



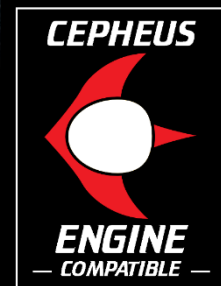
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# Variant Psionics For the Cepheus Engine

By Omer Golan-Joel and Richard Hazlewood



2D6 OGL SCI-FI



# VARIANT PSIONICS

## FOR THE CEPHEUS ENGINE

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# TABLE OF CONTENTS

Introduction .....3  
Psionics in a Cepheus Engine Setting .....5  
Psionics in These Stars Are Ours! .....7  
Psionic Training and Use .....11  
Awareness .....13  
Clairvoyance .....15  
Telekinesis .....16  
Telepathy .....18  
Teleportation .....21  
Psionic Technology and Mastery .....23  
The Psion Career .....26  
Mastering Psionics .....30  
Open Game Licence Version 1.0A .....31

# INTRODUCTION

Bend the universe with the power of your mind.

Psychic abilities are a staple of science fiction in general and space opera in particular. Therefore, the Cepheus Engine Core Rules include rules for psionics. These core rules use a skill-throw mechanic for psionics, which, while being reasonable given the Cepheus Engine mechanics, greatly limit the use of psionics. This product presents a variation on these core psionic rules, using a simple, more straightforward system. As we at Stellagama Publishing like to describe it: "pay the PSI points and the 'magic' happens". While these rules increase the power of psionics, there is still a strict limit to their scope in the shape of a tightly limited pool of Psionic Strength points.

In addition to these variant rules, we present expanded psionic powers based on the ones we have first published in *50 Wonders of the Reticular Empire*; rules for psychic struggle between psions; and variant psionic training rules.

### REQUIRED MATERIALS

To use this supplement, you will need a copy of the Cepheus Engine System Reference Document, from Samardan Press™ available from DriveThruRPG. We also recommend the use of the Cepheus Engine Vehicle Design System, also available from Samardan Press™.

Alternatively, you may use any other variant of the 2D6 Science Fiction SRD such as the base System Reference Document (SRD), itself freely and legally available at <http://www.travellersrd.com>.

Also, to get the most from this book you will need at least two six-sided dice and some pens/pencils and paper or a computer.

### REFERENCES TO OTHER BOOKS

- Cepheus Engine System Reference Document: *CE*
- 50 Wonders by Stellagama Publishing: *50W*

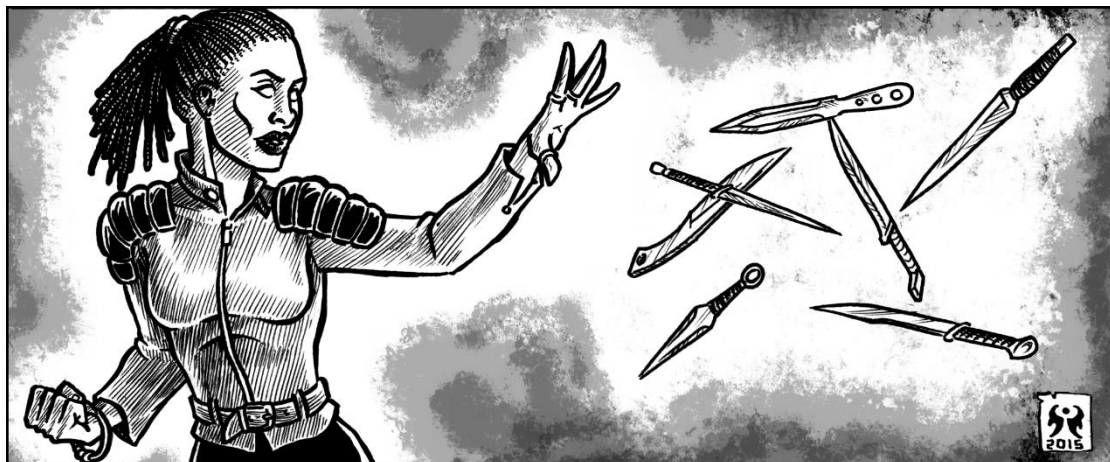
### ABOUT THE AUTHORS

**Omer Golan-Joel** is a 35 years old freelance English-Hebrew-English translator and an avid sci-fi and fantasy gamer from the town of Yavne, Israel. He lives with his fiancée and two cats Saki and Chicha – the real masters of the house – as well as an entourage of lizards, from the gang of house geckos to the large Star Agama who graces the wall of his home in the warm and hot months. Omer is a fan of science-fiction, fantasy and history, an amateur cook, and a hobbyist herpetologist. He also writes sci-fi and fantasy role-playing gaming material, including **These Stars Are Ours!** a full-scale campaign setting for the Cepheus Engine and other OGL 2D6 sci-fi games, which was published by *Spica Stellagama Publishing*® in 2017.

**Richard Hazlewood** has been playing RPGs since 1976. He served eight years in the US Navy, operating nuclear reactors on submarines. He enjoyed that so much he got out of the Navy and went into aviation. Richard has a Master's Degree in Aerospace Engineering and works for a major US airline. He has two grown children and three grandchildren. Richard lives with his wife and three dogs in the Southern USA.

### STELLAGAMA PUBLISHING

**Stellagama Publishing** is a small, independent, international role-playing game publisher focused on science fiction gaming founded in January 2016. We publish gaming material for Cepheus Engine, 2d6 Sci-Fi OGL, Stars Without Number, and the White Star™ RPG based on Sword & Wizardry: White Box. Our interests are first and foremost to put forth enjoyable, immediately playable supplements, settings, and adventures for these games for the enjoyment of our fellow players and referees.



# PSIONICS IN A CEPHEUS ENGINE SETTING

Psionics are a rare and potentially very powerful optional rule. Characters or NPCs that are psionic can easily take over a group or adventure and possibly ruin an adventure with a simple die roll.

Not every member of a race is psionic. This is a very important point that is not clearly explained in the basic rules. In just about every setting, psionics should be very rare. We recommend that about half of a percent (0.5% or 1 person in 200) of the population has the potential to become psionically active. This does not mean that they are psionically active, they still must be trained, but they might display occasional flashes of insights, or get “feelings” about certain situations.

This low rate of psionic activity means that at lower tech levels, or lower populations, psionics are almost completely unheard of. It is possible, that a cult of psions, or witches, might develop, but with the low population densities common as lower tech levels, this rarely happens.

Once medical scanners become available (TL7), science begins to be able to detect psionic brain activity. However, due to the low percentage of psions in the population, let alone an active psion, it isn't usually until TL8 that scanners become sensitive enough and in common enough use, that the anomalies in brain activity that represent psionic activity are able to be detected and documented. Once “discovered”, then training and equipment can begin in earnest and the ability of these psions can increase dramatically. Active psionics at lower tech levels is the common basis for the

creation of the myths of witches and even demons and gods.

Depending on how a society reacts to the evidence of true psionic activity, breeding programs (voluntary or otherwise), can be used to increase the percentage of the population that is psionic, as well as increase the strength of the psions.

With the discovery of psionic energy, devices can be created to block, enhance, and store that energy, just like any other form of energy. By TL12, significant advancements in psionic energy manipulation can even lead to artificial psions, the duplication of many psionic abilities using machines. Telepathic machine interface is a common example, where the machine reads the surface thoughts of the operator and acts accordingly. Some psionic activities however, are almost impossible to duplicate with machines and still need flesh-and-blood psions to use, most Awareness talents fall into this category.

### PSIONICS IN SOCIETY

Societies are generally of three different mindsets in their view of psionics. In generic terms, these categories are called Psi-Hostile, Psi-Neutral, and Psi-Friendly.

