

ULTIMATE CHARACTERS GUIDE



PSIONICS

THE AWAKENING

Dedication: To my mom, my two sisters Carol and Margaret, the two Davids, and in loving memory of Grandma Stanley and my father Gerald. In the latter, we may not have always seen eye to eye, but he gave me some much valued advice. To Grandma and Grandpa Preece, I miss them and the Staffordshire countryside a lot. And to Sandy, Penny, Misha, and Jet; hope these lovely pets are getting on well across the rainbow bridge; miss and love you all.

And to 'Cupcake' whose support and companionship I value more than anything else in this world.

Acknowledgements: I owe this work in part to the inspiration from *2000 A.D.* (particularly the Judge Anderson series), the film *Blade Runner* and William Gibson's *Neuromancer* (an excellent book, and I wonder why it's not been filmed!) and a tip of the hat to Brandon Sanderson who has inspired at least one psionic talent in this volume.

PSIONICS

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Ultimate Characters Guide: Psionics

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MYL10409 Ultimate Characters Guide: Psionics

1st Edition May 2017

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The Awakening

Case Study: 0031210

Name: Agent 34

Age: (redacted)

Height: 6' 2"

Sex: Male

Hair: Red

Eyes: Green

The patient is still comatose, and I seriously doubt we shall see any change in his condition anytime in the near future. That's the problem when we can't get to a wild talent in time. Their minds although strong, are paradoxically vulnerable to psychic backlash, mental burn out, or as in 0031210's case, shut down. There is still a spark of intelligence in there, but that spark is fading. My suggestion is, sadly, we pull the plug and let nature take its course.

*Chief Psi Agent Carson,
Psi Crimes Division*

The human mind is capable of doing so much. A select few have been aware of its full potential for some considerable time. We could argue this knowledge has been around for centuries, and indeed it has.

Throughout history, tales have been told of men, women, and (in a few select cases) children able to do wondrous and sometimes terrible things with just the power of their minds. I am not talking about soothsayers and fortune tellers; in shadowy vaults, and hidden archives, are files and documents pertaining to people who could bend metal, move objects, read minds, and even cause fires through willpower alone.

Before the Electronic Age, tales of prophets, dream walkers, psychics, and men and women who could allegedly commune with the dead were recorded. These tales were around since the dawn of time, and I believe they are more than just tales; more than just folklore. Such powers exist; trust me, I know.

Please don't be in such a hurry to leave. Your mistress can wait.

Yes I know about her.

How?

Well my dear fellow, you just thought about her.....

Transcript excerpt

Interview between government official and Dr. Nigel Clarke

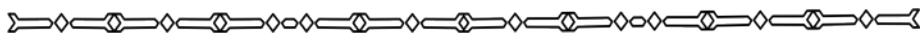
Date: Redacted.

Introduction

The mind is the most powerful natural force in the world. Everything we have created to make our lives more comfortable and less stressful began as a thought. The same can be said of all the things we now fear began the same way, but without the imagination of the human race, that cell phone you in your pocket, that games console nestled under your TV, indeed the home you live in began as a thought; a vision inside the mind that was transferred to paper or a computer and then made reality through the labor of individuals who followed those plans. Without thought, without the human mind, it can be said that nothing would exist.

The flipside of this, of course, is that man used imagination to create the atomic bomb, anthrax, and other despicable and fearful ways to inflict harm and death on us as a species. But alas, that balance must exist; it is, after all the way of nature.

Ultimate Characters Guide: Psionics is designed to guide you through the world of psionic talents, open up new psionic areas to explore, and broaden the psionic characters many players bring to the table. This is done through character concepts, Edges, Hindrances, Powers, Trappings, gear, character races, and the supporting content that allows you to stylize your psionic character. For GMs, *Ultimate Characters Guide: Psionics* presents a psionic bestiary, micro-setting, and adventure guideline along with the supporting content that enhances the understanding of what a psionist is capable of.



A person who can manifest powers through the use of their mind is called a psionist. This is a generic term for all psionically gifted individuals for easier reference within the source material. For in-game purposes, players may wish to instead refer to their psionic character according to the way their powers manifest (such as a Telepath or Pyrokineticist).



Psionic Abilities

Psionic abilities come in many different forms including spiritual self-empowerment, telekinesis, clairvoyance, and matter manipulation. No two psionics have to be exactly the same, especially when it comes to player characters. The psionic community can aid the psionist in honing her abilities, creating specific types of psionic manifestations. However, the psionist first has to understand what psionic abilities are and how they are created.



Ultimate Characters Guide: Psionics presents new ways to create psionic characters along with providing a host of options to create settings, adventures, and campaigns influenced or incorporation psionics. **The Awakening, Psionic Abilities, Psionic Community, and Psionic Manifestations** provide information that bridges background, character concept, and trappings with actual in-game mechanics. Instead of creating a “psionic character”, you can create an Empath, Telepath, Medium, Electrokinetic, Pyrokinetic, or whatever you want to call her.



Chi

For psionic abilities, it all starts with chi. Chi flows through every living creature, tree, plant, and blade of grass. It even flows through the rocks, soil, and water. It is the very essence of life; some faiths believe it to be your soul or connection to nature.

Chi isn't some type of supernatural force; it comes from within and, once understood, can be manipulated through patience and gentle guidance. It is the physical and mental driving force, and one of the most fundamental tools, behind psionic abilities.

