

KwaiTana Source Book:

Psychic Dreams V1.0

For use in KwaiTana v2.0+

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This book is put together so that people playing psychic characters in an anime campaign using the Kwaitana Rules can spice them up with new abilities and rules. So all you budding mind melters out there get ready to delve into the psychic dream.

How to Build a Psychic Character

1. Create the concept of the psychic using character.
2. Purchase attributes, skills, advantages and disadvantages as per normal with the extra lists in this book to choose from.
3. Choosing the psychic powers the character possesses.
4. Choosing any modifiers for the powers and taking note of the final cost per level of each.
5. Purchasing the powers at their modified costing.

Psychics

The psychic's role is as large and as small as the world an anime master paints, as can be seen by the portrayal of psychics in anime as well as popular culture. The psychic's ability to change and manipulate minds around them can give them untold power in the world. Some psychics can be looked at as demigods due to their incredible abilities and power, while others have sunk into the pits of entropy and depravity as insanity claimed their sensitive psyches.

The psychic has the ability to be a leader or slave, depending on how they are seen in a world. However, the psychic is not an everyday permutation of the gene pool, in fact finding a psychic is said by some to be as hard as finding a needle in a haystack. It is a common belief that many psychics are biologically engineered, due to their rarity. Whether or not this is true remains to be seen.

Latents

On a lower rung than psychics, but still having a lot of potential are the latent psychics. These people are not fully powered psychics, but have the power hidden, unusable, within them. As such, if they are aware of their powers, they have no control of their abilities, but certain outside forces can bring them within reach for temporary periods of time.

Although found in more numbers than psychics, latents are still rare amongst many of the population. Latents can be prone to bursts of uncontrolled psychic events where the hidden power can manifest but lashing out around the area.

Psi Exhaustion

Pushing one's mind to the limit and exacting your will over the world or another's psyche can exhaust a psychic. For each effect that a psychic tries to perform, their minds are temporarily sapped a little of its strength, this is called Psi Exhaustion.

For each psychic effect attempt, successful or not, the user takes the corresponding exhaustion of their current Stun Points total. The maximum amount of Stun Points a character has is equal to $(\text{Brains} + \text{Toughness}) \times (4 + \text{Reality Level})$, when you reach zero (0) Stun Points, the character is unconscious.

You regain your Toughness \times RL per hour for any lost Stun Points up to maximum. Any Hurt Points taken also lowers the amount of Stun Points a character has.

The Astral Plane

This is the level of existence that is just above the every day reality. When a psychic travels there, they leave their physical body behind and only have a delicate silver cord trailing behind them to show the way back to their body.

The Astral Plane is the realm of thought and dreams, awash with misty clouds of proto-matter traveling along, usually, calm eddies and zephyrs. Amongst all the clouds of ether exist small pockets or islands that dot the plane. All of these are found at the highest reaches of the Astral Plane just before entering into the void of space. On the lower levels of the Astral, travelers can see the effect of the real world upon the thoughts and dreams of the masses, may be seeing in one spot the blackest pit and in another spot, a green gaia.

Psi Boosting

There exists several different ways and means to boost one's psychic power, some psychic drugs can even give psychic powers to mundane's for a brief period of time. Another way to boost psi power is to group minds together, and another is to wear a device that harmonizes with the psychics thought waves and can enhance the wearer's power.

Psychic Drugs

These are substances that can increase the power level of a psychic ability if a character uses it. There are many and various types and names of drugs, one for each main power with a few special cocktails on the market. These drugs are all highly addictive and as such, are illegal in most countries even though some governments might still use them (all for the sake of national security I am sure).

Though the names may vary, the bonus that the drug will give the user depends on their current ability with the psychic abilities.

User	Effect	Duration
Mundane	Gains 3 levels in the drugs aspected power	3 hours
Latent	+2 levels to drugs aspected power	2 hours
Psychic	+1 level to the drugs aspected power	1 hour

It is up to the Anime Master when over use of these mental stimulates causes an addiction to the substances. Withdrawals of these types of drugs are long and harsh affairs, usually havin g to deal with hallucinations, uncontrolled power use and other things.

Psychic Equipment

These are devices that may populate a campaign world. The prices and sizes can vary greatly depending on the availability and technology level.

Psi Ψ Computers

This electronic machine is the same as any other standard computer of it's day except for one thing, it has been added with an emitter/detector module put there specifically for sending and receiving telepathic wave forms. The effect of this is that if the user of the computer has telepathy, then they can bypass the keyboard and mouse (voice if the technology is there) and communicate with the computer directly with their minds. All difficulties dealing with that computer are 2 levels easier for any accessi ng purposes.

Psi Ψ Boosting Devices

A device of this category enhances the natural ability of the wearer by “tuning” into their unique thought waves and amplifying them such that any effects performed by the wearer are increased. With these devices, a L atent may have conscious control of their power as well as gaining the bonus that the booster has. Each boosting device has a certain level that it was designed and built to have ranging from 1 - 4, the maximum level that a booster can have is the Reality Level the campaign is in (AM's can disregard this if they see fit).

The level of the booster is the increase in power level the psychic gains to their powers. The limitation is that the device can only affect one power at a time and it takes a full round to recalibrate to a new power. Power cells also need to be changed/recharged regularly and the device itself may be a cumbersome object to carry depending on the current technology of the campaign world.

Psi Ψ Shielding Devices

These are the psychic white noise generators. A device of this kind produces a small, one-person field that “fuzzes” out any mental power trying to penetrate the field. The shielding device has levels ranging from 1 - 4, limited by the Reality level. The level of the shielder is the number of D6's rolled against the offending psychics skill roll. The shielder defends from any mental probe or attack that needs to go through the field. These devices also have the limitations of power cell replacement or recharging and can be unwieldy to wear.

Gestalts

A gestalt is a telepathic linking of minds all focusing upon one individual. The effect of this can be quite powerful as the focus mind can gain an astonishing amount of added power from the interlinked psychics backing them.

A gestalt with no focus is called a telepathic communion and do not boost any psychic ability although the participants gain a strong rapport with each other and usually have more of their mind open.

For a gestalt to work, all potential links must have the telepathy power at some level and also have the power that is to be boosted in the focus link. The focus psychic must also have the gestalt programming skill to have any real chance to weave the minds together, the more minds the harder to mesh but each extra link brings more power.

The duration of the gestalt is the unmodified Telepathy power level x (4 + RL) in rounds.

Number Of Links in Gestalt	Bonus to the focus of Gestalt	Difficulty
2 to 3	2	15
4 to 7	3	15
8 to 10	4	15
15 to 20	5	20
20+	+1 per every link over 20	+5 for every 10 links

Psi Combat

The combat sequence of a psychic is generally the same as normal combat except that for any attack aimed for the mind of a target, there is a resist roll made with the targets Brains plus any modifiers against the skill roll of the psychic's attacking power.

The psychic must better the resist roll and get over the base difficulty of the power to succeed. Psychic powers that have physical effects are still soaked with the targets Toughness attribute.

