

Psionic Powers – Ty

Healing

Coma Consciousness

Range: Self only.

Duration: 2 minutes per level of experience.

I.S.P.: 3

Saving Throw: None.

The psychic can remain relatively conscious, aware and alert even though hit points are zero or less and he should be unconscious and in a coma. Indeed, the character is groggy, combat bonuses are -10, and attacks/actions per melee are reduced to two, but he is awake, aware of what's going on around him, can talk and even perform skills that don't involve physical stress or mobility (skills are performed at half their usual percentage). However, the character cannot use any other psychic ability, nor stand or move without much help. This ability is ideal for telling allies or authorities what happened, that people are still trapped or missing (or where they might be, if the injured character knows), or reporting who was responsible, issuing a warning, telling paramedics/doctors what his own injuries are or those of a fallen comrade, making a call for help on communicator, or perhaps even driving to a hospital, hitting an alarm button, or other simple but critical actions. To cover distance, the Coma Conscious character can only crawl on his belly at a Spd of 1D6. At the end of the psionic ability's duration, the character falls unconscious.

Deaden Pain

Range: Immediate proximity, touch or within 3 feet (0.9 m).

Duration: One hour per level of experience.

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

I.S.P.: 4

The ability to deaden pain can be used as a painkiller which temporarily negates existing pain or as an anesthetic to be used for surgery.

Induce Laughter

Range: Touch or within 10 feet (3m).

Duration: 4D4 minutes.

I.S.P.: 8

Saving Throw: Standard.

The psychic is able to inflict one of the worst physical traumas upon a victim: uncontrollable laughter. The character will not be able to carry on any tasks while in this fit of laughter. The laughter begins (not in the duration) as a short giggle and then mounts to huge belly laughs. Victims will be unable to figure out why they are laughing, but will know that they cannot stop. The victim automatically loses initiative and cannot participate in combat. Skills are performed at -50% during the duration of the attack.

Psychic Purification

Range: Touch.

Duration: Immediate.

Length of Trance: 6D6 minutes of meditation.

I.S.P.: 8

Saving Throw: None.

The healer can use his abilities to slow a person's metabolism and destroy chemicals, drugs, poisons, and toxins in the body. The effects of the drugs/impurities are immediately halted at the beginning of the meditation, and completely destroyed/negated by its end. Damage sustained prior to the psychic's intervention still remains.

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.

Ectoplasmic Limb

Range: Self.

Duration: 4 minutes per level.

I.S.P.: 12 (+6 per limb beyond the first).

Saving Throw: None.

Prerequisite: Ectoplasm.

This power creates one or more limbs made of semi-solid ectoplasm. The limb's appearance will be a ghostly, gaseous gray. It will function in all ways as a normal limb with P.S., P.P., and Spd of 8 (on the Astral Plane these numbers are doubled). These phantom limbs can be used to temporarily replace those lost in combat or through mischance, or can be used to create extra limbs. Tails, tentacles, wings, arms, and legs are but a few of the possible "limbs" that can be created with this power.

Ectoplasmic wings will not allow the psychic to fly, except in the Inner Plane of the Astral Plane (flying speed 8).

Creating 2 or more extra limbs will grant the psychic one extra melee attack per round. Creating more than 2 limbs has no additional effect in combat.

Ectoplasmic Limbs will affect Astral beings, and creatures only affected by magic or psionics.

Ectoplasmic Skids

Range: Self.

Duration: 10 minutes per level.

I.S.P.: 9

Saving Throw: None.

Prerequisite: Ectoplasm.

This power creates 1 or 2 small ectoplasmic clouds under the user's feet. These clouds allow the psychic to reduce friction between his feet and the ground in a controlled manner, simulating the effects of skates or a skateboard. The huge advantage of this power over traditional skates and boards is that the ectoplasmic versions work fine on uneven and rough terrain. The user will glide right over small rocks and holes that would trip up or slow down a normal skater. The maximum speed obtainable on ectoplasmic skids is three times the character's normal running speed, or 150 miles per hour (240 km), whichever is less.

It is important to note that the ectoplasmic skids do not reduce the weight of the character in any way. They do not allow "skidding" on water or any other surface that would not normally bear the user's weight.

Impervious to Fire

Range: Self.

Duration: 3 minutes per level of experience.

Length of Trance: 2D4 melees for preparatory meditation.

