

Chapter Eight

Psionic Abilities

Psionics is usually added to an existing class rather than played as a class in and of itself. Because of this an experience rider is added to the table of advancement for what ever class the character has. The amount of the rider is determined by the number of abilities and the power level at which they are used. To determine the experience rider for the abilities and power level multiply the total from the two tables below by the experience rider chart. The resulting totals should be added to the experience needed for each level of the character's class.

The Psionic character must chose what psionic abilities they will have, and what level they will use them at. Each character may have up to three ability classes. Remember, the more you take the greater the experience load will be.

Table PS1 -- Experience Rider Calculation

Experience Rider Base Chart		Abilities and Cost Multipler	
2	150	First Ability Class	0
3	300	Two Ability Classes	4
4	600	Three Ability Classes	8
5	1500	Power Levels and Costs Multipler	
6	3000	Low sensitive 26-40	0
7	6000	High Sensitive 41-55	1
8	11250	Low Psionic 56-70	2
9	21000	Medium Psionic 71-85	4
10+	28000/additonal level	High Psionic 86-99	8

The Character's ability to perform and control their psionic ability is a measure of power level. The table below gives the base reliability of any given power level.

Table PS2 -- Psionic Reliability & Multipliers

Ability Level	%Reliability	pp Multiplier	dX per level
Low Sensitive 26-40	25%	0.2	1d10
High Sensitive 41-55	50%	0.4	1d10
Low Psionic 56-70	100%	0.8	1d10
Medium Psionic 71-85	150%	1	1d10
High Psionic 86-99	200%	2	1d10

Psionic characters also possess a certain number of power points. The use of abilities counts against this total. Some abilities cost nothing, others much. The power points (pp) are listed as the third number in the psionic ability score I.E. 55/135/35. This number is arrived at in the following manner:

$$\text{INT} + \text{CON} + (\text{dX}/\text{level}) \times \text{m} \quad (\text{m} = \text{power point multiplier})$$

Ability Classes:

Telepathy	Teleport
Empath	Psihealer
Telekinetic	Clairvoyant

Telepathy: This is the ability to read minds, or communicate via the mind alone. It also has other functions as the Psionic progresses.

Empath: This is an ability much like that of the Telepath but working on the lower level of the sub-conscious mind, more with emotion than lucid thought.

Telekinetic: This is moving matter by means of thought alone.

Teleport: This is instant transport via mental will.

Psihealer: This is the ability to affect the living body by means of the mind. To heal or harm. Contact with the being they are dealing with is required.

Clairvoyant: Extra Sensory Perception, a grab bag of abilities such as Clairaudience and Finders. Those with ESP can remotely sense the world around them.

Line of Sight

I will use this term repeatedly in the descriptions of psionic abilities. Most psionic will not work outside of "Line of Sight" (LOS). What this means is the psionic must be able to see the person they are dealing with. This sight need not be by mundane means alone. "Seeing" someone in a crystal ball is considered Line of Sight, as well as using mirrors or other remote seeing devices.

Overcoming Resistance

Every intelligent creature has a Psionic Resistance. All attacks and some abilities and psionic skills require overcoming a target's resistance. This will always be easiest on the first try. Non-psionic creatures will increase in resistance by 10 points for every unsuccessful attempt on them. This is an automatic reaction of the mind and not usually under the control of the creature. This cycle of increasing resistance with every attempt will continue until either the resistance is overcome, the psi runs out of power, or it becomes impossible to succeed in that session. A later attempt will begin with the targets normal resistance. The resistance will decrease at a rate of 1 point per turn until it reaches the normal level. Sleeping creatures have a resistance 20 points lower than normal unless the mind is trained or protected. An unsuccessful attack on a sleeping mind will evoke the same reaction. The first attempt will only return the target to normal resistance. Each unsuccessful attack has a chance of waking the creature.

The psi-active mind does not react in this fashion. Defenses must be learned and employed to increase resistance to attack. However a psi-active mind does not have a lower resistance when asleep and will awaken when attacked.

Power Points

Power Points (pp) are the psionic fuel. Psionics use these to perform the feats of mental strength, much as a magician or cleric uses spell levels to do the same. Power points are recovered in much the same fashion as spells. A full night's sleep will recover the full amount, no matter how much was used the day before. A psionic's options however are not limited to available power points. When the supply of readily available power points is exhausted, the character can burn hit points as power points. Hit points convert into power points on a 1 to 10 ratio, times the power point multiplier. The catch is the player cannot precalculate the loss of hit points. Taking a chance with burning hit points should be a chance. If burning hit points is elected to complete a feat then the feat is performed and then the hit points are removed. If death results, well, they went out trying. If the character survives the attempt they cannot recover power points until 24 hours after full hit points are recovered. They also cannot attempt any further psionic feats that would require power points until they recover. Abilities that do not require power points can be used.

The Telepath

The Telepath has the basic ability to read the lucid thoughts in the conscious mind of sentient creatures. The thoughts of animals (Intelligence under 3) are generally too unfocused for a Telepath to get anything more than a "carrier wave" that the creature is alive.

A Telepath has a number of abilities that are innate and a number that must be learned. Innate does not imply that the Telepath automatically knows that they can do these things, but that they can do them once they are taught or stumble into the ability. Other abilities, better referred to as skills require a teacher as they cannot be learned without some manner of instruction. The list of innate abilities and the use cost is as follows:

All Telepathy works on a line of sight basis unless otherwise noted, range is unimportant as long as the target creature is in sight. A Telepath can contact and communicate with any person they have had contact with before without being line of sight. Psychic attack can only occur within line of sight.

The Empath

Empaths function in much the same way as the Telepath. The difference is that Empaths receive and broadcast thoughts on the more primitive, subconscious level of the emotions. The end result is the Empath can tell how someone feels, but not what is on their mind. An Empath can also broadcast emotions, sending waves, either focused or not, of a chosen emotion to the beings around him. Empaths have a better time reading non-sentient animals than do Telepaths, since most animal's thoughts deal on this lower level of consciousness. Animals are also more susceptible to manipulation than are sentients. Animals (creatures under a 3 Intelligence) have a base 90 resistance to psionics. Unless a Psychic link is established Empathy works only within Line of Sight no matter how well known an Individual is.

The Telekinetic

Telekinetics have a second Strength and Dexterity rating for their ability. This Psychic Strength and Dexterity does not have any relation to the character's physical stats. The Psychic stats are rolled on the normal 3-18 scale, but with the possibility of greater maximums. All normal penalties and bonuses apply as if the stats where physical when the telekinesis is in use. Characters must possess the manual skills to perform feats, because you have the PsiDex to pick locks does not imply you know how to pick locks. Use of Telekinetic ability in combat requires a to hit roll as would any combat. It doesn't matter whether a physical object is used in the attack or not. Attempts to continue an attack, such as choking an opponent with TK requires a roll each round, with a +2 to the attack roll once a successful attack has been made. Any use of ability that would not require a stat check is done at the cost of 3pp plus maintainance, if applicable, if a stat check is required, the cost is 2pp plus 2pp per die of the check plus maintainance. Stat checks can be anywhere from 3d6 to 10d6. Burning extra pp will reduce the number of dice by one die per 4pp spent.