Example:

Sam is going to attack with the Sleep power against Max who is going to counter strike back with a searing Pyrokinesis power to Sam's body.

Initiative is rolled as per normal, characters Agility is rolled with highest going first for each action in the round. Both have Agility's of 2 so they roll 2D6 each getting 5 and 4 respectfully thus Sam goes first but the unmodified Sleep power takes 3 actions to use so Sam starts to try to make Max fall asleep.

Meanwhile, Max now getting his chance at an action, decides to use his power of Pyrokinesis, but this power also has the initiative modifier of 3, so he'll be waiting for 3 actions as well before things start warming up. In the next two action phases, the two opponents can do simple actions of dodging and running or even fighting if they are good enough, but they can only use one power at a time.

Being as it is still the same round, Sam has first go with his power. Sam has a Brains of 3 and a Sleep power use skill of 3, so he rolls 6D6 to see what happens, 21 gets rolled on the dice which exceeds the difficulty level of the power. Max now has the chance to resist the mental attack but since he does not have any Mind Shield up or the like, he can only resist with his Brains of 4 and Strong Will (4) which means he rolls 4D6 +4 and gets 22, making him lucky enough to beat that power, Sam deducts 4 Stun Points from exhaustion.

It is now Max's turn to use his power, he has Brains 4 and power use of 2 give 6 dice and he gets a 18 beating the difficulty level of the power. Sam tries to dodge this effect but gets only 10 and starts to get hot as Pyrokinesis does 1D6 to Sam.

The damage rolled is 5 so Sam tries to soak the damage with his Toughness of 2 and lucky rolls 7 taking no damage for this action.

Max deducts 5 Stun Points for exhaustion as the combat continues.

Astral Combat

Fighting someone in the Astral Plane is a simple, and often times very quick, affair. Mental powers work the same on the Astral and are resisted the

same but all physical powers do not work as the combatants themselves have no physical form.

The only way around that is to create a weapon out of the ether, having it floating around, thus making a weapon (appearance has no effect) that does the psychics Astral Projection power level in D6's in damage.

Soaking the damage of the ether weapon uses the Brains attribute plus any Strong/Weak Will modifiers.

Ether Weapon

Initiative Modifier: 2 to make, 1 to use in combat

Difficulty: 10

Exhaustion: 3

Psychic Advantages/Disadvantages

These advantages and disadvantages can be used in conjunction with the ones in the KT main rulebook.

Advantages

Animal Empathy	(+3)
Astral Sight	(+2)
Aura Sight	(+4)
Catalyst Creature	(Variable)
Compartmentalized Mind	(+4)
Dream Runner	(+3/+6)
Emotion Sense	(+3)
Life Detection	(+3)
Mind Link	(+2 per lvl)
Strong Will	(+1 per lvl)

Disadvantages

Latent Power	(-5)
Low Empathy	(-4)
No Physical Body	(-10)
Psi Drug Addiction	(-3)
Sadism/Masochism	(-3)
Sleep Power Use	(-4)
Solipsist	(-3)
Split Personality	(-5)
Super Sensitive	(-6)
Telepathic Addiction	(-5)
Weak Will	(-1 per lvl)

Psychic Skills

Concentration	(Brains)
Gestalt Programming	(Brains)
Hypnotism	(Brains)
Mind Block (Mundane)	(Brains)
Omen Reading	(Brains)
Psychic Theory	(Brains)

Psychic Powers

Anti Psi Field	Mind Sword
Astral Projection	Neutralise
Clairaudience	Precognition
Clairvoyance	Psychokinetic Shield
Drain Hurt Points	Pyrokinesis / Cryokinesis
Energy Shield	Retrocognition
Illusion	Sleep
Impulse	Telekinesis
Levitation	Telemechanics
Metabolism Control	Telepathy
Mind Shield	Teleport

Advantages

Animal Empathy: +3 points

A character with this advantage can pick up the emotions that the animals around them have. The range of this ability is 10 meters, as emotional “clutter” will mess up any attempt at further range. The animal empathy is mostly a conscious ability but powerful emotions can be picked up by the empath such as a stalking animal or a hurt animal.

Astral Sight: +2 points

With this advantage, a character can see into the Astral Plane without having to have the Astral Projection power. The character can only see the local surroundings of the Astral Plane and cannot interact with anything in there as they are still in the Physical World.

Aura Sight: +4 points

This is the ability to actually see the aura of a person or item of note. The aura of something can give insights into that person's current emotional and mental state even to the point where odd things may be divined.

In respect to objects, the auras that they tend to collect are the emotions that surround it, thus a knife used in a murder would have an aura of pain on it amongst other possible ones.

The aura's themselves are multicoloured and ever shifting but the character reading understands the meanings of the colours unless it is one they haven't seen before.

Catalyst Creature: variable cost

A catalyst creature is an animal or possibly monster, typically more intelligent than the species the creature comes from, which is mentally bonded to the character.

The bond between the creature and the psychic can vary widely but the creature does wish the best for its bond mate, it's just that its methods can leave a lot to be desired. The main effect of the catalyst creature is that it can temporarily boost a psychic power level of the character it is bonded to but only one power at a time. The catalyst creature is an NPC and is run by the Anime Master, and its reactions should follow according to how its master treats it.

Although a catalyst creature may be intelligent and self-willed (if the cost is paid) it will still follow its own natural instincts, for instance a cat is always a

cat no matter how intelligent it is. To work out the cost of the catalyst creature, just go through each list and add up the points picked.

Size

- 2 points: A small and not very useful animal creature (rat, mouse, hamster)
- 4 points: An average or slightly more powerful animal (cat, dog, bird)
- 6 points: A medium sized or more powerful creature (lions, tigers, crocodiles)
- 8 points: A large or extremely powerful creature (creatures of legend)

Intellect

- | | |
|-----------------------|---|
| 0 points: Average (1) | -trained animal range of communication |
| 1 point: Fair (2) | -empathic communication to bonded character |
| 2 points: Good (3) | -telepathic communication to bonded character |
| 3 points: Great (4) | -verbal speech |

Power Boosting

- 2 points: +1 level
- 4 points: +2 levels
- 6 points: +3 levels
- 8 points: +4 levels

Hurt Points

- 0 point: 10 Hurt Points
- 1 point: 20 Hurt Points
- 2 points: 30 Hurt Points
- 3 points: 40 Hurt Points

Soak Dice

- 0 points: 1 dice soak
- 1 point: 2 dice soak
- 2 points: 3 dice soak
- 3 points: 4 dice soak

Compartmentalized Mind: +4 points

This uncommon advantage has the effect of letting a character that possesses it to shut away a portion of their psyche that is all but impossible to look at, or to manipulate.

The effect of which is that all possession, mind swapping or memory altering attempts fail unless a critical success or better was rolled and even then the effect gained is only temporary.

Dream Runner: +3/+6 points

A character with this strange and sometimes powerful ability can go inside the dreams of a sleeping person.

With the lesser-cost version of this advantage, the character can only view the dreams as they happen, this is the only way to see what things are going on in the subject's unconscious. The increased cost version gives the character ability to interact with and even to some extent, create dreams inside the subject.