CHAKRA

Chi has focal points throughout the body called chakra. Those who master their chi see the body as a chakra map – a diagram that shows where the chakra points



While chi is a convenient way of explaining psionic abilities, it's not the only one. Power of the mind and the ability to overcome mental limitations can be as supernatural as desired. It could be a type of superpower, a mutation of the genetic string, a sixth sense, evolution, or even an integral part of society.



PSIONIC ABILITIES

are. Each chakra has its own location and a color that represents it (a color only visible to those who master their chi). Throat chakra is blue and facilitates the art of communication; gold is the solar plexus and is used for channeling chi, such as martial artists when delivering powerful strikes; and orange represents the reproductive cycle.

One of the mysterious chakras is the purple one located on the forehead, just between the eyes. This is known as the third eye and is common in spiritualists, clairvoyants, and anyone else that can communicate with the dead. It is one that is not always there, only appearing on certain individuals.

CHANNELING CHI

Once understand, a psionist can tap into her chi and channel it. The energy is called upon and redirected through the body. The result of this channeling is the manifestation of a psionic ability in whatever form the psionist has perfected. Sometimes this manifests visibly, sometimes it doesn't.

Often times, channeling chi can be a daunting task; it applies stress to the body and the mind. It is not a mere expression of thought, but rather an imagining of an action, tapping into the body's chi, and bursting for that energy to accomplish what the mind envisioned. Once complete, the psionist shuts down that flow of energy before repeating the process to manifest another psionic ability.

Manifestations

Psionic manifestations are generalizations of how a psionists manifests her psionic abilities. Each one is a bit different, allowing players to fine-tune their psionic character to create a truly unique psionist. By defining the character's psionic manifestations, that character's background can then be tied to specific methods of training, blending the character's background with the Savage Worlds' mechanics (e.g. Arcane Background Trappings).

Psionists don't have to be defined as good, bad, or indifferent. Each manifestation can take the character's behavior and role within the gaming group in considerably different directions. Some types of manifestations lean toward a positive use, others not so much. Some of them can be used for good deeds one minute and despicable means the next minute. Some spark inspiration while others cause fear.



In certain settings, psionic characters will have a combination of manifestations that comprise all the abilities that character possesses. In other settings, the power of the mind is rare and only one or two psionic abilities are chosen, always manifesting the same way (e.g. a medium that can see and speak to spirits). Use these manifestations to explore what it means to be a psionic character.



PSIONICS

As such, each manifestation is loosely categorized to understand how that manifestation might be viewed by the psionic community (see **Psionic Manifestations** starting on page 15). GMs can use these categories to create NPCs viewed as good or bad. Players can use these categories to create PCs viewed as moral or rebel. These categorizations can also be used to gauge whether or not a character is conforming to some type of government or public standard. Those that don't may be hunted down as if they are enemies to the state. Additionally guidance is provided within each category.

Meditation

After a long day of manifesting psionic abilities, the psionist should spend time meditating, a fairly essential form of relaxation and self-reflection. Each time a psionist uses an ability, she drains some of her power reserve. Her mind is an engine and her body is the battery that powers it; with constant use, both body and mind are pushed to their limits and sometimes beyond them.

Meditation is like filling your car with gasoline; it recharges the body and eases the mind, cancelling out the stresses and fatigue placed upon it. (It may not erase the effects of a backlash, but it can help in some cases.) Meditation is not restricted to Yoga and martial artists; it recharges the mind like sleep restores the body's energies, and should be done on a daily basis. It declutters the mind of irrelevant thoughts, perhaps even cleansing the memory of the previous night's nightmare. Finally, it can be used to iron out any stresses from the previous day's conflict, possibly restoring the body.

Meditation can be performed in different ways. It can be done singly or in groups and can even be done subconsciously. Prayer is a form of meditation, not the paraphrasing of the Lord's Prayer, but the silent moment of reflection that comes after stressful situations. Daydreaming can be a form of meditation; anything that blocks the distractions of the world becomes a means of self-reflection.

Precautions are sometimes required while meditating. Some psionists open themselves up to the spirit world or tap into their psychic energies during meditation. Upon completion, they need to shut themselves off from these sources to avoid distraction. For example, meditating scryers might find themselves scrying unwillingly while staring into a reflective surface. Shutting down those distractions is called grounding.

Grounding is done by slowly returning the consciousness to the normal world. The psionist then drinks a preferred liquid that doesn't alter the psyche (such as alcohol would). This reconnects the psionist with the world around him or her. PCs who neglect the grounding process may fall victim to disruption of their daily life orchestrated by the GM.



Psionic Community

Psionicists don't have to go it alone. Just because their power comes from the channeling of their own body's energy doesn't mean they have to figure it out on their own. There is a psionic community out there waiting to offer a hand.

The psionic community is similar to any other community in many ways. It has, like so many aspects of society, the base principle of working together as one, but that principle has changed over the years. Like any society, it has divided into factions or groups, and while most attempt to function harmoniously, others have become secular, aloof, or dangerous.

Some say expansion should be done slowly; let time and nature take its course. If someone has a gift, or feels 'The Calling' to explore these strange sensations revealing themselves, they should be allowed to either enter the group of their own free will, or walk away. Unfortunately, the latter approach can be a risky one.

For some overzealous members of the psionic community, anyone who walks through the door should be trained immediately; "no time to lose, young man, let's get going!" And then there are others that take a more ecclesiastic approach to the psychic phenomenon, using their gifts as though they were gifted from Heaven.

There is also the more subversive side; the occult aspect, if it can be called that. Not all mentors and factions have a distinct anti-establishment doctrine, with their own moral codes that many find distasteful or at least untrustworthy. This side of the psionic community cannot be ignored; for there to be light, there has to be darkness.