Continuous use of the ability will cost additional power points as concentration must be maintained on the objects being manipulated. The cost is "X" per turn, in non-stressful circumstances and "X" per round in stressful ones. "X" being the point cost determined before hand. No more than one check is require per feat as long as the psionic maintains control of the object. If a psionic is wounded while manipulating they must pass an additional check to be made at the

cost of the original check in order to maintain concentration. The psionic need not stand perfectly still or refrain from conversation or other actions. The "concentration required is no more than would be required to perform the feat with hands. If you can run and do it, they can run.

The Teleport

Teleports can transport themselves and a certain amount of weight over and above themselves to any location that they are familiar with. Psionic teleports have even greater risks of misadventure than the *Teleport* spell if teleporting to locations less than well known, but with fewer risks at well known locations.

The power point cost of teleporting is dependant on the weight carried by the teleporter. This is expressed as a percentage of the teleport's own weight. The base cost for teleporting themselves is always the same no matter how far the location being teleported to. The chart below lists the cost for various weights above and beyond the Teleporter's own body mass.

Teleporting over 200% of their body weight is extremely costly, the expenditure becoming prohibitive very quickly. Note; clothing and small personal items should not be counted against the weight total. This might include a belt or carrying harness, a small purse, and a light weapon such as a dagger. Swords, armor, or other bulky items will count against the total.

The act of teleporting requires that the teleporter concentrate to some degree on what they are doing. It therefor requires a full round to make a normal jump, even though the jump itself is about a segment long. A proficiency in Blink Fighting will allow a fighter to 'port once a round either before or after his attack as long as they have power points to burn. Other skills will allow a teleport to escape bonds, teleport with little or no concentration, and others. Some of these skills burn power points in addition to those imposed for weight.

The Psihealer

The Psihealer heals. By concentration of the energy of the mind physical damage to the body is healed. While the method is thorough it is not fast. The most efficient use of the power heals slowly compared to spells. But very quickly compared to normal body repair. The base cost is 1pp per hit point per hour. It costs the psihealer 5pp to make the link and "learn" the body's cell memory to make the repair. Faster healing can be done, but at a much increased cost. It costs 1pp per addition hit point cured in a hour up to 10 hit points. Forcing the body to heal at a faster rate without magic is asking for trouble. Forcing faster healing sends the cost up geometrically with each additional hit point per hour. Not only that but the recipient must make a system shock roll if this fast healing is allowed, or insisted upon. The roll is made with a -1 for each percentage of the recipient's total hit points to be healed at the accelerated rate. If the roll is failed the recipient of the healing will suffer some manner of permanent scaring. This can be anything the DM deems appropriate according to what the wound is.

The psihealer also has skills available to them. Many of the spells known to healers and clerics have equivalent psi skills.



The Clairvoyant

The four main types of ESP are Clairvoyance, Clairaudience, Psychometry, and Finding. Other types are possible. An Clairvoyant can possess more than one of these abilities. Clairvoyants in the sensitive ranges can only have one ability, Clairvoyants in the low to middle range can select two and high psionics can select three.

Clairaudience

This ability enables the psionic to concentrate upon some locale and hear in his mind any noise within a 60 foot radius of the target of their attention. Distance is not a factor, but the locale must be known, or a person or thing familiar to the psionic must be present in the target location. E.g.. They could hear what is going on around the Crown of Magwar if they know what the crown looks like. Only sounds that are normally heard by the psionic can be detected. Magical protection can prevent the ability from working properly or even working at all. If the target of the clairvoyance has a mind blank the ability will not work.

Clairvoyance

This ability enables the psionic to concentrate upon some locale and see in his mind anything within normal vision of the target of their attention. Distance is not a factor, but the locale must be known, or a person or thing familiar to the psionic must be present in the target location. Images of places, things, or persons can be grasped from the mind of another if that person is willing, and sometimes even if they are not. Sight is limited to the light conditions under which the psionic can normally see. Magical protection can prevent the ability from working properly or even working at all. If the target of the clairvoyance has a mind blank the ability will not work.

Finders

Psionic finding is sort of a *Locate Object*. The finder must gain a mental image of the thing to be found and then plays a game of "hot & cold" to locate it. When the finder is facing in the direction of the sought for object, they will feel "right" about it, the closer they are the "righter" they feel. If the person or object is more than 5 miles away the feeling will be too faint to give an indication of direction. As with Clair-senses the cost of finding depends on how the image is obtained. A finder can also attempt to locate people or animals. A specific person or animal must be sought.

The cost of using these three abilities depends on both how the image is obtained and the degree of magical protection in the area. The same costs apply for both Clairaudience and Clairvoyance. A simple protection spell (under 4th level) will double the cost. Spells up to 7th level will quadruple the cost, and spells of 8th and 9th level will cost eight times as much to penetrate. Spells intended to thwart Psionics will work as indicated in the spell description.

To take an image from an unwilling mind the target must be touched by the Clairvoyant and their psionic resistance overcome. The cost of each attempt is 10pp for the untrained Clairvoyant, 7pp for the trained. A target forced to give information by an untrained Clairvoyant must save vs. PPD or lose a point of Intelligence and Wisdom. Only a *Restoration* or a *Heal* will cure the loss. An unknowing mind need not be attacked, but the resistance must still be overcome. The cost is 10pp for the untrained Clairvoyant and 5pp for the trained.

The familiarity of the image may increase with each use of it. Each time the image is used the Clairvoyant may make a stat check

to see if their knowledge of the image is improved. The stat check is made with 3d6 vs INT at the "Image taken from a willing mind" level, +1 die for each level for a maximum of 6d6 at "Unclear image". It will always cost at least 3pp to use the ability.

Psychometry

This ability is the reading of psychic auras both on people and objects.

In the case of persons the ability is passive, and does not require any resistance to be overcome. It does require that the psionic concentrate on the subject. In a relaxed and non-stressful environment the cost to use the ability is 3pp per turn. In a stressful situation (like melee) the cost rises to 3pp per round. Proper use of the ability requires time and skill. While auras can be seen, interpreting what is seen is not automatic. The Psychometrist can easily identify someone once they have seen them. They can attempt to tell when someone is attempting to deceive for example, but not until they have experienced deception, and learned the meaning of that aural change. This is not the best use of the ability. While a general feel for a person is easy to gain, specific emotion or thought barely flickers and this is work better left to the Telepath or Empath. If the insists the chance to learn useful information about the state of a person is the character's INT + Level or lower on 1d100.