Emotion Sense: +3 points

A character with this advantage can pick up the emotions that the people around them have. The range of this ability is 10 metres, as emotional "clutter" will mess up any attempt at further range. The emotion sense is mostly a conscious ability but powerful emotions can be picked up by the empath.

Life Detection: +3 points

With this pseudo psychic power, a character can sense if any life form is near by as well as the complexity of said life form. With experience, the empath can tell what sort of life they are sensing and general distance to. Plant life gives a general fuzzy sense of life. The range of this ability is 30 metres.

Mind Link: +2 points per level

A character with this advantage has a very strong mental and emotional link with someone else. The two or more individuals that are linked find that they share thoughts and emotions immediately with each other, although the effect is strongest when they are close in proximity.

Each level of Mind Link confers an extra level of Telepathy when dealing with the other person in the link. The person that is linked cannot be changed during the course of a game. The advantage must be bought again if the character wants another person in a Mind Link but the other two do not share the advantage between them.

Strong Will: +1 point per level

A character with Strong Will has uncommon belief in themselves and the ability to control any urges that might tempt them. Each level of Strong Will confers a bonus +1 as a number to any roll in defending against any mental invasion or attack that involves the mind.

Disadvantages

Latent Power: -5 points

This disadvantage means that the character has a psychic power that has not fully manifested yet. Any psychic power that the character has will only work under duress or outside stimuli.

Being as such, the character might not even know that they have any psychic ability until such occurrences happen. Outside stimuli can be in the form of the few types of psi drugs or a psychic enhancing device. If the conditions are right, the character does have full access to the power till the stimulus has gone.

Low Empathy: -4 points

A character with this disadvantage has a very hard time emotionally connecting with people. They can tend to have little to no regard for the people around them and often have the emotional range of an android. All social rolls for a character with Low Empathy are 2 levels harder to do.

No Physical Body: -10 points

For some reason, the body of the character has either died, is no longer needed or maybe some other plausible reason that the player can come up with.

In any case the character's body no longer exists yet the character's mind and psyche still do. As a result, all physical tests are automatically failed and social rolls are penalized by 2 levels (10 points) since the character is just a floating, glowing body of light.

All physical attacks against the character have no effect unless they are magical or have an energy effect. All powers and mystical effects still hurt the disembodied character as does energy like electricity and radiation. Any rate of movement is the same and teleport does still work. Hurt Points of the character are still valid as well but is considered to be "psyche integrity".

Psi Drug Addiction: -3 points

You are addicted to one or more of the psi drugs that populate the black market. The character cannot go a day without having a "hit" of their drug and if they don't, they will start having withdrawal symptoms.

Psychic drug withdrawal is far worse than the typical illicit drug that pervades today's society, as they cause massive headaches, flashbacks of both the character and other people's memories, sensory changes ranging from total numbness to hyper sensitivity and lastly hallucinations which look totally real to the addict.

Sadism/Masochism: -3 points

The character either takes great delight in giving pain to others or receiving pain. A minus 1 dice to social rolls are given to known sadists and masochists.

In a combat situation, both the sadist and masochist suffer a minus 1 dice to their dodge for different reasons, the sadist enjoys the fight too much to dodge and the masochist wants to feel the pain of being hurt.

Sleep Power Use: -4 points

A character with this disadvantage has yet to have complete control of their powers and as such the characters psychic powers can only be activated while they sleep, causing much distress to them and the people around them.

Solipsist: -3 points

The character has a view that they are all that truly exists and everything is either fabrication or a dream. As such, the character has a difficult time with interacting with others or even caring about others.

Split Personality: -5 points

You have a room mate in your head which has its own personality and agenda. The other personality is usually in opposition to the characters and will generally be malicious to them. Sometimes the other personality may gain control of the characters body for a short period of time (AM's discretion).

Super Sensitive: -6 points

The character has some sort of telepathic booster within them but it is anything but a good thing. There is no "filter" to your telepathic ability and because of this, the character picks up all the stray thoughts of the people around them. These stray thoughts can often fill the Super Sensitive character's mind making it very difficult to think and sometimes difficult to identify their own thoughts from the mass of others that they can sense.

Emotions also get picked up by the sensitive, prompting them to wild and potentially dangerous mood swings.

Telepathic Addiction: -5 points

A character with a Telepathic Addiction gets their kicks by being in mental contact with someone. They either like the sharing sensation or the invasion aspect but either way they like the thrill of using their telepathy power.

Weak Will: -1 point per level

A character with Weak Will has low belief in themselves and tends to be easily swayed to their urges. Each level of Weak Will has a negative result in defending against any mental invasion or attack that involves the mind. In any such roll, -1 as a number is taken off the defence roll.

Psychic Skills

These skills are purchased in the same manner as the skills in the basic Kwaitana rulebook.

Concentration (Brains)

A character with this skill has trained themselves to ignore distractions that may otherwise interfere with the psychic's ability to focus. The more annoying the disturbance, the higher the difficulty for the skill rolls.

Gestalt Programming (Brains)

This skill is important if any gestalt or meta -concert is to be achieved. It is only needful that the focus of this gestalt actually has this skill, as they are the one that organises the gestalt. So with a successful programming roll the Gestalt focus will gain the power increase from the collected minds.

The number of minds being organised determines the difficulty of the skill roll, with the base difficulty being 15 for 10 minds and goes up 5 for every extra 10 minds to a maximum difficulty of 30.

On a failed roll, the focus of the gestalt gains no bonus to their powers.

Hypnotism (Brains)

With this skill, a character can put another person into a relaxed state in which they are more susceptible to suggestions. The person must be willing for there to be any success.

Upon a successful skill roll, one simple suggestion may be implanted in the subject, but it cannot be one that goes against the subjects' morals or be dangerous to the subject.

The effects of the hypnotism will wear off after a scene.

Mind Block (Brains)

This skill is the non-psychics (mundane) way of dealing with telepathic intrusions into their mind.

The defender mentally sings a song or does mental math that covers any hidden thought that they might have thus eluding the probing telepath. The success roll of the probing telepath becomes the difficulty of the defending person, equaling or exceeding the telepaths roll will result in a successful defence.

For this skill to work, the defender must know that they are about to be probed so that they can start their block routine.

Omen Reading (Brains)

A character with this skill knows of the many forms of divination that are around and is also knowledgeable about the omens that might appear to them.

This skill can also be used as a lesser and more limited form of precognition. The things that can be divined from a sign reading are pretty much limited to a good or bad sign. The obscurity of the sign gives the difficulty of the skill roll.

Psychic Theory (Brains)

This skill gives scientific knowledge on how psychics use their powers and how the powers physically work in the world.

On a roll of 20 (Difficulty Good), a character with this skill can tell when a person is actually using a psychic power, on a critical success they can tell which power the person is using.

Psychic Powers

These powers are treated like the basic powers out of the main rulebook, each level costs a base of six (6) character points and each needs a Power Use skill to be effective. Uppers and Downers modify the base cost of the power per level either by increasing it per level or decreasing it per level.