I.S.P.: 4

Another mind over matter discipline enabling the psychic to endure intense heat, fire, boiling water, hot coals, and so on, without suffering pain, damage, injury or scarring. Magic fires inflict half damage.

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.

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.

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.

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.

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.

Super

Bio-Regeneration (Super)

Range: Self.

Duration: Permanent.

I.S.P.: 20

Another bio-manipulation power that enables the psionic to direct his psychic energies to immediate self-healing. The character must concentrate for one full minute while his body instantly heals itself. 4D6 Hit Points and 4D6 S.D.C. points are simultaneously restored at the end of 60 seconds! As usual, there is no scarring.

Electrokinesis

Range: Varies.

Duration: Varies.

I.S.P.: Varies.

Electrokinesis is a psychic power that allows the psychic to exert amazing physical control over electricity.

1. Electrical Resistance. The psychic can manipulate his body so to become resistant to electricity. Up to 60,000 volts will inflict no damage or ill effect. Currents greater than 60,000 volts, including lightning and magic electricity, do half damage. **Range:** Self. **Duration:** 3 minutes per level of experience. **I.S.P.:** 4.

2. Electrical Discharge. The character can cause static electricity within a six foot (1.8 m) area, as well as emit an electrical discharge by touch. The discharge can be a little jolt or inflict up to 1D6 S.D.C. damage as often as once per melee. **Range:** Touch or 2 feet (0.6 m) distance. **Duration:** Instant. **I.S.P.:** 2 per each discharge.

3. Electrical M.D. Attack. The psychic can fire a light M.D. electrical blast. **Range:** Touch or 10 feet (0.3 m) per level of experience. **Mega-Damage:** 1D6 M.D. to 3D6 M.D. **Duration:** Instant. **I.S.P.:** 6 I.S.P. to inflict 1D6 M.D., 12 I.S.P. to inflict a 2D6 M.D. blast, 18 I.S.P. to do a 3D6 M.D. blast.

4. Manipulate Electrical Devices. Through focused thought the psychic can enforce a limited control over electrical devices, such as turn off and on light switches, computers, televisions, radios, blenders, microwave ovens, flashlights, toys (battery and plug types), windshield wipers, and all types of electrically operated appliances, toys and de-vices. He can also manipulate the controls of the device, such as volume, channel selection, tuners, speakers, change speed, dim lights, and so on. A dozen different electrical functions can be manipulated each melee. This can mean flicking the light off and on six times (12 functions/6 off, 6 on) or turn on the T.V., turn its volume up to the max. and turn on 10 other appliances (12 functions in all). **Range:** 45 feet (13.7 m) +5 feet (1.5 m) per level of experience. **Duration:** 2 minutes per level of experience. **I.S.P.:** 4. **Note:** The character does not need to see the devices to manipulate them. He can feel their presence.

5. Sense Electricity. The psychic can sense or feel electricity and pinpoint its exact location with fair expertise. **Range:** 45 feet (13.7 m) +5 feet (1.5 m) per level of experience. **Duration:** 2 minutes of extreme sensitivity when he can pinpoint every source of electricity in the area. **I.S.P.:** 2 per every two minutes. **Base Skill:** 55% +5% per each additional level of experience. A failed roll means only 1 D6x 10% of all the electrical devices/sources of electricity could be sensed.

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.

Psi-Shield

Range: Self.

Duration: 5 minutes per level of experience.

I.S.P.: 30

A companion power to the Psi-Sword, in which the psionic can create a Mega-Damage shield out of thin air. The shield can be used to parry all hand to hand combat attacks, including attacks from robots, power armor, and magic. The shield cannot be used to parry energy blasts or projectiles. Shield M.D.C. is 80.

Psi-Sword

Range: Self.

Duration: 5 minutes per level of experience.

I.S.P.: 30

A Psi-Sword is a Mega-Damage energy weapon that the psychic can mentally will into existence! The weapon appears out of thin air as a shimmering blade of energy that resembles a glowing sword. The sword's actual appearance will generally reflect its creator. A character who is impressed by strength and power will create a huge Claymore-like weapon. A character who prides himself on speed and agility is likely to create a rapier or saber type blade, while a hero who enjoys cunning and subterfuge may create a short sword. Each is equally powerful regardless of its form and size.