The better use for Psychometry is in detecting residual auras on objects. Something in the long possession of a person will "feel" like them. If that person's aura is known, an object can be linked to them. If they are not known the object aura can be used to know them when they are seen. The cost for this use is dependant on the strength of the aura. The rule is the long owned the stronger the aura. If an object is owned for less than six months, no aura will imprint. An INT check is made. 3d6 to 10d6 depending on how strong the aura. 10d6 for items own less than one year, and one die less for every five years thereafter. The DM may grant bonuses for items very important to the owner, even though they might not have had them long. As with Telekineses the cost is 3pp plus 1 per die, and the dice can be bought down with an additional expenditure of power points, two per die. This will allow the aura to be remembered when it is seen again.

Strong emotion can also imprint on objects. A dagger used to kill might feel of fear and anger. A kerchief long cried in might have the lingering sorrow in it. A very changed moment might even imprint a scene on the object. Murder is the most common imprint. When such an imprint is left on an object the Clairvoyant can attempt to capture it. Again the cost is dependant on the strength of the image. Generally the older the image the fainter. From 1d6 to 10d6. One die for each decade of the image. Common images older than 100 years are too faint to capture. It is possible for an image to be so strongly imprinted that it never fades. These images impose themselves, and must be resisted as an attack. The images will have a strength of 70 to 90. If the image overcomes the resistance of the Clairvoyant they will be haunted by it. They will suffer nightmares and waking dreams until healed of the damage caused by the image. They might even be drawn to correct a wrong they have seen or aid a lost soul. The DM is encouraged to invent something juicy.

Psionic Abilities & Skills

The following is a list and descriptions of the various skills and abilities available to psionic characters.

Attack Modes

Psychic Blast	Dagger of Insinuation
Mind Thrust	Psychic Crush
Ego Whip	

Defense Modes

Mind Blank	Tower of Iron Will
Thought Shield	Psychic Mirror
Mental Barrier	Psychic Mirror II
Intellect Fortress	

Telepath Skills and Abilities

Communicate	Psychic Link
Deathguard	Hypnotize
Domination	Illusion
Probe	Truthseer
Psychic Invisibility	

Empath Skills and Abilities

Read Emotion	Psychic Link
Broadcast	Truthseer

Telekinetic Skills and Abilities

Combustion	Mend
Control Temperature	

Teleport Skills and Abilities

Blink Fighting	Extend
Leave Behind	

Psihealer Skills and Abilities

Cure Disease	Restore
Regeneration	Shape Flesh
Resist Poison	

Clairvoyant Skills and Abilities

Aura Mark	Project Image
Chameleon Sight	Tag



Attack Modes

All attack modes are available to the Telepath or Empath character. Only a Telepath or Empath character can attack.

Terms

Initial Cost: The cost per use of the attack

Maintenance Cost: The cost per hour, if any, to keep the power working. A listing of "none" means the attack cannot be maintained.

Range: How close do you have to be.

Preparation Time: Similar to spell casting time. All Psionic effects are instantaneous, but some require some time to focus and direct.

Area of Effect: How many are affected.

Psychic Blast

Initial Cost: 10/7
 Maintenance Cost: none
 Range: Line of Sight
 Preparation Time: 1
 Area of Effect: One being

This is a semi-focused shock wave of pure mental energy. This attack adds nothing to the base chance for breaking down the targets resistance. It is the only attack mode that an untrained Psi can use. Should the attack break down the resistance of the target they will suffer 1-10 hit points of damage and must save vs. Poly/Pet. or be stunned for 1-4 rounds. A trained Psionic uses this attack mode at a cost 7pp rather than 10pp.

Mind Thrust

Initial Cost: 8
 Maintenance Cost: none
 Range: Line of Sight
 Preparation Time: 1
 Area of Effect: One being

This attack is a fully focused attempt to strip the mind of its ability to defend or attack. The attack does no real harm, rather it burns up the targets Power Points, leaving them exhausted and open to other forms of attack. The Attack mode adds 8 Psi str. points to each attack. A successful Mind Thrust strips the target of 2-20 power points. The attack mode will not affect non-psionic creatures.

Ego Whip

Initial Cost: 14 (Empath 7)
 Maintenance Cost: 2 per round
 Range: line of sight
 Preparation Time: 1
 Area of Effect: One being

This attack seeks to fill the target creature's mind with overwhelming emotion. Fear, dread, sorrow, bliss, or any other emotion the attacker wishes to use. Against a Psionic opponent the attacker must strip away their ability to defend themselves to gain the end effect. Non-psionic opponents are overwhelmed on the penetration of their resistance. The attack mode adds 14 points to the attacker's Psi Str. and strips the target of 1-20 pp per successful attack. By paying the maintenance cost the psionic may keep the victim in the desired emotional state as long as they can pay the cost.



Dagger of Insinuation

Initial Cost: 10
 Maintenance Cost: none
 Range: Line of sight
 Preparation Time: 1
 Area of Effect: One being

This attack is directed at the target creature's will. Tearing at it until they are helpless against the attacker. The result is the leave the target open to mind control by the attacker. The attack strips the target creature of 2-12 points of Wisdom per successful attack. When the target's Wisdom drops below 1, they can be ordered about in the manner of a Zombie. Should the victim suffer a negative score -8 or less, they must save vs PPD or suffer a permanent loss of 1 point of Wisdom. This attack is best used along with some form of Domination that allows for long term control. If no Domination is used the victim will recover at a rate of 1 point of Wisdom per each 6 hours. The count starts from zero, no mater how far into the negatives they where pushed. Each regained point of Wisdom over 5 allows the victim a Wisdom check on 3d6 to shake off the Zombie state. Full recovery is assured unless unless the Dagger of Insinuation is used again.

Psychic Crush

Initial Cost: 10 (Empath 12)
 Maintenance Cost: none
 Range: Line of sight
 Preparation Time: 1
 Area of Effect: One being

This is an all out assault on the mind of the target creature. A focused attempt to stun or kill the target. The attack mode adds 28 psi. str. points and does 2-20 hit points of damage on a successful attack. The target must also save vs. poly/pet or be stunned for 1-4 turns. Should the target fail the first save and be stunned, they must roll a second at +2 vs. Death or be slain.

Defense Modes

All defense modes can be taught to any psionic character.

Terms

Inactive Cost: Cost per day to maintain the defense

Active Cost: Cost per round while under active psionic attack

Range: How far it's effective.

Preparation Time: Like spell casting time. There is no Preparation time to go from an inactive to active state when using the same defense.

Area of Effect: Who can be affected

Mind Blank

Inactive Cost: 4/2

Active Cost: none

Range: Touch

Preparation Time: 1 round

Area of Effect: self or person touched

This defense works much like the magician spell of the same name. It seeks to hide the mind from detection or attack. A psionic cannot find a Mind Blanked being unless they are in sight of them. And at that the only information that can be gotten is that they are unreadable. The mind blank will stop any attempt to probe or read the surface thoughts of the protected creature and will add 50 points of resistance against the first attack and then cease to exist. The cost is 4pp when used by an untrained Psionic, 2pp when used by a trained one. Mind Blank is the only Defense an untrained Psionic can use.