Possibly the one commonality across all factions is the desire to nurture and harness a new student's talent. Everyone should be able to control their abilities and not have their abilities control them. After all, power like this can be addictive and, in the wrong hands, quite dangerous.



Psionicists don't have to be part of the psionic community and this form of organized help network may not fit with every campaign setting. GMs can use the existence or lack thereof of a psionic community as a plot tool within a campaign. If there is a community, how is it viewed by the rest of society? Does it contain groups who wish to exploit psionicists? If there isn't a community, how does the psionicist learn to control her powers? Is she considered a threat to mankind?



Discovering and Nurturing a New Talent

There are several ways a new talent (i.e. a person who just discovered their psionic abilities) can be discovered. Psionic gifts often become apparent as a person enters puberty, which can already be a troublesome enough time. Imagine discovering telepathic or telekinetic powers while struggling to adapt to the physical and hormonal changes of the body. Or even worse, discover that in times of stress, things suddenly catch fire, light bulbs blow, and computers shut down.

In such instances, a psychic 'pulse' is sent out and those of a sensitive nature, and advanced enough on the path of enlightenment, feel this pulse and hone in on it. It might take more than one attempt though. It's not unknown for the 'pulse' to be felt, only to have it fade away in an instant and an anxious mentor spends the next few hours, or even days, hoping to feel it again and hone in on it before the new talent is sent somewhere for 'treatment'. It is entirely possible for mom or dad to have the psionic gift, in which case they are at 'ground zero' when the pulse radiates. They should know what to do; if they are out of their depth, they should instead know who to call.

In some rare cases, a child is able to educate themselves, but will need to eventually seek out a mentor. There are even rarer examples of those that have trained themselves completely. In such cases, psionics may find themselves treated with near religious reverence and become a mentor themselves (or start a cult and attempt to take over the world). In some of these rare cases, the psionics chooses to shun society and follow his or her destiny, becoming labeled as a 'wild talent'. Wild talents tend to be a little temperamental and very detached.

YOU ARE NEVER TOO OLD

Not everyone discovers their psionic gifts at an early age. Some spend years having moments of what they dismiss as instinct or 'gut feelings', but can never explain why it keeps on happening. Teenagers may 'miraculously' discover they can commune with the spirit world. An older, more mature individual instead works out what is going on. Although each one struggles to cope with what they've seen, the mental and emotional stress attached to such a discovery is handled better by the adult. Thus, they don't realize they have a psionic gift until much later in life.

Players should not dismiss the idea of their characters being of a more mature age than the rest of the group when creating a psionics. It is advised to discuss the character concept with the GM and flesh out the details during the character creation process. However, age doesn't always mean 'team leader' and there should be some consensus on how the older character is an integral part of the group.

PSIONICS



Psionicist mentoring, schooling, training, and familial support networks are much like a school of magic. Unless the psionicist is a wild talent, who shuns all of these support networks, the character will need to hone those psionic abilities and learn how to control them. Otherwise, those powers might become explosive and dangerous to the psionicist or those around her.



WE ARE FAMILY

Regardless of how or when the player characters discover their psionic abilities, they are now part of a family (more like a clan really). This family offers support, guidance, and mentoring to develop their psionic skills. If necessary, the family can also offer shelter from those that would wish to hunt down and control psionicists, or possibly eliminate them. This could be a country house, tower block in the middle of a modern city, a network of caves, or perhaps a remote island. It doesn't really matter where or what it is, as long as it's a safe house.

The concept of the family can be reinterpreted. A wild talent living on the streets could be targeted by a nefarious group. Sure they can offer the training, but the psionicist is actually being lured into the chilling embrace of a cult. Maybe she escaped the clutches of this evil group and is instead on the run from them and the authorities. PCs could also be a psionic species (or evolved species) living in secret among the population or in an isolated part of the world. Sure the outside world may seem strange, even dangerous, but the family is there for protection.

Training

When psionically gifted individuals find the 'family' that's right for them, they likely come under the tutelage of two or three mentors working together. These mentors teach the psionicists how to control, understand, and fully develop their powers. Some psionicists wish to specialize in only one psionic focus; they instead become the apprentice of a single mentor to maximize their ability in that singular field.

Most mentors form a strong bond between themselves and their student and in some cases may even be looked upon as a parental figure. The psionicist is not kept from others in the family though; they are encouraged to expand their horizons and have at least a couple minor skills to compliment their main psionic focus. This, of course, takes time and players can write this training into the PC's background. Optionally, the GM could create a setting where the PCs (or just one PC) are just discovering their psionic talents at Novice and build those capabilities as they increase in character rank.

MENTORS

When new psionics are discovered, they are tested to determine which psionic field they excel in and what abilities need strengthening. They fall under the tutelage of a mentor and are taught more than one field during the day, passing from one mentor to another, to hone their skills. If the new talent is a child, this becomes a slightly modified high school or college curriculum is required. Interweaved throughout the student's daily training are everyday subjects such as math and history.

With cooperation from the GM, a psionic PC can start the game with the Connections Edge, the contact being their mentor. This mentor can then be used to advance the character between ranks.

Some psionics are jacks of all trades – masters of none; this is particularly true if the subject is a wild talent. When the student is particularly gifted in only one area, a specialist mentor in that field is assigned. The psionist likely spends 2 to 3 hours a day with that mentor.



