ice shards inflict 1D6+2 M.D.C. The psychic can also create ice spikes on his body that inflict 1D4 M.D.C. per punch, 1D6 M.D.C. per kick, and 2D6 M.D.C. per body block/tackle. These weapons shatter whenever they inflict their maximum damage, and an action must be spent to recreate them. Guns and projectile weapons are not possible.

5. Lower Body Temperature: The psychic can neutralize his body heat, temporarily lowering his surface body temperature by as much as 50%. Even indoors, sitting next to an electric heater or roaring fire, the psychic's skin feels icy cold to the touch. This has two benefits. First, when combined with the psionic power *Death Trance*, the character can very realistically feign death. Second, it enables him to blend into his surroundings, making him invisible to infra-red and thermal-imaging (at best, he'll show up as a distorted cold spot). This ability also neutralizes the heat emanating from items and equipment carried directly on his person. Consequently, recently discharged firearms, heated pads, and even warm food or a lit cigarette are undetectable to such sensors when in the psychic's hands. **Range:** Self only. **Duration:** 10 minutes per level of experience. **I.S.P.:** 4.

6. Sense Arctic Hazards: This is a limited form of *Sixth Sense* that warns the psychic of incoming natural hazards related to the cold, such as avalanches, snow covered sink holes, thin ice, etc. The character can use this ability to avoid such dangers or to lead his pursuers into them as a trap. **Range:** 100 feet (30 m) +25 feet (7.6 m) per level. Will have advanced warning of avalanches or other landslides up to a range of 2 miles (3.2 km) per level, and will have at least 1D6x10 minutes warning. This only takes into account *naturally occurring* slides. The psychic might predict that an avalanche won't occur for another 20 minutes, but heavy weapons fire may trigger it prematurely. **Duration:** 10 minutes per level of experience. **I.S.P.:** 8.

7. Winter Weather Sense: The psychic can sense the approach of a snow storm or blizzard within the next 48 hours, and can predict local temperatures within the next 12 hours, accurate to about 1D6 degrees. Senses wind direction and speed at 80% +1% per level of experience. **Range:** Limited to the local area, about 2 miles (3.2 km). However, when sensing storms, the range is 100 miles (160 km) +10 miles (16 km) per level. **Duration:** 10 minutes per level. **I.S.P.:** 6.

Mind Block Auto-Defense

Range: Self.

Duration: Special.

I.S.P.: Special.

The moment the psychic is mind probed, a personal Mind Block automatically snaps into place. It also alerts the character to the fact that he or she is being probed or attacked by Empathy or Telepathy. The character must consciously and willingly lower the mind

shield and open himself to the psi-probes in order to receive them. Otherwise, the automatic defense Mind Block will stay in effect until the probe/attack is over. Engages automatically.

The I.S.P. cost is different in that the character must permanently give up 14 I.S.P. when this power is selected. However, the Mind Block will automatically take place whenever under Telepathic and Empathic probes or mind control attacks at no additional I.S.P. cost.