Mind Blank is the only form of Psionic Defense that can be placed on a non-psionic creature. When this is done it will last for 24 hours.

Thought Shield

Inactive Cost: 2

Active Cost: 2

Range: self

Preparation Time: 0

Area of Effect: self

This defense can be used in the inactive or the active mode. It is the least costly defense mode and the least effective, giving the Psionic a +10 to their resistance. The Psionic may use most abilities while using this defense in the inactive mode. They must use active mode when attacking another creature or lose the defense. The inactive mode will defend against the first attack, the defender must go active or lose any defense against further attacks.

Mental Barrier

Inactive Cost: 3

Active Cost: 3

Range: 0

Preparation Time: 0

Area of Effect: self

This is more effective that the Thought Shield, but more costly. It gives the Psionic +30 to their resistance. As with the thought shield the psionic may use most abilities while in the inactive mode. They must go active to attack or defend against a second attack

Intellect Fortress

Inactive Cost: none
Active Cost: 4
Range: self
Preparation Time: 1
Area of Effect: self

This defense adds +50 to the defense of the Psionic, it cannot be used in the inactive mode. It is for defense against active mental assault only. To this end it gives about the best cost/defense ratio of the standard defense types.

Tower of Iron Will

Inactive Cost: 0
Active Cost: 7
Range: 20"
Preparation Time: 1 turn + 1 turn/ being protected
Area of Effect: up to two other persons

This defense adds +50 to the personal resistance of the Psionic and +20 to the resistance of up to two others. This is the only defense that allows the psionic to defend persons other than themselves. The Psionic may extend protection to up to two other persons that are not using or cannot use psi powers. Any being actively using psionic abilities cannot be brought into the Tower of Iron Will. Should the person maintaining the Tower falter anyone they have been protecting loses any benefit they have enjoyed. The Tower of Iron will can be used in the active mode only.

Psychic Mirror

Inactive Cost: 5
Active Cost: 3
Range: self
Preparation Time: 0
Area of Effect: self

The Psychic Mirror is a defense unique to the Ane. A psionic character must receive training from an Ane to learn this defense mode. The Psychic Mirror reflects some of the energy used against the defender back at the attacker. The defender may return one third of the attacker's force, plus their own, back against them on the first attack only. The counter-attack must be made immediately or this advantage is lost. After this the Psychic mirror acts as any other defense mode adding +30 to the Psionic's Resistance

Psychic Mirror II

Inactive Cost: 7
Active Cost: 4
Range: self
Preparation Time: 0
Area of Effect: self

The Psychic Mirror II works much as the first Psychic Mirror, it reflects some of the energy used against the defender back at the attacker. The defender may return one half of the attacker's force back against them on the first attack only. The counter-attack must be made immediately or this advantage is lost. After this the Psychic mirror acts as any other defense mode adding +50 to the Psionic's Resistance. It is unique to the Ane.

Skills and Abilities

Skills and Abilities are divided by the category of psionic character that can use them. A Character must poses the psionic ability the skill is listed under the learn or use it.

Terms

Cost: How many power points does it take

Duration: How long can it last

Range: How close do you have to be.

Preparation Time: Similar to spell casting time. Most Psionic effects are instantaneous, but some require some time to focus and direct.

Area of Effect: How many are affected.

Perquisites: What do you need to learn it.

Telepath Skills and Abilities

Communicate (Ability)

Cost: Special

Duration: Per use

Range: LOS

Preparation Time: None

Area of Effect: 1 or more persons

Perquisites: None

This is the ability to speak via the mind alone. The person being spoken to must have an Intelligence of at least 3, they need not have any psionic ability themselves. The Telepath can communicate both by "words" and images. Telepathy transcends language therefor is it possible to "speak" with a being even if your do not understand their tongue.

Normally the ability is line of sight only, however the Telepath can communicate with persons that they know well out of line of sight. A well known person is anyone whom the Telepath has shared a psychic link with, probed, or communicated with on more than a casual basis.

Cost will vary depending on the conditions. The following chart gives the costs.

Communicate

with known being in sight	0
with unknown being in sight	1
with known being out of sight	1
within a psychic link	0

The Telepath can communicate with several persons at once, cost will depend on the number and how many of the persons are known; e.g. Talking to a group of 30 persons in a bar, ten are known to the Telepath and cost nothing, the other 20 will cost one power point each to touch their minds. This communication would be casual (telepathy to a large group), and would not aid in knowing the additional twenty persons.

Normally it is unnecessary to overcome any resistance in order to communicate. However the Telepath may run into examples of those persons that reflexively resist any mental contact for reasons of fear, ignorance, or a high natural resistance. In such cases normal communication cannot overcome resistance, and other methods, less gentle, might be necessary.

Deathguard (skill)

Cost: 50

Duration: Permanent

Range: Touch

Preparation Time: 1 hour

Area of Effect: Self or person touched

Perquisites: Learned skill

A *deathguard* is a final and fatal defense by self destruction of a person's mind or the knowledge held within. It is an intricate pattern of mental wards that, if not properly removed with a pre-known key, will destroy the mind of the protected person rather than let the knowledge in their mind fall to a psychic *probe*. It will not protect against magic charm or scrying, nor will it prevent the subject themselves from willingly disclosing the knowledge protected. The *deathguard* will not prevent psionic attack, nor will it make psionic attack more difficult.

A *deathguard* cannot be set up on an unwilling subject, so no resistance is involved. It takes an hour to place the *deathguard* and both subject and Telepath will be exhausted when finished. The Telepath can place a *deathguard* upon themselves, this will take twice as long. The deathguard can protect only certain knowledge within the mind or the entire mind itself from *probes*, the key to the *deathguard* itself can be protected in this manner. The protection is almost certain. An earnest attempt to break the *deathguard* will ensure the death of the protected mind, and most likely the subject of the protection. It is possible to break the key of the *deathguard* successfully, but only just barely. It requires three consecutive success vs. the probing Telepath's Intelligence on 7d6 to break the *deathguard* key. Should a probing Telepath try the deathguard and fail to find the key the subject must save vs PPD -8 or die outright. Success means they suffer the permanent effects of a *Feeblemind*, and the protected knowledge is wiped from their minds, only a *Wish* can recover it. Under the circumstances, failure is likely the preferable outcome.

Domination (skill)

Cost: 10 + 10 / day /person

Duration: As long as cost is paid

Range: Unlimited

Preparation Time: 1 round

Area of Effect: One person

Perquisites: Learned skill

This skill allows the Telepath to maintain control of a person who's will has been stripped by means of a *dagger of insinuation*. The *domination* ability is not primarily used to attack. It can be attempted on a being that has not been stripped of their will. If this is attempted in will cost double the amount (20pp) to gain domination, and the maintenance cost will have to be paid per turn rather than per day as the target will fight every inch of the way.