TRAINING SCHOOLS

Depending on the setting, a training facility can be a public facility in the form of a psionic school (like any other specialty school). If the school is not public, it can be a secret (possibly underground) facility sponsored by the government or some other shadowy organization. If the school is somewhat public, the world knows of its existence but may not necessarily be aware of what it teaches. Psionicists who become lab rats for a shady organization may need to be rescued and brought to one of these schools where they can have a more-or-less normal school life and childhood. Counseling may be required for these freed psionicists as they become acclimated to a better life, adding another hook for GMs to use.

DEVELOPMENT CIRCLES

Wild talents and other self-taught psionicists with natural talent may need to 'smooth out any rough edges' in their abilities. For this there are development circles; non-profit, organized groups that seek to aid each other. Those who run these organizations are driven by the desire to help others; much like a person who owns a martial arts studio and teaches twice a week.

There are many different types of development circles to cover the various ways in which psionic abilities manifest. Each circle utilizes the 'tools of their trade' and probably sell them as well in the hopes of covering their expenses. These tools include tarot cards, scrying maps, Ouija boards, psychic crystals, and reference booklets.

The underlying purpose of these development circles is to ensure these psionic 'students' practice safely, learn not to abuse their abilities, and have a network of individuals they can call upon should they need help. Of course, not all development circles are good; some teach the darker sides of psionics.

SPIRITUALIST CHURCHES

In some settings there might even be churches that embrace those with a spiritual manifestation. Their abilities are seen as a type of religion with preachers and followers who conform to that religion's ways; for ill or for good.

Spiritualist churches who walk the line of good might embrace mediumship and the reverence of the dead (especially dead ancestors). This might be akin to shamanism, but without the deities and pantheon. Spiritualist churches on the other side of the fence probably conform to more radical views. They're probably referred to as a cult and may actually preach occult beliefs.

PSIONIC MANIFESTATIONS

Psionic Manifestations

Much like Arcane Background Trappings, psionic abilities can manifest themselves in different ways, allowing one psionic character to look and feel much different than another. While **Savage Worlds** presents psionics as a single Arcane Background, *Ultimate Characters Guide: Psionics* provides information on flavoring the Arcane Background (including its Trappings) and the psionic character to match what the player has envisioned.

Making psionic characters feel different from one another can be done by describing each character's psionic manifestation (i.e. the way the character manifests his or her psionic powers). These manifestations are loosely categorized under: spirituality, light side, grey areas, and dark path. Each manifestation category takes a different approach to the use, and possibly channeling, of psionic abilities for the purpose of distinguishing one psionic character from another.

Spirituality

While the other three psionic manifestation categories tap into the psyche, spirituality taps into the soul. Instead of power of the mind, the psionic character is harnessing mystical powers either present since ancient times or developed through self-reflection, or even a combination of the two. Much like religion bridges one's soul and beliefs, spirituality bridges one's soul and psyche. It is not a physical connection, but rather a metaphysical one that produces incredible abilities.

Because spirituality is not just a matter of tapping into one's psyche to produce psionic abilities, it may require further understanding. While there are only two basic spiritual manifestations, Children of the New Age and Cults, the adherents of both must find a way to tap into their soul to create their psionic powers.

Spiritual manifestations of psionics might be more of an art form than a simple overcoming of the mind's limitations. Meditation allows the character to become one with her surroundings in the hope of reconnecting her soul to the world and thus regaining her psionic strength. This is offset by grounding which is a gradual disconnection of the character from her surroundings to balance the act of utilizing psionic abilities. Abruptly cutting off that connection effectively leaves the consciousness open, allowing unseen entities to disrupt the psionist. GMs may choose to use this as an adventure hook or a means of bringing the supernatural into a game. It doesn't have to be a PC causing it; it could be an NPC who doesn't know what he's doing.

CHILDREN OF THE NEW AGE

‘Children of the New Age’ is a colloquial term for anybody who follows a spiritual path, but it is not connected to the Church. They tend to follow “pagan” beliefs including Wicca, Druidism, and many of the neo-religions brought forth from history. Like others, they believe in the chi and chakra (though they may call it something else, such as ‘life force’ or Gaia’s Blessings), but connect with it on a spiritual level.

‘Children of the New Age’ typically try to connect either with the elements that surround them or some type of ancient belief system. They believe their soul is the conduit for channeling chi, and revere some type of greater entity as a calming effect during meditation (and as a way of showing respect). Once they have “cleansed themselves of all evil,” they can tap into their body’s chi to great effect.

CULTS

The flip side of the New Age is the dangerous world of the cults. Fanatical and charismatic leaders, emerging with radical views, are enlightened to the world of psionic abilities. It is the aura of these leaders that leads young, untrained talents astray. Although they provide training like many others, they encourage radical uses of psionic abilities.

The initiate is foolishly led to believe they are serving some higher power; in truth, they are being honed into nothing more than tools of the cult’s leader(s). The leader approaches an ‘unsigned talent’ with a promised utopia; it always sounds too good to be true, and ultimately is. But the naivety of the psionist is such that he is led like a lamb to slaughter and becomes ‘brainwashed’ to the cult’s goals.

Light Side

Psionic manifestations falling under the “Light Side” categorization are those viewed as helpful, beneficial, or harmless (harmless meaning utility Powers from a mechanical aspect). They are all methods that use the psyche as the connection to the body’s chi and each one might utilize a different chakra to be performed (or a combination of chakra).

These “Light Side” manifestations sometimes blur the lines of uniqueness. The outcome from one to another may be the same, but the creation (i.e. Trappings) is different. When choosing one of these manifestations, consider how the psionist has learned her abilities and how they’re going to “look” in-game.