Anti Psi Field

This power makes a small area, centred on and moving with the psychic, more difficult for any other psychic or opponent to use a power inside that area. The area of the field is power level x (4 + RL) in diameter in metres. Any psychic power that has its target inside the Anti Psi Field suffers a power level in D6's off the power skill roll. The duration of this power is the power level x 2 x RL in rounds.

Initiative Modifier: 3

Exhaustion: 7
Difficulty: 20

Uppers: More Duration: +0.5 for x2 duration, +1.0 for x4 duration, +1.5 for x8 duration.
Increased Area of Effect: +0.5 for x2 area, +1.0 for x4 area, +1.5 for x8 area.
Takes less time: +0.5 per action.
Less Exhaustive: +0.5 for 3/4 normal, +1.0 for 1/2 normal, +1.5 for 1/4 normal exhaustion taken (round up).

Downers: Less Area of Effect: -0.5 for 3/4 area, -1.0 for 1/2 area, -1.5 for 1/4 area.
Less Duration: -0.5 for 3/4 duration, -1.0 for 1/2 duration, -1.5 for 1/4 duration.
Takes more time: -0.5 per extra action.
Immovable: -1.0 for the field to be stationary upon summoning.
More Exhaustive: -0.5 for 1.25 normal, -1.0 for 1.5 normal, -1.5 normal exhaustion taken (round up).
Needs Concentration: -1.0 Every other test (Skill / Statistic) is 2 levels higher to keep effect going.

Astral Projection

This power allows the psychic to enter the astral plane and survive there in the alien environment. It also allows the psychic to see into the astral plane without having to wholly enter it. This power is critical to the psychic in their ability to defend themselves while in the astral plane. Travelling speed in the astral plane is equal to power level x (4 + RL) in metres per second.

Initiative Modifier: 4
Exhaustion: 15
Difficulty: 20

Uppers: Takes less time: +0.5 per action.
Faster travelling speed: +0.5 for x2 speed, +1.0 for x4 speed, +1.5 for x8 speed.
Extra people: +1 to be able to take an extra person to the astral plane.
Less Exhaustive: +0.5 for 3/4 normal, +1.0 for 1/2 normal, +1.5 for 1/4 normal exhaustion taken (round up).

Body Defensive: +1.0 The inert body of the psychic can warn whenever someone is close to the body.

Downers: Takes more time: -0.5 per extra action.
 More Exhaustive: -0.5 for 1.25 normal, -1.0 for 1.5 normal, -1.5 normal exhaustion taken (round up).
 Needs ritual: -1.5 for the psychic to do an elaborate ceremony of cleansing before entering the astral plane.
 Less Speed: -0.5 for 3/4 normal, -1.0 for 1/2 normal, -1.5 for 1/4 normal speed (round up).
 Needs Concentration: -1.0 Every other test (Skill / Statistic) is 2 levels higher to keep effect going.

Clairaudience

With this power, the psychic can listen to things which are far off and hear them as clearly as if they were in the same room but only to the psychic. The psychic can “sweep” the area with this power before targeting the area that want to listen in on. The range of this effect is power level x (4 + RL) in metres and lasts for power level x 2 x RL in rounds.

Initiative Modifier: 2
 Exhaustion: 4
 Difficulty: 15

Uppers: Takes less time: +0.5 per action.
 Less Exhaustive: +0.5 for 3/4 normal, +1.0 for 1/2 normal, +1.5 for 1/4 normal exhaustion taken (round up).
 More Duration: +0.5 for x2 duration, +1.0 for x4 duration, +1.5 for x8 duration.
 More Range: +0.5 for x2 range, +1.0 for x4 range, +1.5 for x8 range.

Downers: Movement Restrictive: -1.5 lose your power level in agility pool while power is in effect.
 Takes more time: -0.5 per extra action.
 More Exhaustive: -0.5 for 1.25 normal, -1.0 for 1.5 normal, -1.5 normal exhaustion taken (round up).
 Less Duration: -0.5 for 3/4 duration, -1.0 for 1/2 duration, -1.5 for 1/4 duration.
 Less Range: -0.5 for 3/4 range, -1.0 for 1/2 range, -1.5 for 1/4 range.
 Self Destructive: -0.5 to take 1/3 power level in damage,

-1.0 for 1/2 level in damage, -1.5 for level in damage.
Needs Concentration: -1.0 Every other test (Skill / Statistic) is 2 levels higher to keep effect going.

Clairvoyance

This power can bring distance places and puts the images of them inside the psychics mind. The psychic can “sweep” the area to see the immediate surrounds but will only be able to see what is normally visible to the naked eye. The range of this effect is power level x (4 + RL) in metres and lasts for power level x 2 x RL in rounds.

Initiative Modifier: 2

Exhaustion: 4

Difficulty: 15

Uppers: Takes less time: +0.5 per action.
Less Exhaustive: +0.5 for 3/4 normal, +1.0 for 1/2 normal, +1.5 for 1/4 normal exhaustion taken (round up).
More Duration: +0.5 for x2 duration, +1.0 for x4 duration, +1.5 for x8 duration.
More Range: +0.5 for x2 range, +1.0 for x4 range, +1.5 for x8 range.

Downers: Movement Restrictive: -1.5 lose your power level in agility pool while power is in effect.
Takes more time: -0.5 per extra action.
More Exhaustive: -0.5 for 1.25 normal, -1.0 for 1.5 normal, -1.5 normal exhaustion taken (round up).
Less Duration: -0.5 for 3/4 duration, -1.0 for 1/2 duration, -1.5 for 1/4 duration.
Less Range: -0.5 for 3/4 range, -1.0 for 1/2 range, -1.5 for 1/4 range.
Self Destructive: -0.5 to take 1/3 power level in damage, -1.0 for 1/2 level in damage, -1.5 for level in damage.
Needs Concentration: -1.0 Every other test (Skill / Statistic) is 2 levels higher to keep effect going.

Drain Hurt Points

The brutality of this power can be seen when the psychic employs it. The life aura of the target gets torn as siphoned off to the psychic thus strengthening his or her own life aura and wreaking terrible damage to the target. The target

must be alive and can not be drained of more Hurt Points than it has remaining, and the psychic can not gain more Hurt Points than their current maximum. This power targets only one creature at a time and has an instant effect of damaging the target of power level in D6's in Hurt Points and gives them to the psychic. The range of this effect is power level x (4 + RL).

Initiative Modifier: 2

Exhaustion: 6

Difficulty: 15

- Uppers: Takes less time: +0.5 per action.
Less Exhaustive: +0.5 for 3/4 normal, +1.0 for 1/2 normal, +1.5 for 1/4 normal exhaustion taken (round up).
More Range: +0.5 for x2 range, +1.0 for x4 range, +1.5 for x8 range.
Hand off: +1.0 for the ability to choose who gets the drained Hurt Points.
Power Boost: +1.5 for the ability to hold more Hurt Points than the psychic's current maximum, the excess drains off at 1 Hurt Point an action.
- Downers: Takes more time: -0.5 per extra action.
More Exhaustive: -0.5 for 1.25 normal, -1.0 for 1.5 normal, -1.5 normal exhaustion taken (round up).
Less Range: -0.5 for 3/4 range, -1.0 for 1/2 range, -1.5 for 1/4 range.
Self Destructive: -0.5 to take 1/3 power level in damage, -1.0 for 1/2 level in damage, -1.5 for level in damage.