A person under the effect of a *domination* is in effect a zombie of the Telepath. They will speak only when spoken to, and then only if the controlling Telepath allows it. While they might not want to do what ever is being done, they will obey. Their body is not their own. They can be ordered to harm loved ones, cheat trusted friends, and even kill themselves. The latter action will allow one final save to throw off the domination. (The save is the subject's psionic strength. If they can roll that number or under on a d100, the domination is broken). While under the effect of domination, the subject's Wisdom

will not recover from the *dagger of insinuation*.

The down side of this control is the longer that it is exercised, the more it must be exercised. The subject will gradually lose the will to have a will. The length of time this will take depends on the Intelligence of the subject. 3 days per Intelligence point of the subject is the limit they can be kept under domination before damage occurs. To begin with the subject will experience normal physical urges, and these will impinge themselves on the consciousness of the Telepath. The Telepath must allow them to sleep, eat, etc. As the damage to the mind of the subject increases they will stop broadcasting these needs. If not released at this time the damage can become permanent, that is they will not respond to bodily needs even if released from the domination. If the domination continues the subject will stop requests for attention, and just sit and starve if forgotten. For every three days the domination lasts over the limit the subject must save vs. INT on 4d6. When they fail the damage is permanent.

Probe (Ability)

Cost: Special

Duration: Per use

Range: Touch

Preparation Time: 1 turn

Area of Effect: 1 person

Perquisites: none

This is a conscious attempt to draw knowledge from another's mind. The Telepath must remain in physical contact (think Vulcan mind meld) with the subject of the probe. Cost depends upon the subject's willingness to be probed.

A willing subject costs only 2 pp per probe attempt. The *probe* can only be safely maintained for an hour and a limited amount of useful information can be gained or given in that time. If a simple memory or brief facts are sought, and the subject knows them, they will be learned. Complex subjects can be learned at a rate of one week of instruction per hour spent in the *probe*. Note; in this case the Telepath can teach something they know as well as learn from the subject. While the Telepath is virtually unaffected by the *probe* the (non-psionic) subject will be left drained and physically exhausted. A short nap and a light meal are sufficient to restore their vigor.

An unwilling subject requires that the Telepath overcome the subject's psionic resistance before proceeding with the *probe*. Each attempt to overcome the resistance will cost 7 pp. Once successful the Telepath must pay an additional 7 pp to conduct the *probe*. The same restrictions as to the duration of the *probe* apply to the unwilling subject, provided that the Telepath is caring about the subject's well being. If that is not the case the subject's mind can be drained like a glass of ale, and the empty vessel tossed aside. The subject will not die from this treatment, but they must save vs. PPD or suffer effects like those of a *Feeblemind* spell. Magical healing or a great deal of time can correct this however. This use of the ability will leave the subject in dire straits indeed and the Telepath will be physically drained as above.

Probing an unconscious mind is much like that of probing the unwilling mind. The cost for overcoming resistance is 5 pp and 5 pp to conduct the *probe*. The same rules for the well being of the subject apply. This use is not so draining on the Telepath, they will be a bit fatigued, but otherwise fine.

Psychic Invisibility (skill)

Cost: 2 per turn
Duration: as maintained
Range: LOS
Preparation Time: 1
Area of Effect: self
Perquisites: Learned skill

This skill allows the Telepath to effectively render themselves invisible to any non-psionic in line of sight. This is the classic "I'm not here" trick of mental misdirection. The Telepath cannot be seen heard or smelt when employing this skill, however physical contact will ruin the effect. Tracks require an Intelligence check on 5d6 to notice while under the influence of the psychic invisibility. Checks are also made if the Telepath moves any part of the existing environment such as doors, curtains etc. The check will be from 2d6 for the very obvious (floating objects) to 5d6 for subtle clues (a curtain moving). No other save or check is made for non-psionic persons entering the area of effect. The psychic invisibility is a form of very subtle communication and does not require overcoming any person's resistance. Psionic persons are allowed an Intelligence check on 4d6 to notice the effect when entering line of sight. Should they fail, they will not notice it unless they leave and re-enter line of sight, in which case they are allowed another check. Persons that normally see magical invisibility are also allowed a check. A *True Seeing* or *True Sight* spell or ability is not fooled for a moment. Animals don't notice, period.

Psychic Link (Ability)

Cost: 2 per person linked
Duration: 1 day
Range: Special
Preparation Time: 1 round per person linked
Area of Effect: 1 or more persons
Perquisites: None

A *psychic link* allows a Telepath to maintain a constant contact with one or more persons. Within this link communication in both directions is possible even if one member of the link is not Psi-active.

The Telepath must touch the person or persons to be linked with himself and after the preparation time the link is established. The link will cost 2 pp for each person in the link and 1 pp per person every day thereafter that the link is maintained. Non-psi active persons can communicate only with the Telepath directly, who then can either pass on a message or not as they please. Line of sight is not a factor once the link is established, and no further power points must be expended to communicate within the link no matter what the range.



Hypnotize (skill)

Cost: 10
Duration: Special
Range: LOS
Preparation Time: 1 turn
Area of Effect: 1 person
Perquisites: Learned skill

This skill allows the Telepath to plant a hypnotic suggestion in a willing or unknowing mind. The only way to plant a hypnotic suggestion in an unwilling mind is to first subdue their will with an attack. The suggestion can be simple or complex. All hypnotic suggestions must have a trigger that will activate them. The trigger can be an action, a word or phrase spoken, a time of day, or a place seen. Once the trigger is activated the hypnotic suggestion will come into play. The suggestion itself will usually concern an action to be taken by the target of the hypnotize. The action can be simple or complex, but must be one action. To deliver a message, steal something, fall asleep, etc. Any action that the target could do of their own accord they will do. A target cannot do something they lack the skill to perform. Several hypnotic suggestions can be placed on one target, each must have its own trigger, the triggers can be the same. If the target is unknowing or unwilling, they receive a single save of their Wisdom plus level on 7d6 to not perform the action suggested at the time the suggestion goes into force. Until that time they will be unaware of the fact that a hypnotic suggestion has been planted. The target will carry out the suggested action to the best of their abilities, messages will be remembered in full for one telling, no matter how well, or poorly the target normally remembers.

The cost of *hypnotize* is for planting the suggestion only. Planting a hypnotic suggestion in an unknowing mind requires a successful *probe*, in an unwilling mind a successful attack. A hypnotic suggestion thus planted can be detected by a *probe*, and has a chance to be detected by spells that detect charms. A successful save on the psionic's class and level vs. spell will prevent the hypnotic suggestion from being detected. A hypnotic suggestion can be hidden by a *deathguard*.

Illusion (skill)

Cost: 10 per turn
Duration: as maintained
Range: LOS
Preparation Time: 1 round
Area of Effect: Special
Perquisites: Learned skill

This skill allows the Telepath to create visual, aural, and orfactory illusions of any level of complexity, as long as they are within LOS of the target(s). All the factors that apply to believing magical illusions also apply to believing a psionic illusion. A Telepath cannot realistically create that which they have not seen in some manner. Like magical illusions psionic illusions cannot cause real harm, and will not cause death.