#### PSI-HOSTILE SOCIETIES

The society fears what it doesn't understand. In Psi-Hostile societies, some precipitating event has brought that fear into the court of public opinion, and as a result, psionics became banned. In the least offensive case, the use of psionics is forbidden and violations are punished as a capital crime. In the worst cases, governments and angry mobs go on witch-hunts, looking for psions and generally lynching, lobotomizing, imprisoning, or exiling anyone even suspected of psionic activity. Individuals may even be informants or potential informants, ready to call the local authorities at the slightest hint of psionic abilities in use. Governments in Psi-Hostile societies will publicly denounce the use of psionics, but it is likely that they maintain a secret training facility due to the usefulness of such powers in espionage and warfare. In a Psi-Hostile society, even having sympathy for the plight of psionic people can cause an individual to be ostracized.

This type of society is the most commonly encountered in sci-fi campaigns, because the setting it creates is closest to the "real world" experiences shared by most players, and the rules tend to operate as if this were the standard.

#### PSI-NEUTRAL SOCIETIES

In Psi-Neutral societies, psionics does not have the stigma that they do in Psi-

Hostile societies. The general populace recognizes the existence of psions, and considers it just another set of talents one can possess, much like athletic prowess or superior marksmanship. The use of psionics is fairly regulated by law level, as the public is aware that psionics have great potential for abuse, but such a culture generally holds a stronger view of personal responsibility and punishes abusers accordingly. Training in such a culture is easier to come by, but is treated much like a vocational school, in that only those who can pay for it are tested and trained. Psionic technology is more likely to be available in such a society, at the discretion of the Referee. Telepaths figure prominently in major corporate and government negotiations. Teleporters are used for quick and sometimes clandestine courier work. Corporate and foreign espionage require another layer of security to address psionic abilities. The accepted use of psionics in such a culture can cause some dramatic changes.

#### PSI-FRIENDLY SOCIETIES

In Psi-Friendly societies, psions are revered and psionic abilities are often considered a mark of the social elite. It is likely that children are tested at various points during their childhood, and those with potential are taught to use their gifts from a very young age. Psionics are integrated into every level of society, and may even lead to a highly structured or caste-like culture where the upper classes are comprised of psionically-gifted individuals. These classes may be further stratified based on an individual's psionic strength and/or mastery of psionic skills. Non-psions may even be persecuted as second-class citizens without voting or personal rights, in extreme cases.

# PSIONICS IN THESE STARS ARE OURS!

Stellagama Publishing offers *These Stars Are Ours!* (TSAO) - a space-opera setting for the Cepheus Engine and other OGL 2D6 sci-fi games. For the reader's convenience, the following is a recap of psionic information contained in the main TSAO core setting book.

To get a taste of our universe, we recommend you download our *free* primer to *These Stars Are Ours!* available for download here:

<http://www.drivethrurpg.com/product/210687/TSAO-A-Primer-to-These-Stars-Are-Ours>

Prior to the Reticulan conquest, psychic powers were never proven to exist on Earth, despite persistent rumors otherwise. However, the Reticulan's priestly caste demonstrated clear and measurable psionic powers. Under their tutelage, human psychics began to appear as well, typically in the upper echelons of the EFA administration. While it is well known that the Reticulans provided intensive psionic training to these individuals, it is rumored that alleged alien abductions reported prior to the Reticulan conquest – reports of which intensified during the EFA's rule of Terra – had something to do with the emergence of psionics among humanity.

It is now common knowledge that psionic powers are hereditary, though their genetic mechanism is highly complex and not fully understood. The UTR's current estimate is that 0.5% of humanity has psionic potential, though in many cases these abilities are not very powerful. High-powered psions are exceedingly rare, around one person per 50,000 humans having top-level psychic abilities rated at PSI-12 most of whom

find employment as CRC-32 agents of PRI inspectors

When the UTR took power in 2232, it quickly recruited any unauthorized "wild" psions, as well as defectors from the EFA psionic cabals, to establish its own psychic cadre. The first group created was CRC-32 – a covert PSINT organization. CRC-32's primary purpose was to hunt down pro-Reticulan infiltrators and psychic loyalists of the old EFA regime. Once its agents managed to neutralize this threat, CRC-32 moved on to provide wider PSINT services to the Terran armed forces. In 2245, it became clear that CRC-32 had relatively little need of lower-powered psions, so the Ministry of Internal Affairs formed the Psionic Research Institute – PRI – to study the civilian applications of psionics and provide training and oversight to non-military psions.

Technically speaking, all psions who are not CRC-32 agents are members of the PRI, and eligible for subsidized training. Testing for psionics has not yet been systematized due to its prohibitively high cost, thus only those whose psionic potential is discovered early in their lives, or who have direct relatives with known psychic powers, receive subsidized training; those applying for testing later in their lives will often have to pay for their testing and for their training, due to the limited resources available to the PRI. Meanwhile, CRC-32 actively tries to recruit those discovered by the PRI to be rated psionic at a level of PSI-8 and above; CRC-32 training is free of charge but, the trainee owes this shadowy intelligence apparatus a big favor. It does not require precognitive powers to be sure that CRC-32 *will* call in their favor, perhaps many times over.

UTR law places several limitations on psionics. Primarily, the law forbids reading another person's mind without prior written informed consent. However, proving consent was not provided is very difficult and thus convictions in "mental trespassing" cases is rare. Telepathic reading also does not constitute admissible evidence in a UTR court of law, and counts as hearsay. The PRI employs inspectors to enforce these rules and investigate psionic crimes, though the law places strong limitations on their authority. Any person charged with psionic offenses stands trial at a regular court of law and – if found guilty – is handled by the regular UTR penal system; the PRI has no judicial or penal capacities of its own.

### TERRAN PSIONICS

Psionics are hereditary in *These Stars Are Ours*. About half a percent (0.5%) of humans have the psionic gene and can become a psychic; with most other races having a similar percentage of psions. The genetic mechanism involves the interaction between several normal genes and a mitochondrial DNA gene. That is why the normal human genome sequencing, performed in the last 20<sup>th</sup> century, did not find the PSI gene – part of the answer is hidden in the mitochondrial DNA. In any case, any "normal" human being – not a Reticulan Hybrid – will rarely have psionic ability, and powerful non-Hybrid Psions are rare.

There are two ways to become a non-Hybrid human psionic: be "discovered" as a Psion during character creation, or undergo Psionic testing later in life.

If you are using the Advanced Character Creation Rules in the TSAO core setting book, characters who roll the Psionics

War Event (or a similar Event in any Career) is a Psion – one of the lucky few. They must then roll 2D6 to determine their Psionic Strength (PSI). Characters with PSI 8- automatically qualify for the PRI and must complete at least one term in this service. Characters with PSI 9+ are automatically drafted into CRC-32 for at least one term of service. If you are only using the Basic Character Generation method, then the character can only be a Psion via career choice, with the Referee's permission or through testing after play begins.

A character who did not roll a Psionics Event during character creation, or used the basic rules, may undergo Psionic testing during gameplay. All PRI branches – present on any UTR world with a Starport C or better – offer Psionic testing at a subsidized cost of Cr1000. Testing takes a full day. When testing for Psionics, the character must roll 3D6; on a roll of 18, they are discovered to be a Psion and can immediately roll 2D6 to determine their PSI attribute. Using Psionic powers requires training, which is very expensive, especially for an adult subject. Such in-game training costs Cr100000. However, characters with PSI 8+ receive a grant from the UTR government, reducing the cost to Cr50000 for PSI 8-10 and completely covering the training costs for PSI 11+. Note that the UTR government expects the character to become a PRI member after receiving such a grant. The character may still adventure as usual, but the government will expect them to follow PRI regulations, and perform services and missions for the Republic when necessary – especially in the case of a character with PSI 11+.