ASTRAL PROJECTION

Astral projection is like having a “floating through the air” dream. The physical body remains lying in bed, or sitting in some meditative state, while the psyche

PSIONIC MANIFESTATIONS

When using one of the manifestations herein as a character concept, choosing Powers is just as important as the Trappings associated with those Powers. Powers that don't fit that particular character concept may seem out-of-place, break the true nature of that character concept (such as a lawfully abiding psionist), or even violate the canon of the setting. For a sense of coherency, use these manifestations as guidance for choosing Powers, creating Trappings, and developing a character concept.

projects itself out. Even to the point where the psionist can see her body lying in bed.

The psionist is capable of “traveling” to a location in order to see it for herself. Although the body is not there, her mind is, and she is all but invisible to the world. Those who do not have psionic abilities cannot see the astral projection, but other psionists can. They cannot physically interact with the astral projection, but they can psionically interact with it.

This type of astral travel is done through a “layer” of the world that only psionists can see (much like a spirit travels through the spiritual layer and can only be seen by those with the right gift). Sometimes called the Astral Plane, this area can be quite dangerous as psionic creatures are known to dwell there. Additionally, if the psionic link that binds the psionist's astral form to her physical body is severed, she may become forever trapped in the Astral Plane.

AURA READING

Aura readers are highly attuned to the chakra energies flowing around and throughout the body. They see this energy as a prismatic halo that surrounds the subject. This aura usually appears intact with all colors being the right colors and in the right locations. When something is physically wrong with the subject, the flow of energy becomes disrupted or a color field becomes cloudy or black.

By reading a subject's aura, the psionist can focus her healing or general aid in the specific location where the chakra is being disrupted. It won't tell her what's wrong, but it will indicate where the problem is. Additionally, the color of a subject's aura can be used to indicate general mood, truth, sincerity, and psionic resonance (i.e. someone gifted with psionic abilities).

AUTOMATIC WRITING

Spirits and extra-dimensional beings cannot always communicate audibly. They instead do so through bursts of energy that can impart an important message. These bursts of energy can be translated into written word through psionic interaction called automatic writing. The psionist must tune herself to the entity's energy signature and through it convey the target's message.

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Automatic writing is much like a language. The psionist is reading the target's energy pulses and then translating them to whatever language the psionist prefers. The words typically appear on some type of medium either chosen before the psionist begins or by using whatever is nearby. The psionist does not physically write the words but instead the words write themselves, almost as if the target is doing the writing and the psionist is making the words appear.

CLAIRAUDIENCE

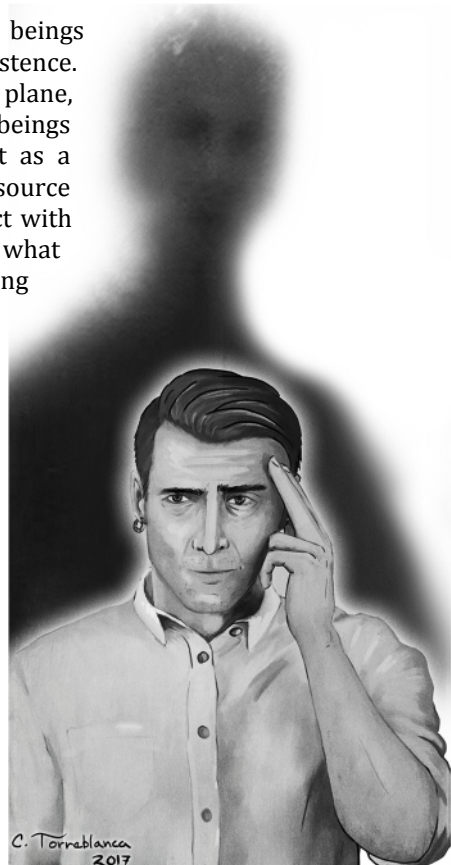
Clairaudience is the ability to hear voices and sounds beyond the mortal plane of existence. This includes the spiritual world, astral plane, areas where other supernatural beings dwell, and the mental "link" psionists create when speaking telepathically. Fortunately for the clairaudient, this ability can be turned on and off and the psionist is not "stuck" listening to sounds that aren't there all day and night. Although the psionist can hear these voices and sounds, she might not know where they are coming from.

CLAIRSENTIENCE

Clairsentience is the ability to sense beings present beyond the mortal plane of existence. This includes the spiritual world, astral plane, and areas where other supernatural beings dwell. The psionist senses the target as a source of energy and knows where its source is. The psionist cannot hear or interact with the being, but she knows where it is and what type of energy signature it is emitting (which may tell her whether the being is good, bad, or otherwise).

CLAIRVOYANCE

Clairvoyance is the ability to see beings present beyond the mortal plane of existence. This includes the spiritual world, astral plane, and areas where other supernatural beings dwell. The psionist can see these beings as if they were standing right in front of the psionist. She cannot distinguish whether or not the being is good, bad, or otherwise, but she can see what they look like and how they act and she can perceive the subtle differences between the beings (such as comparing a human spirit to a demon).



PSIONIC MANIFESTATIONS

CRYSTAL HEALING

Psionicists often use crystals attuned to the body. Each crystal emits a color, much like chakra, that is visible only to the psionacist. By matching the color emitted by the crystal and the color of the chakra of the subject, the crystal works to cure any minor ailments (major ailments still require medical attention) by being placed on that part of the body. The only catch is that the psionacist must be able to see the color emitted by the crystal and match it to the color emitted by the body's chakra. Without matching those two colors, the crystals do nothing.