The psychic Illusion is a form of very subtle communication and does not require overcoming any person's resistance. Psionic persons are allowed an Intelligence check on 4d6 to disbelieve the effect when entering line of sight. Should they fail, they will not disbelieve it unless they leave and re-enter line of sight, in which case they are allowed another check. Persons that normally detect

illusions are also allowed a check. A *True Seeing* or *True Sight* spell or ability is not fooled for a moment. Animals fall for it every time.

Psionic illusions can be used to "back up" magical illusions. This is best done by a Telepath and an Illusionist working in *psychic link*. A single individual cannot effectively do this. The amount of concentration required is too great. Properly used this combination will half the chance that an illusion will be disbelieved.

Truthseer (skill)

Cost: 5 per turn
Duration: as maintained
Range: LOS
Preparation Time: 1
Area of Effect: LOS
Perquisites: Learned skill

This skill allows a Telepath to detect if the person that he is concentrated on is lying. The skill will not reveal the truth, merely that the truth is not being spoken. One speaker at a time can be scanned in this fashion. The Telepath must concentrate their attention on the person they wish to *truthseer*. Spells such as *Mind Blank*, or *Undetectable Lie* will block the skill, however the Telepath will know they are blocked, but not why. Mental defenses can also block this ability, and the Telepath will know that the mind is defended or to disciplined to *truthseer*.



Empath Skills and Abilities

Read Emotion (Ability)

Cost: 1 per turn
Duration: as maintained
Range: LOS
Preparation Time: None
Area of Effect: any being in LOS
Perquisites: Ability

This is the Empath's primary ability. The ability to detect the emotions of those beings within LOS. Resistance does not need to be overcome as emotions are broadcast by most beings. Those exceptions; individuals under a *Mind Blank* spell, disciplined minds such as other psionics, high level magicians, and martial artists will stand out for the fact that their emotions cannot be read. Reading such minds would require a *probe* or an attack to overcome the resistance.

Unless some manner of false aura is in place the reading will always be true. The real emotions of the creature will be evident regardless of what emotion they are projecting to the public. For example, a public speaker trying to hide stage fright might succeed with most of the audience, but an Empath would sense the truth of the matter.

Broadcast (Ability)

Cost: 6 per round
Duration: as maintained
Range: LOS
Preparation Time: None
Area of Effect: special
Perquisites: Ability

With this ability the empath can project a single emotion to a group within line of sight. Each round the empath projects the emotion every creature in line of sight must check their resistance vs. The empath's psionic strength or assume the emotion as their own. In this case there is no "pressure" or coercion involved, so psionic resistance does not increase with each check. The empath can increase their effective strength by one point for every additional three pp expended per round above the base cost. Additionally, the empath's effective psionic strength, for this check only, is raised by 1 for every 10% of the creatures in line of sight that assumes the broadcast emotion. This is a manifestation of the "mob" effect, and only works if there are more than 50 like creatures present.

Once a given creature "takes" the broadcast emotion they will behave as they normally would when expressing that emotion. The Empath has no control over any actions.

Psychic Link (Ability)

Cost: 2 per person linked
Duration: 1 day
Range: Special
Preparation Time: 1 round per person linked
Area of Effect: 1 or more persons
Perquisites: None

A *psychic link* allows an Empath to maintain a constant contact with one or more persons. Within this link emotion in both directions is possible even if other members of the link are not Psi-active.

The Empath must touch the person or persons to be linked with himself and after the preparation time the link is established. The link will cost 2 pp for each person in the link and 1 pp per person every day thereafter that the link is maintained. Unlike the Telepathic link, an Empath cannot communicate exact ideas or thoughts. However, each person in the link is aware of each other person in the link. The general health and well being of each person in the link is known by all, as well as their emotional state. Simple ideas like hunger, needing help, etc can be communicated. Line of sight is not a factor once the link is established, and no further power points must be expended within the link no matter what the range.

Truthseer (skill)

Cost: 6 per turn
Duration: as maintained
Range: LOS
Preparation Time: 1
Area of Effect: LOS
Perquisites: Learned skill

This skill allows an Empath to detect if the person that he is concentrated on is lying. The skill will not reveal the truth, merely that the truth is not being spoken. One speaker at a time can be scanned in this fashion. The Empath must concentrate their

attention on the person they wish to *truthseer*. Spells such as *Mind Blank*, or *Undetectable Lie* will block the skill, however the Empath will know they are blocked, but not why. Mental defenses can also block this ability, and the Empath will know that the mind is defended or to disciplined to *truthseer*.

Telekinetic Skills and Abilities

Combustion (Skill)

Cost: 50
Duration: Instantaneous
Range: LOS
Preparation Time: 1 turn
Area of Effect: 1 tenth cubic inch
Perquisites: Learned skill

This skill will allow the Telekinetic to start combustion in a small amount of material. The material must be readily combustible, paper, dry wood, pine needles, etc. Flesh cannot be combusted with his skill, a small nasty burn would be the only result.

Control Temperature (Skill)

Cost: 10
Duration: Special
Range: LOS
Preparation Time: 1 turn
Area of Effect: Ten foot cube
Perquisites: Learned skill

This skill allows a Telekinetic to raise the temperature in an enclosed area. An area of 10 feet cubic can be heated or cooled 5°C for each 10 power points expended. The temperature will remain at the created level only as long as the insulating factor of the enclosure will allow. Open areas cannot be heated or cooled as the effort would be dissipated into the open air faster than anyone could correct for it. If there is no wind what so ever the change might be noticed before dissipating. Larger enclosed areas or larger changes in temperature can be gained by expending more power points.

The speed of the change can also increased by extra expenditure of power points. For every extra 5 power points expended per 5°C the time needed to effect the change will drop by one round, to a minimum of one round.

Only the temperature of the surrounding air can be changed in this fashion. Liquids can be warmed or cooled, at a cost of 10 times that of air for a tenth of the volume (100pp per 10 cubic feet), solids for a cost of 10 times that of liquids for equal volumes (1000pp for 10 cubic feet). There is no minimum expenditure of points.

Mend (Skill)

Cost: 10
Duration: Permanent
Range: touch
Preparation Time: 1 turn
Area of Effect: 1 square inch of break
Perquisites: learned skill

This skill allows the Telekinetic to repair broken objects of any material as if they were new. Only non-living objects can be repaired in this manner. To repair the object the Telekinetic must hold the pieces together, and concentrate on the break. The cost of

10 power points must be paid for each square inch of the break. If a broken pot had a wall thickness of a quarter inch, 10 power points would repair a break four inches long. Very thin objects like paper are considered to be a tenth of an inch thick for measurement reasons. 10 power points will repair a paper tear ten inches long. In any case the minimum expenditure is 10 points. Additional break area can be repaired by expending additional power points to the limit possessed by the Telekinetic. Missing pieces are not replaced by this skill, they must be present and held to the break edge to be repaired.