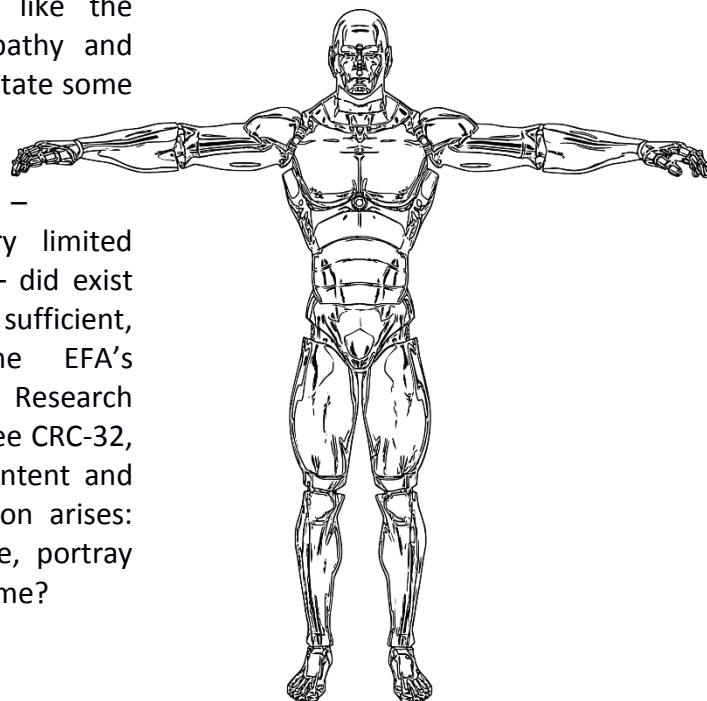
Note that in TSAO, unlike the default Cepheus Engine rules and the rules presented in this booklet, Psionic Strength **does not** decline with age regardless of training, but rather remains at the same level for the Psion's entire life, unless changed through rare events during their Psionic career.

Terrans and most of the alien races are Psi-Neutral societies (as discussed above), although humans are Psi-Hostile in regard to Reticulan Hybrids. The Reticulan Empire is Psi-Friendly as only the Priestess and Imperial Lines are psionic. No one knows how the Chiwak feel about psionics, but they do have psions, and they are some of the most feared fighters anyone can face.

### REFEREEING CRC-32 AND THE PRI

By their very nature, psionic powers in general, and telepathy in particular, evoke a certain ominous sensation of dread in most people. After all, someone capable of reading another person's most private thoughts is capable of particularly egregious violations of personal privacy. This reality becomes even more sinister when government agencies like the police are considered. Telepathy and other psionic powers can facilitate some particularly terrible forms of tyranny. In some ways, elements of such tyranny – though limited by the very limited number of loyal EFA Psions – did exist under EFA rule. It was not sufficient, however, to prevent the EFA's overthrow. The Psionic Research Institute, and to a lesser degree CRC-32, are far less sinister in their intent and capabilities. Thus, the question arises: how should you, the Referee, portray these organizations in your game?

The PRI is a civilian bureaucracy. It suffers from its fair share of red tape and inefficiency, but in general it is little more than an academic institute combined with a somewhat restrictive regulatory agency. It administers psionic testing to parts of the population – coverage is still far from perfect – and provides rudimentary psionic training to those psions it manages to reach. It also funds a certain amount of research into psionic fields. No part of the PRI – even its Inspectors – has significant law-enforcement capabilities or any other means of infringing on the rights of Terran citizens; the law forbids them from telepathically scanning unwilling subjects. Inspectors do investigate crimes suspected to have any psionic elements, and may perform searches (with a warrant) and detain suspects, but they must call upon regular police forces to make a proper arrest and hold suspects. Most police forces maintain a limited “consultant” relationship with the local PRI branch office.



Similarly, even with PRI Inspector testimony, a regular court of law judges a defendant charged with crimes involving psionics. Anyone convicted of such crimes receives punishment as any other convicted criminal, typically administered by the Administration of Prisons and Penal Colonies (APPC). Contrary to the common conspiracy theories circulating in the deeper layers of the Terran CommNets, the PRI maintains no black-site prisons and does not conduct experiments on unwilling human subjects. Such atrocities were the purview of the old EFA, after all. We recommend you play the typical PRI official as a somewhat sleepy, not unduly creative, bureaucrat who might generally mean well but who will usually refrain from going too much out of their way to assist citizens. PRI Inspectors meanwhile, are more akin to private investigators than to actual police officers, and will usually avoid using force except in self-defense.

CRC-32, on the other hand, is a proper paramilitary intelligence agency. As such, it has the authority and capabilities to perform covert actions both inside Terran space and in foreign territory. CRC-32's mandate charges it with dealing with threats to Terran state security associated with psionic activity, as well as to use psionic abilities to gather intelligence and perform covert operations in foreign territory. It has little interest with interfering in Terran politics or dealing with civilians. Its job is to hunt down Exalted Order of

Fomalhaut cultists, psychic terrorists and Reticulan spies, not eavesdrop on the thoughts of mundane human dissidents. Generally, a psion will come to the attention of CRC-32 in two ways: if they wish to recruit a psion either as an agent or as an accomplice to a specific mission; or if they suspect a psion of being a psionically-active terrorist or alien infiltrator.

CRC-32 agents are highly professional operatives, anything but a "thought police". They are specialists in their jobs and usually take great pride in what they do, though – of course – they are not allowed to speak of much of it outside the close circles of CRC-32. We recommend you play them as very serious, very dedicated intelligence and special-forces officials. Always consider, though, the basic principle of restricting player character knowledge to "a need to know basis". Spreading too much information compromises security and helps the enemy, after all. In many cases, as is customary in their profession for millennia, CRC-32 will use false fronts and provide only partial information to maintain secrecy and avoid leaks. CRC-32 agents also make great patrons for player characters, in some cases behind a façade, since using deniable, or better still, unwitting, help is a good way of defeating enemy counter-intelligence. Thus, player characters *shouldn't* usually know that they've just performed a task for CRC-32. If they do know, it might be even worse for them.

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# PSIONIC TRAINING AND USE

For characters in Cepheus Engine campaigns, psionics covers a broad category of mental disciplines and paranormal abilities originating from the mind. There are five different categories of psionic abilities, called talents. These talents are: Awareness, Clairvoyance, Telekinesis, Telepathy, and Teleportation.

## PSIONIC STRENGTH

Psionics are powered by the Psionic Strength characteristic (abbreviation PSI). In most campaigns, you may not roll this characteristic during character creation without the Referee's permission. To determine a character's Psionic Strength, roll 2D6 and subtract the number of terms served by the character in any career (Psionic Strength diminishes over time in the absence of appropriate training).

Psionics are a matter of talent rather than training. Psionic powers have levels from 1 to 12. Characters may use any power at a level equal to their Psionic Strength or lower.

Using a psionic talent costs a number of Psionic Strength points, temporarily reducing the character's total. However, the powers that may be used are determined by their characteristic, no their current strength level, subject to available PSI points.

## RECOVERING PSIONIC STRENGTH POINTS

Characters recover Expended Psionic Strength points at the rate of one point per hour, beginning three hours after the character last used a psionic talent.

## PSIONIC TRAINING

The first step in psionic training is testing a character's Psionic Strength, determined as described above (2D6 – number of terms served). If the character still has any Psionic Strength remaining, they can be trained. The availability of such training is subject to the Referee's discretion. In many settings, this will not be openly available but rather obtained from secretive governmental agencies or illegal psionic academies, typically entailing significant complications for the character. Testing costs Cr5000 and takes one week.

Training requires four months of work and costs Cr100000. As part of training, the character may attempt to learn any of the common psionic talents on the Psionic Training table by making a Psionic Strength check. The psion may attempt the talents in any order, but suffers a cumulative DM-1 per check attempted. If a character learns a talent, they gain access to all powers associated with it up to a level equal to their Psionic Strength characteristic.

## USING A PSIONIC POWER

To activate a talent, the psion must spend the listed number of PSI points. If this cost brings them below zero Psionic Strength, then any excess points are applied to their Endurance score as damage. A character with no Psionic Strength points cannot attempt to activate a power. Using a talent in combat is a significant action. Many powers are ranged; the power description notes their maximum range.