Healing crystals can also be used to enhance one's ability for a short period. By matching the crystal to the body's chakra, that part of the body becomes emboldened by the crystal, allowing it to push beyond its limits for a brief period of time.

DIVINATION

Soothsayers, shamans, astrologers, and the like perform some type of divination. They possess the ability to see the future; although nothing is "set in stone" and they are likely seeing probabilities. Sometimes divination is a matter of learning from available choices to alter the future rather than knowing what the exact outcome will be – as long as those choices can be controlled.

Some diviners work hands free while others use tools like crystal balls, scrying maps, mirrors, or tarot cards. While in a state of divination, the psionacist sees glimpses of a possible future; something like a cause and effect prediction. The image might be blurry or slightly skewed and the message it provides might be metaphorical, but it is always has a purpose; for good or for bad.

EMPATH

Empaths are particularly skilled at reading the emotions of others. This isn't the reading of body language or audible cues; this is the ability to reach out and probe the target's psyche to see how the person is reacting to different stimuli. The psionacist can discern truth from lies, fear, pain and suffering, panic, sorrow, regret, and any type of emotional stress. She can then manipulate the target (in a positive or negative fashion) based on those reactions or in the hopes of opposing the target's current reactions (such as if they are in deep depression).

LAYING ON OF HANDS

Despite the term, this does not mean actual physical contact with a target. Psionicists focus their chi through their hands, but their extremities will be held some distance above the affected area. In the process of doing so, the psionacist can ease physical pain and discomfort, but it cannot repair damaged or broken bones.

PSIONICS

Psionicists who use the laying on of hands technique have gone by many names. Some are called evangelists, others faith healers, and some are simply believed to be blessed with some type of divine power. However, these psionicists are not channeling the power of religion, they are using psionic abilities. They just might give the appearance of divine channeling (and of course there are some who use that façade to make money).

MEDIUMSHIP

Mediums serve as gateways between the living the spiritual world. Their abilities come from channeling spiritual energy through the channeling of their chi. When doing so, the medium serves allows the spirit world to communicate through her telepathically. This is not without risk; mediums can become exposed to the darker areas of the spiritual world and allow evil beings to pass into the living world.

When a medium serves as a gateway between the spiritual and living worlds, she acts like a tunnel, allowing the two sides to communicate. During this time, she exists physically in the living world and mentally in the spiritual world. If she's not careful, a malevolent entity can exploit this "dual existence", using her to enter the living world as a spiritual being (usually ethereal, but not always).

PSYCHIC HEALING

Psychic healing is like psionic holistic medicine. Before drugs and medicine, psychic healers could heal through sheer willpower alone. It wasn't until many, many years later that this method of healing was actually discovered to be a psionic ability combined with other traditional healing methods.

Psyche healing is really only part of a holistic package that focuses on treating the whole body, not just any one particular symptom. However, unlike some alternative medicines, the psionicist is actually able to cure diseases psychically while incorporating other forms of treatment to ease the mind and placate the spirit. The psionicist is able to channel her chi into the infected area, thus killing the disease. The body will still need to recover, but the disease will be gone.

PSYCHIC SURGERY

For many years stage magicians have performed so-called psychic surgery, but have only been performing an elaborate illusion that fascinates and repulses audiences in even measure. To the spectator, it seems the surgeon performs an invasive procedure on the patient without the use of a scalpel. The fingers appear to break the skin and the surgeon performs an operation on the patient. Indeed there is blood and gore involved and the infected area can be seen being removed from the body; and all while the patient is still conscious. After the operation, the wound is closed with nothing more than the surgeon's fingers and soon after the patient can sit up and leave the table with no scar or stitches.

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The trained psionist can perform this feat without the stage theatrics. She focuses her chi through her hands and into the patient, melding the patient's chi and hers together, allowing her to pass through the skin and come out unscathed. Psychic surgery can be quite dangerous and if focus is lost, the psionist's hands might become stuck. As long as she keeps hers and the patient's chi melded together, it's as if no obstructions exist between the two.

PSYCHOMETRY

Psychometry enables the psionist to look into the past, usually with the aid of an object that belongs to a person or is part of a larger object's contents. By tuning into the resonant energy of the object, the psionist can "see" where the object has been and what has happened around it. The energy can be limited though and a time period ranging from perhaps a few hours to a few days might only be possible. In extreme cases where the resonant energy is extremely strong, it's possible to go back years.

REMOTE VIEWING

Remote viewing is the ability to spy on a location or individual from some considerable distance. A novice may be able to "see" a few miles away; after honing that ability, she should be able to "see" someone anywhere within the country. A true master can observe locations and people almost anywhere in the world. The only caveat is that the psionist needs a focal point at hand, be it a photograph of the individual or a picture of their residence. With that focal point, the psionist can see the target as clearly as if she is in the same room or location.

Unlike astral projection, the psionist can only see what's around the target. She cannot interact with those surroundings or the target. She also cannot be interacted with psionically for her mind is not at that location. Additionally, if desired, the psionist can see "through" the eyes of the target rather than seeing the target as if she was standing next to it. This, of course, requires the target to be living and have the capability to see.

TELEPATH

Telepathy is the ability to communicate with another person using only the psyche, conveying messages silently and secretly. The target could be another psionist or someone without any psionic abilities (although it might be a bit disturbing to the untrained). A non-psionist hearing voices in his head might be convinced he is going mad or hearing voices from the spiritual world. Intelligent animals are also potential targets, but it's more for giving them commands without verbalizing them.