Energy Shield

This power allows the psychic to rise up an invisible shield of force that will protect them from all energy attacks against them. The shield is only large enough to encompass the psychic and give an extra power level in D6's in soak against any energy attack be it mundane or mystical in nature. The duration of this effect is power level x 2 x RL in rounds .

Initiative Modifier: 2

Exhaustion: 5

Difficulty: 10

- Uppers: Takes less time: +0.5 per action.

Less Exhaustive: +0.5 for 3/4 normal, +1.0 for 1/2 normal, +1.5 for 1/4 normal exhaustion taken (round up).
 More Duration: +0.5 for x2 duration, +1.0 for x4 duration, +1.5 for x8 duration.
 Increased Area: +0.5 for 1 metre, +1.0 for 2 metres, +1.5 for 4 metres in radius.
 Counters Out of Phased Attacks: +1
 Hardened: Armour piercing has no effect: +1
 Downers: Takes more time: -0.5 per extra action.
 More Exhaustive: -0.5 for 1.25 normal, -1.0 for 1.5 normal, -1.5 normal exhaustion taken (round up).
 Less Duration: -0.5 for 3/4 duration, -1.0 for 1/2 duration, -1.5 for 1/4 duration.
 Ablative: -1.5 loose 1d of effective armour every time it is successfully hit.
 Self Destructive: -0.5 to take 1/3 power level in damage, -1.0 for 1/2 level in damage, -1.5 for level in damage.
 Needs Concentration: -1.0 Every other test (Skill / Statistic) is 2 levels higher to keep effect going.

Illusion

This Illusion power gives the psychic the ability to put images and accompanying sound into the very mind of the target to fool them. Being as this is such a fundamental change to the perception of the target, they are easily suckered into the illusion. The psychic can only effect 1 target at a time, if more are tried this raises the difficulty of the skill roll by 5 for every extra target to be fooled. The duration of the effect is power level x 2 x RL in rounds and the range is power level x (4 + RL) in metres.

Initiative Modifier: 3
 Exhaustion: 6
 Difficulty: 20

Uppers: Takes less time: +0.5 per action.
 Less Exhaustive: +0.5 for 3/4 normal, +1.0 for 1/2 normal, +1.5 for 1/4 normal exhaustion taken (round up).
 More Duration: +0.5 for x2 duration, +1.0 for x4 duration, +1.5 for x8 duration.
 More Range: +0.5 for x2 range, +1.0 for x4 range, +1.5 for x8 range.

More Targets: +0.5 per extra person that can be effected without gaining penalty.

Downers: Takes more time: -0.5 per extra action.
 More Exhaustive: -0.5 for 1.25 normal, -1.0 for 1.5 normal, -1.5 normal exhaustion taken (round up).
 Less Duration: -0.5 for 3/4 duration, -1.0 for 1/2 duration, -1.5 for 1/4 duration.
 Less Range: -0.5 for 3/4 range, -1.0 for 1/2 range, -1.5 for 1/4 range.
 Self Destructive: -0.5 to take 1/3 power level in damage, -1.0 for 1/2 level in damage, -1.5 for level in damage.
 Needs Concentration: -1.0 Every other test (Skill / Statistic) is 2 levels higher to keep effect going.

Impulse

This power gives the psychic the ability to put a simple suggestion into the mind of the target to make them do something upon impulse. The suggestion must be simple and understandable to the target. The target does get a resisted roll to defend against this power; they get to roll their Brains (plus or minus any modifiers for strong or weak will) against the psychics power skill roll. If the command is too complex or will go against the targets morals, the target will loose the round in confusion and go back to normal. The duration of the Impulse is power level x 2 x RL in rounds or until the command has been completed. The range is power level x (4 + RL) in metres.

Initiative Modifier: 2
 Exhaustion: 3
 Difficulty: 10

Uppers: Takes less time: +0.5 per action.
 Less Exhaustive: +0.5 for 3/4 normal, +1.0 for 1/2 normal, +1.5 for 1/4 normal exhaustion taken (round up).
 More Duration: +0.5 for x2 duration , +1.0 for x4 duration, +1.5 for x8 duration.
 More Range: +0.5 for x2 range, +1.0 for x4 range, +1.5 for x8 range.
 More Targets: +0.5 per extra person that can be effected.

Downers: Takes more time: -0.5 per extra action.
 More Exhaustive: -0.5 for 1.25 normal, -1.0 for 1.5 normal, -1.5 normal exhaustion taken (round up).

Less Duration: -0.5 for 3/4 duration, -1.0 for 1/2 duration, -1.5 for 1/4 duration.
 Less Range: -0.5 for 3/4 range, -1.0 for 1/2 range, -1.5 for 1/4 range.
 Self Destructive: -0.5 to take 1/3 power level in damage, -1.0 for 1/2 level in damage, -1.5 for level in damage.

Levitation

This power allows the psychic to fly. The power only effects the psychic and lasts for a duration of power level $\times 2 \times RL$ and they can get up to the velocity of power level $\times 2 \times RL$ in metres per a second.

Initiative Modifier: 2
 Exhaustion: 4
 Difficulty: 15

Uppers: Takes less time: +0.5 per action.
 Less Exhaustive: +0.5 for 3/4 normal, +1.0 for 1/2 normal, +1.5 for 1/4 normal exhaustion taken (round up).
 More Duration: +0.5 for $\times 2$ duration, +1.0 for $\times 4$ duration, +1.5 for $\times 8$ duration.
 More Velocity: +0.5 for $\times 2$ speed, +1.0 for $\times 4$ speed, +1.5 for $\times 8$ speed.
 No Conscious Effort: +1, Flying is as easy as walking.
 You can do complex actions and still fly.

Downers: Takes more time: -0.5 per extra action.
 More Exhaustive: -0.5 for 1.25 normal, -1.0 for 1.5 normal, -1.5 normal exhaustion taken (round up).
 Less Duration: -0.5 for 3/4 duration, -1.0 for 1/2 duration, -1.5 for 1/4 duration.
 Lower Velocity: -0.5 for 3/4 speed, -1.0 for 1/2 speed, -1.5 for 1/4 speed.
 Self Destructive: -0.5 to take 1/3 power level in damage, -1.0 for 1/2 level in damage, -1.5 for level in damage.
 Needs Concentration: -1.0 Every other test (Skill / Statistic) is 2 levels higher to keep effect going.

Metabolism Control

This psychic power lets the user take full control over their bodily functions to either speed them up or slow them down. The slowing down of the

functions has the effect of reducing the rate of heart beat and respiration of the body by 10% per power level even up to the point where the psychic can appear as clinically dead, atrophy of the limbs can start if this ability is used too much. The speeding up of the functions has the effect of increasing the psychics movement by 10% per power level in walking and running speeds, food intake becomes much more if this version is used a lot. Duration for either effects is power level x 2 x RL in rounds.