### PSIONIC TALENTS

There are five psionic talents, each of which contains several powers; a character may use any power up to their PSI characteristic level, provided they have sufficient PSI points available. The most common talents are as follows, but the Referee may add additional, rarer talents as befitting their campaign setting.

- **Awareness** – mind over body.
- **Clairvoyance** – perceiving at a distance.
- **Telekinesis** – mind over matter.
- **Telepathy** – reading minds and mental communication.
- **Teleportation** – moving from one point to another instantly.

### LEARNING DMs BY TALENT

Talent	Learning DM
Awareness	+1
Clairvoyance	+3
Telekinesis	+2
Telepathy	+4
Teleportation	+0
Cumulative per previous talent acquisition check	-1



# AWARENESS

Awareness is the psionic talent which allows control of one's own body. Awareness powers never have a range – they are used on yourself or on a creature you touch. Awareness cannot heal or otherwise enhance creatures other than the Psion themselves.

### AWARENESS

Ability	Level	Cost	Maximum Range
<b>Suspended Animation</b>	2	3	Personal
<b>Psionically Enhanced Strength</b>	4	1/Point	Personal
<b>Psionically Enhanced Endurance</b>	5	1/Point	Personal
<b>Psionically Enhanced Dexterity</b>	5	1/Point	Personal
<b>Regeneration</b>	9	1/Point	Personal
<b>Drain Health</b>	10	1/point	Personal (Touch)
<b>Empathic Healing</b>	11	2/Point	Personal (Touch)

### SUSPENDED ANIMATION

A character with Awareness may enter a suspended animation state through meditation. Such a state continues for 7 days without need for food or water and requiring minimal air. Such a person could effectively travel in a low passage berth without undergoing cold sleep and its dangers. Suspended animation may be stopped at any time before its duration expiring, provided external stimulus is given to awaken the sleeper (such as a friend or a mechanical alarm).

### PSIONICALLY ENHANCED STRENGTH

A psion may add PSI points to normal Strength points on a temporary basis. The character reduces their Psionic Strength by a specific number of points and increases their physical Strength characteristic by that number. The character cannot increase their Strength increased beyond the character's racial maximum. Psionically enhanced

strength reaches its new level immediately, remains at that peak for ten minutes, and then declines at the rate of 1 Strength point per minute until the normal Strength level is reached. This power works as normal on wounded characters, but their Strength returns to the wounded level rather than the normal value.

### PSIONICALLY ENHANCED ENDURANCE

Psionically enhanced endurance works in the same way as psionically enhanced Strength except the characteristic boosted is Endurance rather than Strength, including its lack of healing ability.

### PSIONICALLY ENHANCED DEXTERITY

Psionically enhanced dexterity works the same way as psionically enhanced Strength except the characteristic boosted in Dexterity rather than Strength, including its lack of healing ability.

### REGENERATION

A psion can heal wounds quickly. Strength, Dexterity, and Endurance lost to injury, disease, poison, or other trauma may be healed by the application of this ability, exchanging one Psionic Strength point to regenerate one characteristic point. The psion may use any amount of Psionic Strength expended with a single use of regeneration but it may not be used again until all expended Psionic Strength is recovered. The character may also apply Regeneration to the growing of new limbs or organs to replace lost ones, it is impossible to use Regeneration to reverse the effects of aging.

### DRAIN HEALTH

When touching a victim, a psion may use this power to syphon life energy to augment and replenish their own health. The target suffers 1 point of damage per PSI point expended, and the psion, if injured, heals one point of damage per two points of damage caused to their victim. They cannot regain more points than their regular characteristic maximums. Touching an unwilling target requires an attack action using the psion's PSI DM. Targets in enclosed armor at a rating of at least 6 are immune to such attacks unless the psion rolls an Effect of 6+ on the attack throw. The victim, if still alive, will be aware of the attack. Dead victims exhibit signs of death by exhaustion.

### EMPATHIC HEALING

The psion touches the target and transfers their health to them. For each two PSI point spent, the psion suffers two points of damage and the target heals one point of damage. They cannot regain more points than their regular characteristic maximums.



## CLAIRVOYANCE

Clairvoyance is a talent allowing a person to sense events at some location displaced from the viewer. There are several levels of clairvoyant ability. Clairvoyant abilities allow eavesdropping activities as well as spying and detection-free exploration of situations. While telepathic life

detection will determine the presence of living minds in a closed room, for example, sense will determine if a room is occupied or empty. Others cannot sense clairvoyant activity, but psions with active telepathic shields will feel that they are being watched.

### CLAIRVOYANCE

Ability	Level	Cost	Maximum Range
Sense	2	2	Medium
Clairvoyance	5	5	Very Distant
Clairaudience	5	5	Very Distant
Clairsentience	9	7	Continental

### SENSE

The character will become aware of the most rudimentary characteristics of a location when applying this ability. For example, the Referee will give a basic description, without detail: 'a room containing four lizards' or 'an open plain with a tree, and no animals or people present'. The clairvoyant character must state the range at which they apply the talent, and will generally sense the most interesting or important features at that range.

### CLAIRVOYANCE

This specific ability allows actual remote viewing of a situation at a specific displaced point. Rather than the 'snapshot' that sense gives, clairvoyance allows the psion to observe as if present there in person. The clairvoyant character must state the point and

range at which they apply the talent. A character can see with clairvoyance what a healthy individual of their species their naked eye. Aliens with vision in different wavelengths that humans will see in these wavelengths when using clairvoyance. This power cannot detect objects or creatures hidden from normal sight, either physically or by telepathic invisibility.

### CLAIRAUDIENCE

This ability is identical to clairvoyance, with the exception that it allows hearing instead of seeing. This sense of hearing is identical to that of a healthy individual of the user's species can hear unaided.

### CLAIRSENTIENCE

This power combines the effects of clairvoyance and clairaudience. The character is capable of both seeing and hearing a specific situation.

## TELEKINESIS

Telekinesis is the talent allowing the manipulation of objects without physically touching them. Treat any manipulation as if the person was physically handling the item but physical danger, pain, or other stimuli are absent. Telekinesis includes a limited amount of sensory awareness, sufficient to allow actual intelligent manipulation. The duration of telekinesis in combat rounds is 1D6 + the character's PSI DM.

The psion may use telekinesis to throw objects. This uses Throwing ranges and requires a to-hit roll, modified by the character's PSI modifier. The amount of

damage inflicted by such an object is given in the Telekinesis table. If a creature is the thrown object, both the creature and the target take the same damage on a successful hit. A thrown creature will suffer damage regardless of whether or not they hit a target. Regardless of the range of a manipulation, the psion must be able to see, or otherwise sense the object they are manipulating. Thus, a character cannot use telekinesis through a wall, but it can be used to affect an object at the top of a mountain kilometers away.

### TELEKINESIS

Ability	Level	Cost	Throwing Damage	Maximum Range
Telekinetically Lift 1 Gram	1	1	None	Close
Telekinetically Lift 10 Grams	1	2	None	Close
Telekinetically Lift 100 Grams	2	2	None	Short
Telekinetically Lift 1 kg	2	3	1 point	Medium
Telekinetically Lift 10 kg	3	5	1D6	Medium
Telekinetically Lift 100 kg	5	5+Range	2D6	Medium
Choke	8	8	See below	Close
Microkinesis	9	See below	See below	Personal
Telekinetically Lift 1000 kg	10	12	8D6	Medium

### CHOKE

Using directed telekinesis, the psion grabs a single humanoid creature by its throat, or equivalent, restraining them and lifting them off the ground while blocking their airwaves. This causes suffocation damage of 1D6 damage per round, until the power expires or the psion drops the target. Non-telekinetic targets cannot resist this. If the target possesses the Telekinesis talent as well, both them and the psion using this talent each throw 2D6 +PSI; if the initiating psion wins, the power works as usual; if the target wins, the power fails. This power works up to Close range.