Another use is to weld objects of like materials into a solid mass. The cost for this is double that of mending, 20 power points per square inch of surface to be welded. It requires a turn of preparation to cause the weld to form and both objects must be in firm contact. Only object of like material can be welded, paper to paper, steel to steel and so forth.

When properly done the mend or weld is as strong as a single piece of the material in question.

Teleport Skills and Abilities

Blink Fighting (Skill)

Cost: 5 + weight cost
Duration: Instantaneous
Range: 0
Preparation Time: None
Area of Effect: Self
Perquisites: Learned Skill

This skill allows the Teleporter to 'port once a round during melee for as long as they have power points to spend. The base cost is 5 power points plus however many the teleport itself will cost.

It works like this. The Teleporter declares before initiative that they will blink that round, either before or after their attack. The landing location need not be decided until the time of the jump. On their initiative they either blink and attack, or attack and blink. Innate spell like powers or items can be used, but spells cannot be cast in the same round as the blink unless the blink comes after the spell and the spell does not require continued concentration. An attack on the Teleporter in the same segment as the blink or after the blink will miss. The Teleporter can "land" at any physically contiguous point in LOS as if it was well known.

Leave Behind (Skill)

Cost: 10 + teleport cost
Duration: Instantaneous
Range: 0
Preparation Time: None
Area of Effect: self
Perquisites: Learned Skill

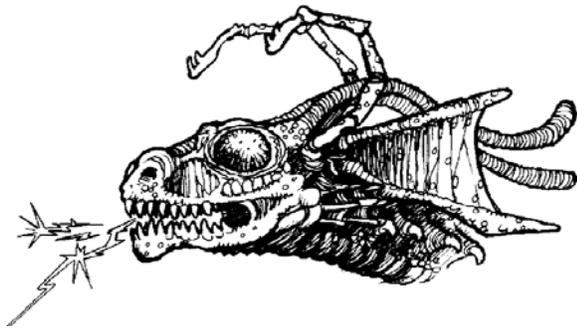
Under most circumstances a teleporter cannot escape the close confinement of bonds by teleporting. The ropes, chains, or even persons holding them, that is anything in hard contact with their body, will teleport with them. This skill allows a teleporter to teleport away from such confinement. By paying the cost of the skill plus the teleport cost of any impediments to free movement the impediments can be left behind. Note that all objects not part of the teleporter's body are left behind, this will include possessions that one might wish to keep, rings, jewelry, and other objects. If the

teleporter wishes to retain some of the objects/persons touching them they can do so for an additional 5 power points per object, and a moment's concentration.

Extend (Skill)

Cost: Special
Duration: Special
Range: Special
Preparation Time: None
Area of Effect:
Perquisites: Learned Skill

This skill allows a Teleporter to delay their arrival when teleporting. The primary use is in "zero to zero" teleporting, that is teleporting with out going anywhere. Cost of the *extend* depends on how long the jump is extended. The cost is the same as the normal cost, plus a 25% weight class for each round the teleport is delayed. A teleporter cannot delay the teleport for more rounds than they have Constitution points no matter how much power they have to burn.



Psihealer Skills and Abilities

Cure Disease (Skill)

Cost: 10
Duration: Special
Range: Touch
Preparation Time: 1 turn
Area of Effect: creature touched
Perquisites: Learned skill

This skill enables the psihealer to mitigate most diseases by aiding the recipients body in fighting the disease. The psihealer must spend a turn in preparation to shield his own body against the illness. If this step is overlooked the psihealer risks contracting the disease himself. Thereafter the psihealer must remain in contact with the diseased creature for a full hour. The result of this effort will be a reduction of the disease by one factor. A serious ailment becomes a moderate one and so forth. No more than one such session can be tolerated by the ill creature in a single day as the session will be followed by a high fever for several hours after the psihealer finishes. The affliction rapidly disappears thereafter, making the cured creature whole and well in from one turn to 10 days, depending on the type of disease and the state of its advancement when the cure began. (The DM must adjudicate these conditions.) The skill is not affective against curses, lycanthropy, or magically sustained ailments. It can however, hold the progress of magically progressing ailments at bay as long as the psihealer is in attendance.. Note that the skill does not prevent reoccurrence of a disease if the recipient is again exposed.

Regeneration (skill)

Cost: 50
Duration: permanent
Range: Touch
Preparation Time: 1 turn
Area of Effect: creature touched
Perquisites: Learned skill

A psihealer uses the *regenerate* skill to regrow lost, body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multi-headed creatures), bones, and organs can be restored. The psihealer must spend a turn on contact with the creature learning their cell memory. One this preparation is finished they can begin the regeneration process. If the severed part is available and has not cooled or begun to decay it can be reattached. In a single hour. However, if the limb is missing the psihealer must force the body to replace the limb or organ. The healer can restore one organ or 3 inches of missing limb for ever 50 pp expended. The creature receiving the regeneration will be in extreme pain during the process. The will suffer the temporary loss of one Constitution point for each hour they undergo the process. The lost Constitution will return with two full days of bed rest. Any creature brought to 0 Con has died from the stress of the process. Animal Intelligence creature subjected to this will require a system shock check to survive each session.

The Psihealer himself is exhausted by the effort, and cannot preform any further feats of skill not matter how man points they have.

Resist Poison (skill)

Cost: 20
Duration: Special
Range: Touch
Preparation Time: none
Area of Effect: creature touched
Perquisites: Learned skill

With this skill the psihealer can aid a creature that has been affected by a toxin of either animal or chemical origin. The psihealer must be in contact with the affected creature to give this aid.

The skill allows a creature a second save vs poison, provided they are still alive after failing the first. For each 20 points expended by the psihealer the creature receives a +1 to their normal poison save. The *resist poison* can only be attempted once per incident, it will either work or it will not.

The skill can also be use as a precaution. If the psihealer is in contact with the creature the moment they are poisoned, each 20 pp expended will grant the creature a +2 to the poison save. However, the psihealer must be in contact, and concentrating on the skill the moment the poison is received. That is even if the expected poison is not experienced, the power points for the extra boost are expended.



Restore (skill)

Cost: 70
Duration: Permanent
Range: Touch
Preparation Time: none
Area of Effect: creature touched
Perquisites: Learned skill

This skill allows the psihealer to transfer abilities points to someone who has lost them through illness, curse, or combat. For the cost of the skill the psihealer can restore one lost ability point by temporarily sacrificing one point in that ability himself. The transfer requires a full hour in contact with the recipient. At the end of the hour the psihealer will have transferred one ability point to the recipient permanently. The psihealer will require two days' bed rest to recover the lost ability point. The process is extremely draining on the psihealer and they cannot recover any psi points until they have rested at least 24 hours.