Initiative Modifier: 3

Exhaustion: 5

Difficulty: 15

- Uppers: Takes less time: +0.5 per action.
Less Exhaustive: +0.5 for 3/4 normal, +1.0 for 1/2 normal, +1.5 for 1/4 normal exhaustion taken (round up).
More Duration: +0.5 for x2 duration, +1.0 for x4 duration, +1.5 for x8 duration.
Simple Regeneration: +1.5 for increasing the normal healing rate by x2 in regaining lost Hurt Points, can only heal up to current maximum.
Purge Poisons: +1.0 to be able to purge any poisons from the psychics body.
Disease Recovery: +1.0 for the effect of only taking 1/4 of the usual diseases effect and duration, this does not include viruses.
- Downers: Takes more time: -0.5 per extra action.
More Exhaustive: -0.5 for 1.25 normal, -1.0 for 1.5 normal, -1.5 normal exhaustion taken (round up).
Less Duration: -0.5 for 3/4 duration, -1.0 for 1/2 duration, -1.5 for 1/4 duration.
Self Destructive: -0.5 to take 1/3 power level in damage, -1.0 for 1/2 level in damage, -1.5 for level in damage.
Poison Susceptible: -1.0, poisons rip through the body at twice normal onset time and a level more in difficulty in resisting.
Slow Only: -1.5 to be able to only use the slowing down effect.
Fast Only: -1.5 to be able to only use the speeding up effect.
Needs Concentration: -1.0 Every other test (Skill / Statistic) is 2 levels higher to keep effect going.

Mind Shield

This power erects a barrier around the psychics mind protecting them against any mental assault. It adds an extra D6 per power level of Mind Shield to the psychic in direct mental assaults. The shield only defends the psychic and lasts for the power level x 2 x RL in rounds .

Initiative Modifier: 2

Exhaustion: 5

Difficulty: 10

Uppers: Takes less time: +0.5 per action.
Less Exhaustive: +0.5 for 3/4 normal, +1.0 for 1/2 normal, +1.5 for 1/4 normal exhaustion taken (round up).
More Duration: +0.5 for x2 duration, +1.0 for x4 duration, +1.5 for x8 duration.
Shield Group: +0.5 per extra person able to be shielded excluding the psychic.
Hide Aura: +1.0 for the ability to hide the psychics aura.

Downers: Needs Concentration: -1.0 Every other test (Skill / Statistic) is 2 levels higher to keep effect going.

Takes more time: -0.5 per extra action.
More Exhaustive: -0.5 for 1.25 normal, -1.0 for 1.5 normal, -1.5 normal exhaustion taken (round up).
Less Duration: -0.5 for 3/4 duration, -1.0 for 1/2 duration, -1.5 for 1/4 duration.
Self Destructive: -0.5 to take 1/3 power level in damage, -1.0 for 1/2 level in damage, -1.5 for level in damage.

Mindsword

The psychic summons up a sword out of thin air made out of the psychic's own mental force. The sword can look like anything the psychic wishes but all are sword in shape and does Mindsword power level in D6's in damage. The sword lasts for power level x 2 x RL in rounds.

Initiative Modifier: 2

Exhaustion: 6

Difficulty: 15

Uppers: Bypass Armour: +1.5 for the ability to have the Mindsword bypass any worn armour including

battlesuits and power armour (not including Mecha) but this ability does not go through force fields of any kind.

Throwable: +1.0 for the ability to hurl the Mindsword at a target like an energy blast. It has the same damage of power level in D6's and it has a range of power level $\times (4 + \text{RL})$. This ability extinguishes the current Mindsword.

Takes less time: +0.5 per action.

Less Exhaustive: +0.5 for 3/4 normal, +1.0 for 1/2 normal, +1.5 for 1/4 normal exhaustion taken (round up).

More Duration: +0.5 for $\times 2$ duration, +1.0 for $\times 4$ duration, +1.5 for $\times 8$ duration.

Affect Out Of Phase: +1 for the ability to damage targets which are out of phase.

Downers: Needs Concentration: -1.0 Every other test (Skill / Statistic) is 2 levels higher to keep effect going.

Takes more time: -0.5 per extra action.

More Exhaustive: -0.5 for 1.25 normal, -1.0 for 1.5 normal, -1.5 normal exhaustion taken (round up).

Less Duration: -0.5 for 3/4 duration, -1.0 for 1/2 duration, -1.5 for 1/4 duration.

Self Destructive: -0.5 to take 1/3 power level in damage, -1.0 for 1/2 level in damage, -1.5 for level in damage.

Neutralise

This is the power to greatly reduce the potential of a target psychic for a while. The target gets to resist the temporary drain of their powers but if the Neutralise is successful, a random psychic power of the target gets reduced in power level by the amount of the Neutralise power level of the attacker. The duration of the effect is power level $\times 2 \times \text{RL}$ in rounds, and the maximum range to the target is power level $\times (4 + \text{RL})$ in metres.

Initiative Modifier: 3

Exhaustion: 6

Difficulty: 15

Uppers: Takes less time: +0.5 per action.

Less Exhaustive: +0.5 for 3/4 normal, +1.0 for 1/2 normal, +1.5 for 1/4 normal exhaustion taken (round up).

More Duration: +0.5 for x2 duration, +1.0 for x 4 duration, +1.5 for x8 duration.
 More Range: +0.5 for x2 range, +1.0 for x4 range, +1.5 for x8 range.
 More Targets: +0.5 per extra person that can be effected.
 Downers: Takes more time: -0.5 per extra action.
 More Exhaustive: -0.5 for 1.25 normal, -1.0 for 1.5 normal, -1.5 normal exhaustion taken (round up).
 Less Duration: -0.5 for 3/4 duration, -1.0 for 1/2 duration, -1.5 for 1/4 duration.
 Less Range: -0.5 for 3/4 range, -1.0 for 1/2 range, -1.5 for 1/4 range.
 Self Destructive: -0.5 to take 1/3 power level in damage, -1.0 for 1/2 level in damage, -1.5 for level in damage.
 Needs Concentration: -1.0 Every other test (Skill / Statistic) is 2 levels higher to keep effect going.

Precognition

This is the ability to look forward into the future and glimpse an image from a possible future. This power usually happens unconsciously but the psychic can delve forth into the unknown consciously, but it is very difficult to do.

Another aspect of Precognition is the ability to help the psychic in battle by giving the psychic an idea of what the opponent will do next and allow them to prepare for it. This "battle sense" gives a bonus of the power level as a number to any physical attack or defence maybe by the psychic. Duration of the battle sense is power level x 2 x RL in rounds.