### MICROKINESIS

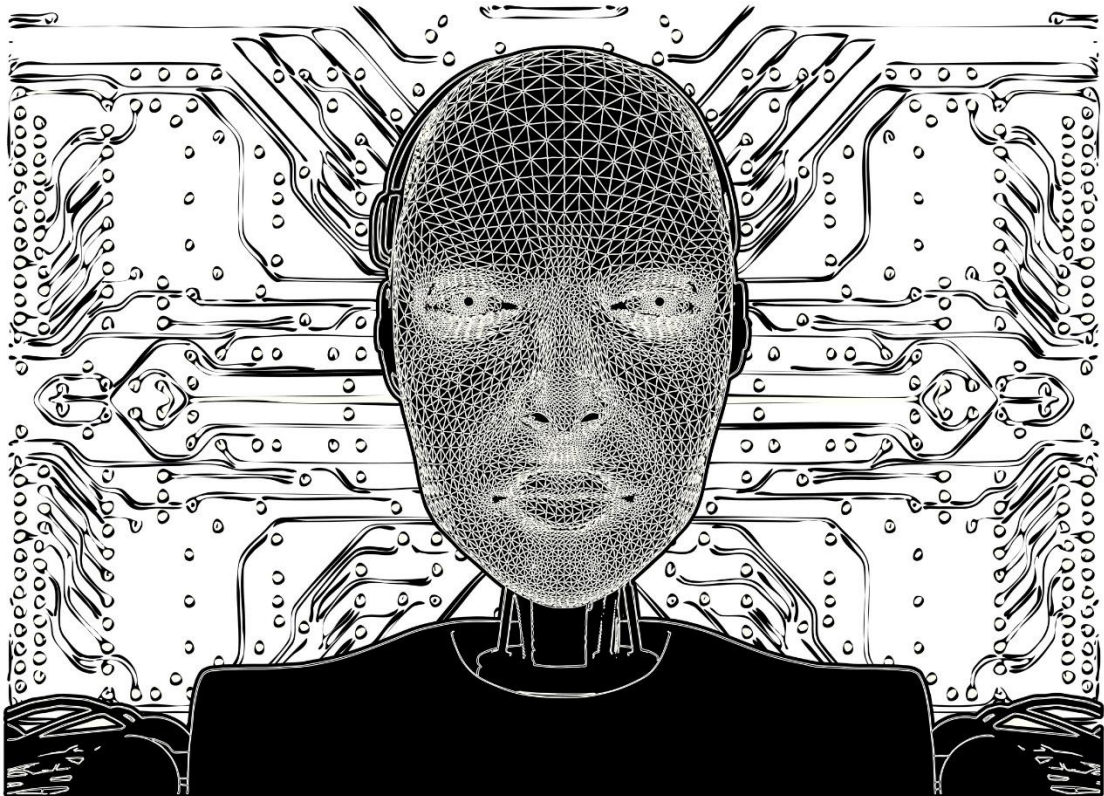
This telekinetic power allows manipulation of very small – even microscopic – objects. It uses more Psionic Strength points the smaller the manipulated target gets and has several uses. A skilled telekinetic can block blood vessels in a target, causing damage and even possibly killing the target. Damage is 1D6 per 2 points of Psionic Strength invested in the attack. Once released, the blood vessels return to their former shape, preventing the detection of any manipulation. The victim will appear to any medical examination as if they died from a stroke or heart attack. The same power,

## VARIANT PSIONICS FOR THE CEPHEUS ENGINE

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however, can help heal wounded characters by assisting microsurgery; a psionic surgeon performing any form of surgery while using this power, for every 3 Psionic Strength points, gains a DM+1 to the check. Finally, for every 2 Psionic Strength points expended, a psychic technician can augment their work in

any Computer, Comms, Electronics, Engineering, Mechanics, or Gravitics check (if the device is small enough that micro-manipulation would be useful) used to repair or modify physical devices with micro-manipulation by DM+1.



# TELEPATHY

Telepathy is the talent of mind-to-mind contact. It is subtle by nature but can also be used to bluntly crush the wills of those who oppose the telepath.

## TELEPATHY

Ability	Level	Cost	Maximum Range
Life Detection	1	1	Short
Telempathy	2	2	Short
Read Surface Thoughts	3	3	Short
Invisibility	4	4 (see below)	(see below)
Send Thoughts	5	5	Distant
Emotion	6	6	Distant
Suggestion	7	6	Distant
Memory Block	8	6	Personal
Probe	9	6	Close
Assault	10	10	Long
Zombie	11	11	Distant
Domination	12	12	Distant
Shield	1	Varies	Varies

### LIFE DETECTION

Life detection enables a character to sense the presence of other minds, the number of minds present, the general type of minds (animal, human, and so on), and their approximate location. The psion will not detect any minds shielded by the Shield psionic power or a Psionic Shield Helmet. The telepath will recognize any person they know if they are 'Life Detected'. The psion senses creatures within a radius of the chosen "vantage point" equal to their full PSI strength.

### TELEMPATHY

Telempathy allows the communication of emotions and basic feelings. This ability serves well in the handling of animals and beasts of burden but may also serve as a psychological weapon against sentient beings. Sending of emotions such as love, hate, fear, and others may influence other beings (although not necessarily in the manner desired). Telempathy also allows the reading of emotions and feelings of others by the telepath.

Telepaths will always recognize when someone is using telempathy to bend their emotions – and may resist this attempt (see below) but others will not. The change in mood may be dramatic and inexplicable but people may ascribe it to the mercurial nature of human emotions. Using this power on a species different than that of the psion will require an INT 6+ throw to succeed in bridging the xenopsychological gap; DM-4 for particularly alien targets, such as a human attempting to interfere with the emotions of an insectoid alien.

### READ SURFACE THOUGHTS

The most widely known feature of Telepathy is the ability to read the thoughts of other individuals. This ability reads only active, current thoughts, with the subject (if themselves not a telepath) unaware of the activity. To scan the thoughts of a telepath who does not wish to be scanned, the scanner must penetrate the target's mental shield (see below).

## INVISIBILITY

Telepaths can cause living targets to ignore their presence. Once they activate the power, they can "erase" themselves from the minds of all living beings within a radius of 10m, both visually and audibly. Invisibility lasts as long as the telepath concentrates on it. They can move or perform free actions during this time, but may not attack or perform any other simple or significant action. Doing so will terminate the effect. Targets beyond the power's range, as well as technological sensors, still see the target as usual. Note that this does not affect shielded minds.

## SEND THOUGHTS

Complementary to the ability to read surface thoughts is the ability to send

thoughts to others. Such individuals need not themselves be telepathic to receive such thoughts. Telepathic individuals are normally open to such transmissions, but may attempt to close their shields against them if they become bothersome or threatening.

## FEAR

An advanced version of Telempathy, the Fear power is a potent psychological weapon to demoralize enemy troops. The psion projects immense into their victim's mind, causing immediate panic or paralysis. A psychic shield prevents this attack, but all unshielded targets suffer its effects. Make a PSI 6+ throw, and consult the following table for the fear effect.

## FEAR EFFECTS

Check Effect	Result
-1 or worse	Target is somewhat afraid and suffers DM-1 to all throws made in the next round.
+0	Target demoralized by fear and suffers DM-2 to all throws for the next 1D6 rounds.
+1 to +2	Target flees in fear as far as they can from the psion for the next 1D6 rounds.
+3 to +5	Target is paralyzed by fear and cannot act for the next 1D6 rounds.
+6 or better	Target goes berserk from fear for the next 1D6 rounds, attacking the nearest target with lethal force.