The creation of the Psi-Sword is a very personal thing and requires years of mastery and great psionic power. Like the Cyber-Knight, the Mind Melter can change the shape and even the color of the sword to fit his current mood, but unlike the Knight, can do so from day one. The Mind Melter can create the Psi-Sword after only a few moments of concentration (about 15 seconds/one melee round) and maintain it for five minutes per level of experience. This means a third level Mind Melter can create and maintain a Psi-Sword for 15 minutes at the cost of 30 I.S.P., while a first level character must expend the same 30 I.S.P. but can maintain the weapon for a mere five minutes. If the psychic is knocked unconscious, the weapon disappears. Likewise, the character can willingly dispel the weapon with a thought.

Psi-Sword Damage: 4D6 M.D. at level three (one cannot select this power until level three). Add 2D6 at levels four, seven, nine, twelve, and fifteen.

The Psi-Sword of the Mind Melter is incredibly powerful, but can be adjusted to inflict a minimum of 2D6 Mega-Damage (M.D.) or increased by increments of 1D6 up to the character's current maximum. For Example: A fourth level Mind Melter can inflict a maximum of 6D6 M.D., but the character decides, for whatever reason, to decrease the power to the minimum of 2D6 M.D.; he can, at will, increase the damage capability of the sword by increments of 1D6 M.D. up to the maximum of 6D6 M.D. (3D6, 4D6, 5D6, and 6D6).

Psychic Omni-Sight

Range: 500 foot (152 m) radius.

Duration: 5 minutes per level of experience.

I.S.P.: 15

An advanced form of extrasensory perception that allows the psychic to have a sort of controlled out of body experience. The psychic must spend one minute (four melee rounds) in meditation and enter into a trance state. While entranced, his spirit or essence seems to rise 10-20 feet (3-6 m) above his physical body (this is not visible to anybody but other psychic sensitives and those who can see the invisible, auras or spirits).

From this vantage point, combined with heightened awareness, the psychic sees through his mind's eye without having to use his normal vision or senses. Psychic Omni-Sight is incredible, enabling the psychic to see in all directions at once, to see radiation, thermal patterns, the invisible, and to literally see any movement, even of the wind! This power enables the psychic to guard or survey a campsite for signs of wayward group members or approaching dangers (maximum range 500 feet/152 m; this psionic vision is stopped/contained by walls and other obstacles). It can also be used to survey an area for things that might otherwise escape normal sight or take much longer to locate and identify.

Special Bonuses & Abilities:

- Pinpoints the locations of electrical outlets, electronic "bugs" (spy and surveillance devices), electronic devices and other energy and heat sources, as well as bionic body parts and cybernetic implants close to the surface of the skin (not Bio-Systems or artificial internal organs). Such concealed or obscured items can be identified by their shape and heat pattern. Success Ratio: 40% +5% per level of experience.
- This ability can also help the psychic to locate secret compartments and trap doors. Success Ratio: 25% +5% per level of experience. See the infrared and ultraviolet spectrums of light.

- See heat signatures: can tell if an engine has been recently used or a weapon recently fired (within the last 15 minutes), follow recent footprints or vapor trails (within the last five minutes), see heat signature in darkness and so on.
- Hyper-sensitive to movement. The psychic cannot be surprised by movement or attacks within the 500 foot (152 m) radius or confines of the area under psionic scrutiny (may be substantially smaller indoors; closed off by walls and doors).

Limitations: Although keenly aware and alert while using Psychic Omni-Sight, the psychic cannot take physical action, not even to speak, nor use most psionic powers unless he cancels/ends the ability. He can awaken the instant the psi-ability ends and leap into action.

While entranced by Omni-Sight, the character can only use the following psionic powers: Empathy, Telepathy, See Aura, Empathic Transmission and Telekinesis. The number of psionic attacks/actions per melee round are half those normally available when not entranced.

Supercharge

Range: Self

Duration: One minute per level of experience.

I.S.P.: 40

Saving Throw: None.

Prerequisite: Summon Inner Strength.

This impressive ability permits the psychic to channel psionic energies directly into his own body, temporarily granting him +6 to P.S. and turning his Physical Strength supernatural, as well as making him a minor mega-damage creature! The psychic has an M.D.C. equal to his hit points and S.D.C. added together, plus 40 (if the character is already mega-damage, then he only gains the +40 M.D.C.). This power is a variation of the Psi-Stalker's ability to become M.D.C. when facing supernatural foes, and it is especially handy when engaging cyborgs, power armor, supernatural creatures, or creatures of magic in hand-to-hand combat.