Initiative Modifier: 2

Exhaustion: 5

Difficulty: 15 for battle sense, 25 for conscious future sight

Uppers: Takes less time: +0.5 per action.
 Less Exhaustive: +0.5 for 3/ 4 normal, +1.0 for 1/2 normal, +1.5 for 1/4 normal exhaustion taken (round up).
 More Duration: +0.5 for x2 duration, +1.0 for x4 duration, +1.5 for x8 duration.
 Downers: Takes more time: -0.5 per extra action.
 More Exhaustive: -0.5 for 1.25 normal, -1.0 for 1.5 normal, -1.5 normal exhaustion taken (round up).

Less Duration: -0.5 for 3/4 duration, -1.0 for 1/2 duration, -1.5 for 1/4 duration.
Self Destructive: -0.5 to take 1/3 power level in damage, -1.0 for 1/2 level in damage, -1.5 for level in damage.
Needs Concentration: -1.0 Every other test (Skill / Statistic) is 2 levels higher to keep effect going.

Psychokinetic Shield

This power allows the psychic to raise up an invisible shield of force that will protect them from all physical attacks deployed against them. The shield is only large enough to encompass the psychic and give an extra power level in D6's in soak against any physical attack be it mundane or mystical in nature. The duration of this effect is power level x 2 x RL in rounds.

Initiative Modifier: 2
Exhaustion: 5
Difficulty: 10

Uppers: Takes less time: +0.5 per action.
Less Exhaustive: +0.5 for 3/4 normal, +1.0 for 1/2 normal, +1.5 for 1/4 normal exhaustion taken (round up).
More Duration: +0.5 for x2 duration, +1.0 for x4 duration, +1.5 for x8 duration.
Increased Area: +0.5 for 1 metre, +1.0 for 2 metres, +1.5 for 4 metres in radius.
Counters Out of Phased Attacks: +1
Hardened: Armour piercing has no effect: +1

Downers: Takes more time: -0.5 per extra action.
More Exhaustive: -0.5 for 1.25 normal, -1.0 for 1.5 normal, -1.5 normal exhaustion taken (round up).
Less Duration: -0.5 for 3/4 duration, -1.0 for 1/2 duration, -1.5 for 1/4 duration.
Ablative: -1.5 loose 1d of effective armour every time it is successfully hit.
Self Destructive: -0.5 to take 1/3 power level in damage, -1.0 for 1/2 level in damage, -1.5 for level in damage.
Needs Concentration: -1.0 Every other test (Skill / Statistic) is 2 levels higher to keep effect going.

Pyrokinesis/Cryokinesis

This power allows the psychic to raise or lower the temperature of a single object. Pyrokinesis can raise an object to red-hot levels, to such temperatures that a living target will start taking Hurt Points and may also set on fire combustible items. Cryokinesis can lower an object's temperature to well below freezing in very quick time, liquids and some gases can be frozen solid as the temperature drops. In both cases, damage to any target which can be effected by the power is 1D6 increasing by an added 1D6 per action phase to the maximum of power level in D6's. The duration of the effect is power level x 2 x RL in rounds and the maximum range to target is power level x (4 + RL) in metres.

Initiative Modifier: 3

Exhaustion: 5

Difficulty: 15

Uppers: Takes less time: +0.5 per action.
Less Exhaustive: +0.5 for 3/4 normal, +1.0 for 1/2 normal, +1.5 for 1/4 normal exhaustion taken (round up).
More Duration: +0.5 for x2 duration, +1.0 for x4 duration, +1.5 for x8 duration.
More Range: +0.5 for x2 range, +1.0 for x4 range, +1.5 for x8 range.
More Targets: +0.5 per extra object that can be effected.

Downers: Pyro Only: -1.0 to be able to only raise temperatures of objects.
Cryo Only: -1.0 to be able to only lower temperatures of objects.
Takes more time: -0.5 per extra action.
More Exhaustive: -0.5 for 1.25 normal, -1.0 for 1.5 normal, -1.5 normal exhaustion taken (round up).
Less Duration: -0.5 for 3/4 duration, -1.0 for 1/2 duration, -1.5 for 1/4 duration.
Less Range: -0.5 for 3/4 range, -1.0 for 1/2 range, -1.5 for 1/4 range.
Self Destructive: -0.5 to take 1/3 power level in damage, -1.0 for 1/2 level in damage, -1.5 for level in damage.
Needs Concentration: -1.0 Every other test (Skill / Statistic) is 2 levels higher to keep effect going.

Retrocognition

With this power a psychic can look into the past and see images of what happened appear in their mind. Usually this happens unconsciously when the

psychic is at rest but the psychic can actively use this power to try to see something from the past that concerns them.

Initiative Modifier: 2

Exhaustion: 5

Difficulty: 25 for conscious past sight

Uppers: Psychometry: +1.0 given an object that is somehow linked to a bit of the past the psychic wishes to see, the difficulty to actively look into the past reduces by 5.

Takes less time: +0.5 per action.

Less Exhaustive: +0.5 for 3/4 normal, +1.0 for 1/2 normal, +1.5 for 1/4 normal exhaustion taken (round up).

Downers Takes more time: -0.5 per extra action.

More Exhaustive: -0.5 for 1.25 normal, -1.0 for 1.5 normal, -1.5 normal exhaustion taken (round up).

Self Destructive: -0.5 to take 1/3 power level in damage, -1.0 for 1/2 level in damage, -1.5 for level in damage.

Needs Concentration: -1.0 Every other test (Skill / Statistic) is 2 levels higher to keep effect going.

Sleep

This power forces the target to fall asleep immediately by having the psychic impose their will over the targets. If the effect is successful, the target falls asleep and will not wake until either the duration is up or they take at least 1 Hurt Point in damage. In either case, the target will wake not knowing what happened to them during the course of their slumber. The target will sleep for power level $\times 2 \times \text{RL}$ in rounds and the maximum range is power level $\times (4 + \text{RL})$ in metres.

Initiative Modifier: 3

Exhaustion: 4

Difficulty: 15

Uppers: Takes less time: +0.5 per action.

Less Exhaustive: +0.5 for 3/4 normal, +1.0 for 1/2 normal, +1.5 for 1/4 normal exhaustion taken (round up).

More Duration: +0.5 for x2 duration, +1.0 for x4 duration, +1.5 for x8 duration.

More Range: +0.5 for x2 range, +1.0 for x4 range, +1.5 for x8 range.

More Targets: +0.5 per extra object that can be effected.

Comatose: +1.5 for the target to only wake up after the duration has expired.

Downers: Bounce Back: -1.0 to have the sleep effect bounce back upon the psychic if the target successfully resists the effect.

Takes more time: -0.5 per extra action.

More Exhaustive: -0.5 for 1.25 normal, -1.0 for 1.5 normal, -1.5 normal exhaustion taken (round up).

Less Duration: -0.5 for 3/4 duration, -1.0 for 1/2 duration, -1.5 for 1/4 duration.

Less Range: -0.5 for 3/4 range, -1.0 for 1/2 range, -1.5 for 1/4 range.

Self Destructive: -0.5 to take 1/3 power level in damage, -1.0 for 1/2 level in damage, -1.5 for level in damage.

Needs Concentration: -1.0 Every other test (Skill / Statistic) is 2 levels higher to keep effect going.