## SUGGESTION

A telepath may implant a simple psionic suggestion into the mind of another person. The target will be unaware of this implantation unless they are a telepath themselves, in which case they will be aware of the intrusion and capable of resisting it, as noted below. This causes the target to perform a simple action, requiring a minute or less to perform. The suggestion must generally be reasonable, and at no case it can cause a subject to do an obviously physically harmful act towards themselves or others. For example, the psion may influence a guard to ignore contraband he carries, but cannot cause a guard to shoot himself. This psionic

power is very similar to hypnosis and has the same types of limitations.

## MEMORY BLOCK

By manipulating long-term memory, the telepath may "lock away" up to one hour of memory per point of their PSI DM, for a minimum of one hour. The block is permanent unless removed (see below) but is imperfect; the subject will experience occasional dreams derived from that "lost" period. Deep hypnotic regression, requiring a hypnotist with at least Medic-3 and INT 8+, can allow the subject to recall blocked memories, and a successful telepathic Probe (see below) will remove the block.

### PROBE

The application of great psionic strength will enable a telepath to delve deep into the mind of a subject and to then read their innermost thoughts. Questioning can be used in the procedure to force the subject to divulge specific information. The prober can easily determine deliberate untruths told (thought) by the subject. This is subject to telepathic shielding, as below.

### ASSAULT

A telepath may deal mental violence. An unshielded mind, when assaulted telepathically, is rendered unconscious immediately and the character suffers 2D6 damage. Unlike normal damage, assault damage is applied to Psionic Strength (if the victim has it), then Intelligence, and then Endurance. Psionic Strength and Endurance recover as normal. Intelligence returns at the rate of one point per day. When assaulting a shielded mind, the two telepaths make opposed Psionic Strength checks. If the attacker wins, the victim suffers damage as normal and the attacker expends the usual amount of Psionic Strength points. If the attacker loses, both they and the defender each lose 1 point of Psionic Strength.

### DOMINATION

Using this power, a powerful telepath may force a living being to perform one action within its capabilities for one combat round. This includes obviously harmful actions. A non-telepathic victim will be unaware of this intrusion but will be baffled at such action. A telepathic victim will be fully aware and will be able to resist, as below.

### SHIELDING AND TELEPATHIC COMBAT

All telepaths can shield themselves and any target within Personal or Close range (up to a 3-meter radius). The psion may temporarily increase the radius of this effect to all targets within Short range (up to 25m) by spending 1 PSI point per combat round. from unwanted telepathic intrusion. Attempting to use telepathy against a shield requires an opposed Psionic Strength check between the intruder and the defender. If the intruder wins, they may use their power as desired at the usual cost, and the defender loses one point of Psionic Strength. If the intruder loses, they fail to penetrate the shield but expends one point of Psionic Strength. Note that this uses both characters' current Psionic Strength DMs – an exhausted telepath is more exposed to mental intrusion. The defender wins on a tie.

### TELEPATHY AND TRANSLATION

By accessing a target's phonetic and linguistic pathways, a telepath may communicate with them even without knowing the subject's language. This applies to the Read Surface Thoughts, Send Thoughts, and Probe abilities. Such translation increases the psionic power's cost by 2 for Human-like targets, or by 6 for more alien subjects.

## TELEPORTATION

Teleportation is a talent allowing effectively instantaneous movement from one point to another point without regard to intervening matter. Psionic teleportation is limited to the movement of the teleported character's

body and their clothing and other possessions. Teleportation incurs a delay equal to the time necessary to travel to the destination at the speed of light. Note that psions with less than PSI 5 cannot teleport.

### TELEPORTATION

Ability	Level	Cost	
"Blink", unclothed	1	1	Close
"Blink", light load	3	3	Close
Teleport self, unclothed	5	5	Continental
Teleport self, light load	7	7	Continental
Teleport self, moderate load	9	8	Continental
Teleport self, heavy load	11	9	Continental

Teleportation always involves the movement of one's body to another location. The psion cannot move independent items or other individuals. Teleportation involves certain requirements to be accurate, and to insure obedience of the laws of physics.

A "Blink" is a short-range teleportation, up to 3 meters at a time, unlike "proper" teleportation which can reach continental distances.

### PRE-KNOWLEDGE OF DESTINATION

A character must always have a mental image of their destination before teleporting. They may acquire this mental image by personally visiting the location first (or viewing it from a distance), having the mental image implanted in one's mind (by telepathy) by another person who has visited the destination, or by viewing the location through clairvoyance. The key to remember is that someone must view the location itself – recorded images are not enough. Reading a location out of an animal's or alien's mind requires an INT 8+ throw to interpret the images and sensation received by different senses than those of the psion.

### ENERGY AND MOMENTUM

Teleportation involves serious restrictions on movement due to the conservation of energy and momentum.

On planetary surfaces, teleportation is restricted to jumps of Very Distant range or less. Jumps at Very Distant range involve disorientation for a period of 2D6x10 seconds after arrival. This restriction results from the law of conservation of momentum: on a rotating planet, two locations will have different rotational speeds and directions. For example, a jump from a point on the Terra's equator to one of its poles would result in a total velocity difference between the character and their surroundings of over 3300 kph, which would lead to a messy death in short order.

Teleporting to or from vehicles travelling at high speed can also result in energy gains or losses. When teleporting into, onto, or out of a fast-moving vehicle the psion takes damage as if the vehicle had rammed them at its current speed.

Changes in altitude (all movement to locations of differing gravitational potential) will result in potential energy changes, manifesting as changes in body temperature. A jump of one kilometer straight down in Earth-normal gravity will result in a temperature increase of 2.5 degrees Celsius; this is sufficient to cause extreme fever, brain damage, and even death. A jump up will cool the body by the same amount, with equally dangerous results.

To be safe, a jump may not involve an elevation change of more than 400 meters, and multiple jumps should not involve a cumulative elevation change or more than 600 meters per hour. Technological devices may be used to compensate for some of these issues: energy compensators, heated suits, and other means. Characters may feel driven to invent such materials, commission their invention, or seek them out from those who already have them.



## PSIONIC TECHNOLOGY AND MASTERY

In a Cepheus Engine universe where psionic abilities are possible, the following psionic-related technology may be available, either legally or on the black market.

**Inhibitor Drug** (TL 9): Psionic inhibitors dampen the brain's ability to generate psychic effects. A character who takes (or, more often, is forcibly injected with) an inhibitor drug suffers a DM-4 to all Psionic checks and cannot regain Psionic Strength points. Each hour the character may make an Endurance check to throw off the effects of the drug with a DM+1 for every previous check. Inhibitor drugs have no effect on non-psionic individuals. The drugs cost Cr500 per dose. The Referee may decide about unpleasant side effects, such as disorientation or dizziness. Generally, such side effects should enact DM-1 on all skill rolls made by the character for the drug's duration.

**Gestalt Generator** (TL13): An advanced psionic tool, the gestalt generator converts electrical power into PSI points. It is far too heavy to be man-portable. As well, the Gestalt Generator requires vehicle-grade power levels, which necessitates it being mounted on vehicles or starships, or hooked up to a city power grid. The Gestalt Generator allows a Psion to begin recovering Psi Strength in the next hour after using a Psionic power rather than wait for the

usual period of 3 hours before the PSI points begin regenerating, and also allows them to regenerate 2 PSI points per hour rather than a single one. Cr110000.

**Mind Probe** (TL13): Appearing as a smooth, handheld orb of swirling semi-transparent color, the Mind Probe amplifies any Telepathic powers used by its wielder, reducing both the difficulty and cost of their use. It provides DM+1 to all Telepathy-related PSI throws and reduces the Psi Point cost of any Telepathic power by 2, to a minimum of 0. Note that the Mind Probe carries its user's mental impression for several days even after brief use. For those Mind Probes used by one individual for a long time, the mental impression can last for years, or can even be permanent. Subsequent users will receive flashes of images, and whispers of thought echoes imprinted by its previous owners. Cr5000.

**Psi-Drugs** (TL 8+): These drugs restore Psionic Strength if taken when the character has already spent Psionic Strength points, or temporarily increase the character's Psionic Strength if taken when they are at full Psionic Strength, as given in the Psi-Drug Effects and Cost table. Note that Psi-Drugs do not allow a character to use powers above the level allowed by their original Psionic Strength.