Grey Areas

Psionic manifestations falling under the “Grey Area” categorization are those that could be helpful, harmful, immortal, justified, beneficial, or destructive depending on how they are used. It ultimately becomes the desire of the psionist in how she uses these manifestations rather than their outcome. Good and evil alike could use them, but with significantly different outcomes.

While “Light Side” manifestations are more utility in nature, “Grey Area” manifestations can be quite useful in and out of combat. These types of Trappings can make for epic attacks, memorable interrogations, quick break-ins, or induced madness. It’s truly open for interpretation.

CYBERPATH

Cyberpathic communication is like telepathy, but the target is electronic in nature (any electronic that has some type of processor or controller). The psionist can scan the memory areas of the electronic device, gaining access to passwords, sensitive information, encrypted files, programs, documents, and family photos. This can all be done by bypassing the normal protocols of the device. It’s effectively psionic hacking.

ELECTROKINESIS

Electrokinesis is the ability to manipulate electrical energy flowing through a circuit (e.g. electricity, static electricity, radio frequencies, digital pulses, etc.). The psionist cannot read what’s inside the circuit, but she can alter the signals or electricity moving through them. This includes overloading or bypassing a circuit, blocking power, creating an alternate power connection, or manipulating digital pulses. It can be used as a type of psionic interference, causing electronic circuits to operate unreliably or in a completely unintended fashion.

MIND CONTROL

Mind control is a bit of a misnomer as it’s really more like mind manipulation. The psionist, using some type of psionic link, is not controlling a target’s mind, but rather pushing it in different directions. Similar to hypnotic suggestion, although the target is fully awake, the psionist is manipulating the target’s feelings and decisions for the purpose of changing an outcome.

From an ethical standpoint, psionists should not attempt to force a target to do something he would never want to do, such as jumping off a roof or shooting himself. However, because it’s more suggestion and manipulation than actual control, the target can still overcome the psionist’s mind control through sheer willpower. Those who would never commit suicide or homicide are not going to; their spirit and psyche will fight back. Those who are a bit unscrupulous... might be easily persuaded.

PSIONIC MANIFESTATIONS

MIND READING

Mind reading is the ability to deeply probe the thoughts and feelings (not emotional feelings though) of a target. The psionist can trawl through the target's mind, discerning what the target is actually thinking regardless of what he's actually saying. The psionist can also tap into the target's memories, but only if those memories can easily be recalled by the target. Memories that require external stimuli (like pictures) are to obscure to be read.

Mind reading can also be used as a one-way telepathic communication link. The psionist can "listen" to what the target is thinking without the target knowing, although the psionist cannot use that same link to respond.

Mind reading can also be used for memory manipulation. Weak memories can be manipulated by the psionist to change what the target thought happened. Strong memories result in inconsistencies that usually cause the target to disregard the manipulated information, thus replacing it with the actual memory, but weak memories can be subject to psionic harassment. The psionist isn't rewriting these memories; she is simply dropping in "suggestions" where gaps exist.



TELEKINESIS

Telekinesis is the ability to be able to move objects using the power of the mind. The practitioner can make a key dance between his hands as a trick to amuse children, throw a small pebble across a courtyard to distract a guard, or manipulate the tumblers in a lock to open a door after more mundane methods have failed. With enough practice, the psionist is able to levitate and hurl objects (or people) with deadly force.

Dark Path

Psionic manifestations falling under the “Dark Path” categorization are those that are harmful, likely immoral, and definitely destructive. There is the possibility of using them in a constructive way to be helpful and not harmful, but ultimately they are meant to be used as Trappings during combat. However, with the right Trapping, they can be used in a utility fashion and may walk the line between dark path and grey area. Again, it ultimately depends on how the psionist uses the manifestations, but in the end they are geared toward the “not-necessarily-good” side of psionics.

ELECTROKINESIS (NEURONS)

This form of electrokinesis, sometimes called neurokinesis, is similar to the control of electrical circuits, but instead refers to the control of electrical (and chemical) pulses inside the central nervous system. Neurons respond to external stimuli and transmit that information through a neural network, much like an electrical circuit. This, of course, ends at the brain and the brain interprets the information.

Electrokinesis, or neurokinesis, is the manipulation of those electrical impulses traveling through the neural network. Neurons can be tricked into responding to a stimulus that doesn't exist or the reaction to a stimulus can be altered to change how the brain responds. Ultimately, the psionist is altering how the brain responds to what stimulus does or doesn't actually exist. An example of this would be tricking the brain, by manipulating the neurons' electrical impulses, into thinking fire is not hot.

HYDROKINESIS

Hydrokinesis is the ability to manipulate water (not liquids, just water). The psionist cannot create water, but she can alter any water that exists. What makes this dangerous is that 65% of the average adult human body is comprised of water. This water is contained within tissues, blood, bones, and other fluid compartments. This means the psionist can control that fluid within the human body.



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Besides the obvious ability to taking a body of water and creating a giant wave that potentially drowns a village, the psionicist can manipulate the human body's water which is used as a means of heat control, lubricant for joints, and shock absorption during movement. Significant alteration of those three factors (and likely many more are possible) can seriously hinder a target.

Any liquid that contains any amount of water can also be manipulated by the psionicist. If there is absolutely no water inside the liquid, it won't respond to the psionicist, but even trace amounts of water allow the psionicist to control the liquid. The same is true for other forms of water, such as snow, vapor, and steam.

MATTER MANIPULATION

Matter manipulation is a bit misleading as it isn't the manipulation of all things made of matter. It is, however, the ability to manipulate objects at the molecular level, but only solid, inanimate objects containing metal or minerals. Anything associated with life, either alive or dead, and decay falls under organic manipulation.