Telekinesis

A psychic with this power can lift and move heavy objects with only their mind. The amount of mass that can be lifted with this power is equal to the power level x (4 + RL) in kilograms. The maximum distance to the object that can be effected is power level x (4 + RL) in metres. The maximum duration that this power can keep an object in the air is equal to power level x 2 x RL in rounds.

Initiative Modifier: 3

Exhaustion: 6

Difficulty: 15

Uppers: Shotgun: +1.5 for the ability of the psychic to be able to pick up a bullet sized object and hurl it at a target with such force that it does physical damage to the target doing the power level in D6's. Range to target is the same. There must be suitable items around to be thrown for this ability to work.

Takes less time: +0.5 per action.

Less Exhaustive: +0.5 for 3/4 normal, +1.0 for 1/2 normal, +1.5 for 1/4 normal exhaustion taken (round up).

More Duration: +0.5 for x2 duration, +1.0 for x4 duration, +1.5 for x8 duration.
 More Range: +0.5 for x2 range, + 1.0 for x4 range, +1.5 for x8 range.
 Extra Mass: +0.5 2x mass, +1.0 4x mass, +1.5 8x mass.
 Downers: Takes more time: -0.5 per extra action.
 More Exhaustive: -0.5 for 1.25 normal, -1.0 for 1.5 normal, -1.5 normal exhaustion taken (round up).
 Less Duration: -0.5 for 3/4 duration, -1.0 for 1/2 duration, -1.5 for 1/4 duration.
 Less Range: -0.5 for 3/4 range, -1.0 for 1/2 range, -1.5 for 1/4 range.
 Self Destructive: -0.5 to take 1/3 power level in damage, -1.0 for 1/2 level in damage, -1.5 for level in damage.
 Needs Concentration: -1.0 Every other test (Skill / Statistic) is 2 levels higher to keep effect going.
 No Fine Control: -1.0 you can only lift and drop the object.

Telemechanics

With this power, a psychic can communicate with a machine from a distance with only their mind, or even to a machine which cannot usually be communicated with. As a rule, the higher tech the machine, the more a psychic can do in communication with that machine. With Telemechanics, a psychic can do the normal things one can do with the machine they are connected to but only faster and with increased efficiency. The maximum range to the target machine is power level x (4 + RL) in metres and the duration of the effect is power level x 2 x RL in rounds.

Initiative Modifier: 3

Exhaustion: 5

Difficulty: 20

Uppers: Surge: +1.5 for the psychic to be able to run a current through the mechanical device they are connected to thus damaging it, the damage done to the device is equal to the power level in D6's.
 Takes less time: +0.5 per action.
 Less Exhaustive: +0.5 for 3/4 normal, +1.0 for 1/2 normal, +1.5 for 1/4 normal exhaustion taken (round up).

More Duration: +0.5 for x2 duration, +1.0 for x4 duration, +1.5 for x8 duration.

More Range: +0.5 for x2 range, +1.0 for x4 range, +1.5 for x8 range.

Downers: Takes more time: -0.5 per extra action.

More Exhaustive: -0.5 for 1.25 normal, -1.0 for 1.5 normal, -1.5 normal exhaustion taken (round up).

Less Duration: -0.5 for 3/4 duration, -1.0 for 1/2 duration, -1.5 for 1/4 duration.

Less Range: -0.5 for 3/4 range, -1.0 for 1/2 range, -1.5 for 1/4 range.

Self Destructive: -0.5 to take 1/3 power level in damage, -1.0 for 1/2 level in damage, -1.5 for level in damage.

Needs Concentration: -1.0 Every other test (Skill / Statistic) is 2 levels higher to keep effect going.

Telepathy

The psychic with this power can connect their minds with another over a distance. If the connection is successful, unwilling people can resist, the psychic then can may read or send to the targets mind. Only reading the subjects mind will result in finding out their current surface thoughts. Sending as well can result in a mental conversation. The maximum range to the target subject is equal to power level x (4 + RL) in metres and the duration of the effect is power level x 2 x RL in rounds. This power is essential for gestalts or metaconcerts.

Initiative Modifier: 3

Exhaustion: 3

Difficulty: 15

Uppers: Memory Changing: +1.5 for the ability of the psychic to change or even erase parts of a subject's memory.

On a successful skill roll of 25, one scene may be changed or erased from the subject's memory.

Possession: +2.0 to give the psychic the power to take full control over the body of the subject on a successful skill roll of 25. The targets psyche is subdued to such an extent that the psychic can push their own into the subject's body and control it like their own body. The subject's abilities and skills cannot be used in this mode and if the body dies with the psychic still in the body, the trauma also kills the

psychic. While in possession of a person, the psychics own body is prone and defenceless.

Inflict Pain: +1.0 for the psychic to cause mental pain in their target dealing out power level in D6's in Stun

Damage to the target.

Takes less time: +0.5 per action.

Less Exhaustive: +0.5 for 3/4 normal, +1.0 for 1/2 normal, +1.5 for 1/4 normal exhaustion taken

(round up).

More Duration: +0.5 for x2 duration, +1.0 for x4 duration, +1.5 for x8 duration.

More Range: +0.5 for x2 range, +1.0 for x4 range, +1.5 for x8 range.

Downers: Takes more time: -0.5 per extra action.

More Exhaustive: -0.5 for 1.25 normal, -1.0 for 1.5 normal, -1.5 normal exhaustion taken (round up).

Less Duration: -0.5 for 3/4 duration, -1.0 for 1/2 duration, -1.5 for 1/4 duration.

Less Range: -0.5 for 3/4 range, -1.0 for 1/2 range, -1.5 for 1/4 range.

Self Destructive: -0.5 to take 1/3 power level in damage, -1.0 for 1/2 level in damage, -1.5 for level in damage.

Needs Concentration: -1.0 Every other test (Skill / Statistic) is 2 levels higher to keep effect going.

Teleport

This is a power that allows the psychic to travel great distances without actually moving. The effect is instant and only takes the psychic. The range of Teleport is power level x (4 + RL) in met res.

Initiative Modifier: 3

Exhaustion: 7

Difficulty: 20

Uppers: Takes less time: +0.5 per action.

Less Exhaustive: +0.5 for 3/4 normal, +1.0 for 1/2 normal, +1.5 for 1/4 normal exhaustion taken

(round up).

More Range: +0.5 for x2 range, +1.0 for x4 range, +1.5 for x8 range.

More People: +0.5 per extra person to be able to teleport with the psychic.

Blind Teleport: +1.0 to teleport to a place never seen before.

Downers: Takes more time: -0.5 per extra action.
More Exhaustive: -0.5 for 1.25 normal, -1.0 for 1.5 normal, -1.5 normal exhaustion taken (round up).
Less Range: -0.5 for 3/4 range, -1.0 for 1/2 range, -1.5 for 1/4 range.
Self Destructive: -0.5 to take 1/3 power level in damage, -1.0 for 1/2 level in damage, -1.5 for level in damage.
Leave Signature: -1.0 those with Telepathy power know where you have gone to when you teleport.