

Rifts Psionics Reference

Saving Throws:

- 15 or higher to save vs. psionics for non-psychics (ordinary people and animals).
- 12 or higher to save vs. psionics for Minor and Major Psychics.
- 10 or higher to save vs. psionics for Master Psychics.

I.S.P. Recovery:

I.S.P. recovers at a rate of 2 points per hour of rest/relaxation, and 6 points per hour of meditation. The psi-power *Advanced Trance State* provides a higher rate of recovery.

Activating Psionics

- Psionics are activated by thought alone. However, some psi-powers can only take effect once a certain condition has been met, such as eye contact, touch, or trance.
- With a few exceptions, psionic powers take only a single action to activate. Only one psionic power may be activated per action.
- There is a limit to the number of active psi-powers a psychic can have going at any one time. For Master psychics, it's four at level one, plus one at levels 3, 6, 9, 12 and 15. For Major and Minor psychics, it's two at level one, plus one at levels 3, 7, 11, and 15.
- If a psychic has reached his psi-limit, a new power cannot be activated until another power has been canceled or its duration has ended. This includes self-activating psi-powers, such as Sixth Sense or Mind Block Auto-Defense, and such powers will not activate while a psychic is at his psi-limit.
- All psionic powers may be set to function at below their maximum range, duration, area of effect, and damage. However, unless the psychic indicates otherwise before activation, the power is assumed to operate at FULL effect.

Interrupting Psionics

- A few psionic powers require an extended period of concentration to activate (e.g., Astral Projection, Intuitive Combat, etc.). As with spells, such psi-powers can be interrupted in mid-activation. However since psionic powers do not require incantations or hand gestures, they are not as easy to disrupt.
- A psychic who is struck and damaged by an attack in mid-activation must start the psi-power over again.
- A psychic who is forced to *parry* or *dodge* in mid-activation may make a *Difficult M.E. Check*. Success means that the act of parrying or dodging did not interrupt the psi-power. Failure means he must start the activation process again.
- A psychic can cancel one or more of his own active psi-powers at any time. Doing so counts as an automatic (free) action.
- Unlike magic, killing a psychic or knocking him unconscious will deactivate any active psi-powers.

The Limitations of Psionics

- Nearly all psionic powers require a fairly unobstructed *line of sight* with the target. Directing psi-powers against a target outside one's *line of sight* (such as someone inside a closed building or large vehicle) is generally NOT possible unless the psychic can see the target through a window or opening.
- Many Sensitive psionic powers (such as Empathy or Telepathy) are an exception to the *line on sight* rule, and can usually be employed to sense or communicate with people outside of visual contact (so long as they're within the power's range). Still, psionic communication generally requires that the psychic know the exact location of the unseen individual with which he's communicating.
- Mental psionic attacks work as normal against people in body armor.
- Mental psionic attacks work against people sealed in power armor or small vehicles, though the target receives a +5 to Save vs. Psionics (this bonus is negated if the psychic can see the pilot through a window or opening).
- Mental psionic attacks take hold less effectively on fast-moving targets. Targets with the ability to move at high speeds, or who are riding in very fast power armor or vehicles, enjoy +1 to Save vs. Psionics for every 50 mph. difference in speed relative to the psychic.
- *Touch-based* psionics require skin-to-skin contact. They do NOT work through gloves, clothing, body armor, power armor, or vehicles (unless it's the armor or vehicle itself being targeted).

- Psionic attacks that require *eye contact* with the victim do NOT work through video monitors or electronic transmissions. Furthermore, the psychic's eyes must be visible to the victim in order to initiate the psi-power. Although the victim may be wearing sunglasses, goggles or filters, the psychic cannot.
- *Sound-based* psionic attacks (in which the psychic is using his voice, perhaps to issue commands) do work through audio systems, so long as the psychic can speak to his victim in real time.
- Most physical psionic manifestations (such as Psi-Swords or Mind Bolts) cannot be activated while inside power armor (at least not without directly damaging the armor). Gloves, clothing, and body armor offer no such impediment.
- Psionics tend to rely on constant focus and concentration. Some psionic powers require the psychic's concentration in order to remain in effect for their full duration. If a psychic leaves the immediate area, the effects of such powers will automatically end.

The Effects of Cybernetics & Bionics:

- Psionic powers are inhibited by cybernetic/bionic implants, though not as drastically as magic.
- A psychic can tolerate two *minor* cybernetic implant (such as a clock calendar and gyro-compass), or one *major* implant (a full cybernetic arm) with no ill effects. Anything more and the psychic's personal I.S.P. is reduced by half. Furthermore, all psionic powers will function at half range, duration, and damage, and the psychic will be unable to draw on other sources of I.S.P., such as ley lines and nexus points!
- Full bionic conversion will completely negate the psychic's psionic capabilities!
- Psionic bio-regeneration will cause the subject's body to reject and expel cybernetic or bionic implants, unless those implants are *biosystems*.

The Effects of Ley Lines & Nexus Points:

- Being within 1 mile of a ley line or nexus increases the range and duration of all psionic powers by 50%, unless the specific power states otherwise. No effect on damage.
- Being directly at a ley line *doubles* the range and duration of all psionic powers, unless the specific power states otherwise. Damage increases one extra die.
- Being directly at a nexus point *doubles* the range and duration of all psionic powers, unless the specific power states otherwise. Damage increases by two extra dice.
- When directly at a ley line or nexus point, psychics can draw on ambient P.P.E. and convert it into 1D6+1 I.S.P. every melee round (15 seconds). This extra I.S.P. cannot be held and must be used that melee round or it fades away.