### PSI-DRUG EFFECTS AND COST

Drug	TL	Psionic Strength Restored	Psionic Strength Boosted	Cost (Cr)
Standard	8	3	2	1000
Double	9	6	4	4000
Special	10	9	6	10000

A character who takes more than one dose of Standard or Double Psi-Drug per day, or a single dose of the Special drug, must make an Endurance check, with a DM-1 per dose of psi-drug taken in the last week (not including the one just taken). If the check fails, the character falls ill with a severe fever, suffering 3D6 damage and permanently reducing their Psionic Strength by one. For each TL above that listed, the user gains a cumulative DM+1 per Tech Level on their Endurance Check.

**Psionic Shield** (TL 12): Any armor incorporating a helmet or hood can be outfitted with a psionic shield, blocking Telepathy. Unlike the Telepathy power shield a technological shield is invulnerable to assault and blocks sent thoughts. It cannot be lowered without removing the helmet or hood containing the shield. Cr40000.

Buildings and vehicles can also be psionically shielded, but this is much costlier, increasing the cost by 10% for smaller objects such as personal vehicles, by 50% for larger objects, and by 100% for large buildings or spaceships.

**Psionic Static Generator** (TL13): The psionic static generator creates a field of psionic "white noise" within a 10m radius of the device. This increases the difficulty of maintaining the focus and concentration required for the use of psionic powers. Any Psionic power used within the radius of effect of the Psi-Static Generator costs double the Psi Points to activate and suffers DM-2 to any Psi throws. Psions exposed to a psionic static generator for just a few minutes report recurring headaches and nightmares for several days after they leave the device's area of effect. Cr15000.

**Psi Trap** (TL13): The psi trap is a bio-mechanical implant inserted into the subject's cortex, with a network of microscopic wires woven into the brain tissue. The augment interacts with any intruding telepath and creates a feedback loop, causing backlash against the intruder. Any character or creature using invasive Telepathic powers against the subject suffers damage equal to the power's PSI Point cost. Cr100000. This also works against offensive Awareness powers, namely Drain Health.

**Teleportation Suit** (TL12): This device can be integrated into a suit of armor or worn as a form-fitting body-suit. It rapidly cools or warms the body after a teleport, minimizing the damage from sudden energy gains or losses. The suit costs Cr50000 and allows a character to jump up to 600 meters up or down in a single teleport, or up to ten kilometers in a single hour when using successive jumps.

**Improved Teleportation Suit** (TL14): This improved teleportation suit allows a character to jump up to 10 kilometers up or down in a single teleport, or up to 100 kilometers in a single hour when using successive jumps. Additionally, the Improved Teleportation suit does not count against a character's load when teleporting. Cost: Cr100000.

**Psionic Interface** (TL14): Any weapon or technological device can be outfitted with a psionic interface. A character using a device with a psionic interface can use their Psionic Strength DM instead of their Dexterity DM when using a weapon or device or use telekinesis to interact with it at range. Adding a psionic interface increases the cost of the device by 20%.

**Telepathy Creator** (TL15): A circlet worn around the head or incorporated into a helmet or hood. This device scans the wearer's brainwaves and creates psionic energy allowing a non-psion to act as if they have the Telepathy Talent. PSI score is the wearer's Intelligence characteristic score. Like the psionic talent, use of a telepathy creator is a skill. For a psionic telepath, the generator acts as a Psi Enhancer, raising the character's PSI score, for Telepathy only, by 3 while worn. Cost: Cr100000

**Psionic Creator** (TL16): Similar to the Telepathy Creator, a circlet worn around the head or incorporated into a helmet or hood. The standard unit incorporates all the capability of the Telepathy Creator but now includes the capability to create Telekinetic powers as well. Cost: 200000. At TL17 the Psionic Creator can be made small enough to be implanted under the skin.

**Psi Implant** (TL 17): The ultimate development of psionic technology, this biomechanical implant allows a non-psionic user to use synthetic psionics. This costs Cr100000 per PSI point and a MCr1 per Talent unlocked.



## THE PSION CAREER

The following Psion career is optional. In many campaigns, based on the core Cepheus Engine rules and those presented in this booklet, the Referee will allow psionics only after character generation, subject to testing and training. In a typical These Stars Are Ours! campaign, ordinary humans will have access to psionics only through various career events. However, some players and referees might like the idea of including a fully-trained psion in the party, and thus will allow one or more of the players to roll their characters' PSI characteristic at character generation and enter this career.

### VARIANT CHARACTER GENERATION RULES

Before presenting the Psion career itself, we would like to introduce a few optional rules which we think might improve the flavor of Cepheus Engine character generation.

#### OPTIONAL RULE: MAXIMUM SKILLS LEARNED

With longer lifespans, and longer careers, possible at higher tech levels, it is likely that a character could amass many, very well-developed skills that could unbalance a game. We recommend that for any character, player or NPC of any race, the maximum number of skill levels cannot exceed the sum of their INT and EDU scores. Level-0

skills do not count against this limit and a character could have, theoretically, every skill at Level-0. Thus, if a character has an INT of 6 and an EDU of 8, they would be able to retain a maximum of 14 levels of skills.

If a character stays in a career long enough that they gain a number of skill levels that exceed this limit, the Player should wait until the end of character creation is completed and then reduce the skill levels of their learned skills until they get under the INT+EDU limit. Once skills are reduced to Level-0, they no longer count against the maximum and do not need to be reduced further (to unskilled). A skill reduced from some higher level to a lower level, even Level-0, represents a skill that the character knew well at a younger age, but through lack of use, has simple forgotten much of the details and specific knowledge that would be represented by the higher skill level. Characters may feel an "I used to know that" feeling when using these reduced skills.

#### OPTIONAL RULE: TECHNOLOGY AND AGING

As the tech level improves, overall health improves too, therefore we believe that to account for the effects of advanced medicine on longevity, the following table should be used to apply DM's to any rolls on the Aging table for any race based on the tech level of the character's homeworld.

Tech Level	Aging Roll Modifier
0	-3
1-2	-2
3-5	-1
6-8	+0
9-11	+1
12-14	+2
15+	+3

### OPTIONAL RULE: ALLIES AND ENEMIES

We introduce two new concepts when rolling on Mishap, Event, or Mustering Out tables: Ally and Enemy. These people represent contacts that the character has developed, for good or ill, during their lives. An Ally may be a close friend or relative who may be willing to help the character from time to time. An Enemy is someone that feels the character has done them wrong, real or imagined, and wants revenge. The details of the Ally or Enemy are left to the Referee and Player. Allies and Enemies should not be a crutch for play, but should represent someone from the characters past who appears from time to time.

### OPTIONAL RULE: EVENTS AND MISHAPS

To provide additional background information and more variety during character creation we strongly recommend that Referees and Players use the following *optional* tables appearing on each career table.

**Events:** When using this optional rule, roll each term for an Event, after rolling for Survival but before rolling for Advancement or Commissioning.

**Mishaps:** Mishaps occur when called for by the Event tables. Optionally, a particularly merciful Referee may decide that characters who have failed their Survival throw can roll on this table in lieu of dying. In this case, they are automatically ejected from their career after two years, gain no Benefit roll for that term, and do not gain any career skills for that term.