Shape Flesh (skill)

Cost: 20
Duration: permanent
Range: Touch
Preparation Time: 3 turns
Area of Effect: creature touched
Perquisites: Learned skill

The primary use of this skill is to remove disfiguring scars or harmful scar tissue. The psihealer forces to body of the recipient to permanently change the shape in which it grows. The process is similar to the *regeneration* skill. The psihealer requires 30 minutes time with the recipient to learn the area to be shaped. They then proceed to complete the shaping. As long as the area does not exceed ten percent of the creature's surface area it can be done in one session. The process is extremely painful for the recipient, and very draining on the psihealer. When finished the psihealer must make a skill check on 5d6+level vs INT. Failure indicates that while some change was affected, it was not the result desired. The DM will decide how close to the desired effect the effort was depending on how close the roll was made. Success indicates that exactly what was wanted was achieved.

When finished the body area affected will retain and grow in the shape the psihealer has placed it into. The skill will not create new mass and can only destroy very small amounts. Scars can be made into smooth skin, a broken nose reshaped, a twisted foot returned to usability etc. While the primary use for the skill is correcting gross defect, some people will use it to reshape normal but socially unaccepted features into forms more accepted by the common view of beauty. The cost and pain are no less for this use.



Clairvoyant Skills and Abilities

Some Clairvoyant abilities and skills are usable only by certain types of clairvoyants. In these cases the restriction will be noted in the "Perquisites". A letter for each kind of clairvoyant that can use the skill. If nothing is listed, then the skill is usable by all. The letters are:

"A" Clairaudience
"V" Clairvoyance
"F" Finders
"P" Psychometry

Aura Mark (Skill)

Cost: 20 + 5 per day
Duration: Special
Range: Special
Preparation Time: 3 hours
Area of Effect: One Object
Perquisites: P Learned skill

This skill allows the Psychometrist to place a message onto an item that persons picking it up later will be aware of. The message cannot be a lucid verbal recitation. Rather a image, or feeling can be attached to the item. Foreboding, urgency, joy, fear or other such feelings can "mark" the object.

The aura mark will last for 8 days plus one day for each 5 power points placed into the object above the minimum 20. It requires 3 hours to prepare the object regardless of how much power is placed with in.

Any person handling the object will feel the aura, even the non-psionic. Although a Wisdom check is require to see if a non-psionic feels much more than a vague flicker of the placed aura. If the object has an intended target, and the person is known to the Psychometrist the object can be keyed to them, so that they will receive the "message" and other non-psionics handling the object will not. In this case no check is required. Note that in any case, the embedded emotion is not felt by the person, rather they feel it is part of the object.

Chameleon Sight (Skill)

Cost: 10 per hour
Duration: As maintained
Range: LOS
Preparation Time: None
Area of Effect: Self
Perquisites: V Learned Skill

This skill gives the Clairvoyant effective 360° sight, and the ability to concentrate on the whole. This skill works only in LOS and takes some getting used to. Even a skilled user must make a Dex check in order to walk and use the skill at once. The user cannot be surprised by any visible thing.



Project Image (Skill)

Cost: 50 + 20 per minute
 Duration: 1 turn + time maintained
 Range: Unlimited
 Preparation Time: 1 turn
 Area of Effect: self
 Prerequisites: A, V Learned skill

This skill allows the Clairseintient to reverse the normal process of remote sensing and project an image of themselves to a location that they have viewed or heard.

The Clairseintient is seen as a translucent image that glows slightly and hovers off the floor or ground. The can gesture or speak, and be seen and heard. They cannot however see or hear themselves while projecting the image.

The process is very draining to the psionic, and requires their full attention to pull off. They must first clairseint the location they wish to project to, then they can send the image. After the projection the psionic will require 25 minutes of full rest minus their Con score before any other action can be taken. Six times that amount before any psionic activity more strenuous than telepathy with known persons in LOS.

Tag (skill)

Cost: 5
 Duration: 30 days + week/+pp spent
 Range: Touch
 Preparation Time: 1 turn
 Area of Effect: one object
 Prerequisites: F, P Learned skill

This skill places a psychic tag on a single item hat endures for some time. The psionic equivalent of a flashing light or a siren. There is no message attached or great meaning, it just attracts attention. Any clairseintient will notice the item immediately. For finders and to psychometry it all but glows in their sight, even if they can't physically see it. Clairvoyants will see the object as brighter than the rest, Clairaudience will "hear" a faint tone emanating from the object. Other psionics will be 75% likely to notice that object before any other in a room. Even non-psionics will be 50% more likely to notice the object before any others.

The tag will last for 30 days when placed with the base cost. It will last for an additional week for every pp above that the clairseintient uses for the tag. It take a single turn to place the tag no matter how much power is placed in it.

Tables:

Table PS3 -- Psychic Strength and Dexterity; Unusual ability Table

d100	1st roll	2nd roll	3rd roll
01-50	18	22	26
51-75	19	23	27
76-90	20	24	28
91-99	21	25	29
00	2nd roll	3rd roll	30

Table PS4 -- Psionic Healing Cost

HP /Hour	Cost						
1	1	8	8	15	85	22	400
2	2	9	9	16	115	23	465
3	3	10	10	17	150	24	535
4	4	11	15	18	190	25	610
5	5	12	25	19	235	26	690
6	6	13	40	20	285	27	780
7	7	14	60	21	340	28	875

Table PS5 -- Teleport Safe Arivial Chances

Destination is:	Teleport Arrives:		
	Low	On target	High
Very familiar	na	always	na
Studied carefully	01	02-99	00
Seen casually	01-05	06-96	97-00
Viewed once	01-16	17-92	93-00
Never seen	01-35	36-75	76-00

Table PS6 -- Teleport Power Point Cost

Weight Carried	PP cost	Weight Carried	PP cost	Weight Carried	PP cost
Self only	3	+151%-175%	18	+ 326%-350%	155
+01%-25%	5	+176%-200%	20	+ 351%-375%	195
+26%-50%	8	+ 200%-225%	30	+ 376%-400%	240
+51%-75%	10	+ 226%-250%	45	+ 401%-425%	290
+76%-100%	12	+ 251%-275%	65	+ 426%-450%	345
+101%-125%	14	+ 276%-300%	90	+ 451%-475%	405
+126%-150%	16	+ 301%-325%	120	+ 476%-500%	470

Table PS7 -- Clairseintient Costs

Target Known By	Cost*
Personal experience	3 +1 per turn
An Image taken from a willing mind	3 +2 per turn
An Image taken from an unknowing mind	3 +4 per turn
An image taken from an unwilling mind	3 +8 per turn
Unclear Image	3 +16 per turn

* Simple protection spells (under 4th level) will double the cost. Spells up to 7th level will quadruple the cost, and spells of 8th and 9th level will cost eight times as much to penetrate. Spells intended to thwart Psionics will work as indicated in the spell description.

Table PS8 -- Telepath/Empath Basic Ability Costs

Ability:	Cost
Communicate:	
with known being in sight	0
with unknown being in sight	1
with known being out of sight	1
Probe a willing mind	2
Probe an unwilling mind	7 must overcome resistance
Probe an unconscious mind	5 must overcome resistance
Psychic Blast	10/7
Mind Blank	4/2