**Life Events:** In some cases, Events will refer to the Life Event table, as given on the next page.

## VARIANT PSIONICS FOR THE CEPHEUS ENGINE

2D6	Life Event
2	<b>Injured.</b> You suffer an injury or illness. Roll on the Injury table.
3	<b>Refugee.</b> A War destroys your home. Lose one Benefit roll.
4	Good Fortune. Something good happens to you. Gain a +1 on one Cash Benefit roll.
5	<b>Ending of Relationship.</b> A romantic or fraternal relationship you are involved in ends – badly. Change an Ally into an Enemy. If you do not have an Ally, you still gain an Enemy.
6	<b>Improved Relationship.</b> A romantic or fraternal relationship deepens, possibly leading to marriage or a profound friendship. Change an Enemy into an Ally. If you don't have an Enemy, gain an Ally.
7	<b>Militia training.</b> You receive paramilitary training in a planetary militia unit. Gain Gun Combat-1.
8	<b>Travel.</b> You spend a lot of time travelling between worlds. Gain either Steward-1 or Linguistics-1.
9	<b>Study.</b> You work to improve yourself. Increase any skill you have by one level.
10	<b>Crime.</b> You commit or are accused of a crime. Lose one Benefit roll. Throw Advocate 8+. If you fail, you must spend the next 4 years in Prison (see below).
11	<b>Career Change.</b> Dissatisfied with your current life, you decide to change careers. You must change careers at the end of this term, but you gain a +2 DM on your next Qualification roll.
	<b>Unusual Event.</b> Something strange or unusual happens to you. Roll 1D6:
	1. <b>Marooned</b> – you end up crashing on an alien planet, far from civilization. You endure the elements and wildlife for 1D6 months until rescue arrives. Gain Survival-1.
	2. <b>Abduction</b> – Aliens abduct you. However, they do not keep you as a prisoner, but rather release you after a short time of experimentation. You might suffer from some “missing time”. Roll END 8+ to avoid a roll on the Injury table, but you now know the language of the abducting species (Gain Linguistics-1 in that language).
12	3. <b>Alien Artefact – You have a strange or unusual device or other item belonging to an alien culture</b> that is not normally available to your species. The artifact is worth 1D6xCr5000.
	4. <b>Amnesia</b> – Something happened to you, but you don't know what it was. Your memories of the last few months are just – gone.
	5. <b>Contact with High Command or Government</b> – You come into contact with a high-ranking officer in your military or with the highest echelons of your government. Gain an Ally there.
	6. <b>Precursor Artifact</b> – You come into possession of a Precursor Artifact worth 1D6xCr50000.

### OPTIONAL RULE: PRISON

When a character rolls an Event or Mishap that sends them to prison as a criminal, or if they are captured and are a prisoner of war (POW), they must spend one term in captivity. Rather than roll a skill on their career tables, they

must roll on the Prison skill table below. Prisoners do not roll for advancement or commission and do not gain a Benefit for this term; POWs may keep their Benefit roll. During your time as a prisoner, you may roll once on the following table per term of captivity.

1D6	Prison Skill
1	+1 END
2	Gambling
3	Streetwise
4	Survival
5	Bribery
6	Recon

## VARIANT PSIONICS FOR THE CEPHEUS ENGINE

PSION						
You studied and used your psionic capabilities for a government, a corporation, or independently.			<b>Qualification</b>	Automatic at PSI 2+	<b>Commission</b>	EDU 8+
			<b>Survival</b>	INT 6+	<b>Advancement</b>	PSI 6+
			<b>Re-Enlistment</b>	5+		
			<b>Mustering Out Benefits</b>			
Rank	Title	Skill or Bonus	1D6	Cash	Materials	
0	Acolyte	Sciences (Any)-1	1	1000	Low Passage	
1	Adept	--	2	2000	+1 EDU	
2	Disciple	--	3	5000	+1 INT	
3	Mystic	Admin-1	4	10000	+1 PSI	
4	Warlock	--	5	20000	Ally	
5	Magus	--	6	50000	High Passage	
6	Master	PSI +1	7	100000	Explorers' Society	
Skills and Training						
1D6	Personal Development	Service	Specialist	Advanced Education		
1	+1 PSI	Admin	Animals	Advocate		
2	+1 INT	Comms	Bribery	Computer		
3	+1 EDU	Steward	Liaison	Linguistics		
4	Melee Combat	Streetwise	Leadership	Medicine		
5	Carousing	Sciences	Admin	Sciences		
6	Gun Combat	+1 PSI	+1 PSI	+1 PSI		
1D6	Career Mishaps					
1	<b>Seriously Injured.</b> Roll twice on the Injury table and take the lower result.					
2	<b>Secret.</b> You learn something you shouldn't and people are out to get you. Gain an Enemy.					
3	<b>Betrayed by a friend.</b> If you have an Ally, change them to an Enemy. If you do not have an Ally, an acquaintance betrays you and you still gain an Enemy.					
4	<b>Dishonorably discharged.</b> Lose all benefits from this career.					
5	<b>Discharged.</b> You are discharged from the service after a long legal battle. Roll Advocate 10+. If you succeed, you must pay legal debt of Cr10000, but are honorably discharged. If you fail, you must spend the next 4 years in prison and receive a dishonorable discharge. You lose all benefits from this career.					
6	<b>Luck.</b> You are lucky, despite four bad years, you may remain in this career.					
2D6	Career Events					
2	Mishap. Roll on the Mishap table, but you are not ejected from this career.					
3	Strange Science. You are offered a chance to participate in an experiment that might increase your psionic powers. If you accept, throw PSI 8+. If you succeed, you may roll to gain a psionic talent that you don't have without negative DMs. If you fail, take a -1 PSI.					
4	Psionic Experiment. You are offered the chance to participate in a dangerous psionic experiment. If you agree, throw PSI 8+. If you succeed, increase your psionic strength by 1D6. If you fail, take a -1 PSI; however, on a natural 2, you lose all your psionic powers and your PSI characteristic is permanently reduced to zero. On a natural 12, you may select any psionic talent that you don't already have.					
5	Unethical Psion. You have a chance to use your powers unethically to better your standing. If you accept throw PSI 8+. If you succeed, gain an extra Benefit roll or a +1 SOC. If you fail, take a -1 SOC.					
6	Mind and Body. You receive training in mundane skills. Gain one of Athletics, Animals, Melee Combat, Stealth, or Streetwise.					
7	War/Life Event. Roll on the War/Life Event table.					
8	Connections. You make a connection outside of your normal circles. Gain a non-psionic Ally.					
9	Negotiations. You are involved in secret or high level negotiations. Throw PSI 8+. If you succeed, gain Linguistics-1 or an Ally. If you fail, take a -2 DM on your next Advancement or Commission roll.					
10	Advanced Training. You are given advanced training. Throw EDU 8+. If you succeed, increase any skill you have by one level.					
11	Secret. You learn something that you shouldn't know. Throw INT 8+. If you succeed, gain a +2 DM on your next Advancement or Commission roll. If you fail, gain an Enemy. The nature of this secret is up to the Referee.					
12	Advancement. You are automatically Promoted or Commissioned.					

### MASTERING PSIONICS

While psionics, as noted in the previous chapters, are a matter of talent rather than skill, a psion may attempt to master their own powers and gain further spiritual and cognitive enlightenment. A character may temporarily increase their Psionic Strength by rigorous mental exercise and dedication. Because such a program requires great dedication, the character must throw PSI 8+ to be able to carry out the process as desired. If they fail, they may not roll again for dedication to such program for at least one year. A successful throw indicates that the character undertakes the program. The character's Psionic Strength increases by 3 points for the next four years; this increase also allows using psionic powers of a higher level. Once the four-year period is over, this increase is lost unless the character dedicates themselves again to this level of mental focus (requiring another throw as

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above, but with a DM+1, in which case the character will maintain the new level of Psionic Strength for four additional years, at the end of which the increase will become permanent. A character can only increase their PSI characteristic once in such manner during their entire lifetime; they may gain further PSI by studying with a master.

Studying with a psionic Master (a trained psion of Psi Strength 12+) allows DM+2 to the above throw. Such masters are rare and will usually require significant payment or service from the pupil. A character can only increase their PSI characteristic once in such manner during their entire lifetime; they may gain further PSI by dedication and mental focus. (a character with PSI 12+ and PSI training is a Master). In any case, a character cannot increase their Psionic Strength beyond 15.

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