Matter manipulation is the ability to alter the shape of an inanimate object through the use of psionics. This includes breaking a chain, bending a spoon, and imploding a large building. The shape of the object can be manipulated, but so can the movement of its molecules (because the manipulation happens at a molecular level). This means the psionicist could melt metal and shatter rocks.

Some psionicists refer to this ability as psychokinesis, but it goes much deeper than that. Although the molecular bonds of the metals and minerals cannot be broken, the molecules can be rearranged to alter how they've come together to form a structure, object, or compound, turning them into something completely new.

ORGANIC MANIPULATION

Organic manipulation is also a form of molecular manipulation, but only on objects composed of organic compounds (i.e. comes from plants and animals, including people). The psionicist can break bones, manipulate muscles, extract organic matter deposits, and destroy an ecosystem using psionic abilities.

Like matter manipulation, organic manipulation is the altering of the shape of the molecules comprising the organic compound. The molecular bond holding them together cannot be broken and the organic compound cannot be broken down such as a chemical reaction. The psionicist can only rearrange and excite the molecules to change what form the object takes.

Some psionicists refer to this ability as biokinesis due to its similarities to molecular biology. However, the psionicist isn't really concerned with the interactions between the biomolecules but rather how to alter or exploit them. The psionicist can ultimately change the structure of the target, possibly creating mutated versions of the subject. One of its worst implementations is the ability to stop the target's heart (a muscle), killing the target very quickly. This ability is often referred to as the 'death touch.'

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PYROKINESIS

Pyrokinesis is the ability to create and manipulate fire through psionic abilities. The only requirement is that the conditions surrounding the fire must be right (oxygen present, not submerged in water, etc.) otherwise the ability never works. When creating fire, the psionist can only create a small flame, much like a lighter. After the flame is created, it can be manipulated to massive proportions. However, the psionist is likely not immune to the effects of fire and must be very careful about how big the fire gets and how close she gets to it.

In addition to the ability to create fire, the pyrokinetic can also extinguish it. This is not a simple case of waving the arms and the fire goes away; it must be brought to a progressively smaller and smaller size until it can easily be extinguished. The psionist can usually do this quickly, but not instantaneously. It's very similar to what would happen to a fire if it was contained and the oxygen was removed.



Psionic Characters

Looking beyond the standard “psionic character” with an Arcane Background, psionicists can vary from character to character depending on purpose, background, how they acquired their powers, and how they manifest their extraordinary abilities.

Character Concepts

Astrologer: From soothsayers of Ancient Britain to shamans of the Native Americans, and cultures far beyond, many say the future is written in the stars and a lucky few can read and interpret them. These astrologers believe their sixth sense, or mind’s eye, has been opened by some unexplained cosmic force. Although they understand the future is never definitive, they see probabilities as visions. What they do with these probabilities, or if they manipulate them, is another matter entirely and is a skill only left to those who fully understand the risks involved. **Suggested Skills:** Investigation, Knowledge (Zodiac), Notice

Indigo Child: There are children who seem to possess wisdom beyond their tender years. They see the world differently from everyone else. To call them geniuses does not seem to cover it, though each one is gifted with the ability to do complicated math or be a virtuoso at some musical instrument. The gifts of this child reach much further than societal understanding as his or her mind is capable of surpassing normal limitations. Although the child may not fully understand this ability to reach beyond limitation or know how to control it, he or she develops psionic abilities as they continue to age. Their mind breaks the threshold of standard education and enters the realm of the superior psyche control. Unfortunately, this often isolates the child from others and forces them to learn things without the aid of others. **Suggested Skills:** Intimidation, Knowledge (e.g. Academics, Music, etc.), Survival

Lab Rat: They weren’t born this way; they were made, created, and kept away from the outside world. They are perhaps a clone, a part of a group mind that has somehow found a way to think for themselves. They may not even have a name, but rather a serial number; maybe there’s even a barcode tattooed somewhere on their body. What memories they have are false. They have no family, unless they call the other subjects of the “experiments” their family. What they are used for during the experiments is dependent on who’s performing the experiments. **Suggested Skills:** Fighting, Lockpicking, Notice, Stealth, Tracking

PSIONICS

Oracle: Much like astrologers, oracles use visions to guide future probabilities. Unlike astrologers, their knowledge may come from a variety of sources including the cosmos. They tend to spend decades learning and honing their abilities before using them as a psionist. As such, they tend to be older than psionists. They also tend to spend much of their time listening to others in the hopes of understanding the concepts of fate. **Suggested Skills:** Knowledge (Insight), Notice, Persuasion, Streetwise

In games where glimpsing into the spiritual world can drive a character mad, it is recommended to add the Guts skill to represent those psionists who have steeled their minds against such horrors.

Spiritual Healer: Spiritual healers have many different mediums they use to heal the body through non-medicinal means. This includes acupuncture, crystals, herbs, and many more. They are capable of channeling and controlling their chi using these mediums, serving as a conduit from their body into the recipient's body. Many of these practices have been around since ancient times and may very well be the earliest forms of psionic abilities. **Suggested Skills:** Healing, Knowledge (Alternative Medicine or Holistic Medicine), Notice

Spiritual Warrior: Spiritual warriors are masters of a style of martial arts. They use their ability to channel chi to overcome physical limitations. This allows them to deliver devastating blows, leap incredible heights, scale buildings, and deflect incoming missiles (like arrows). They are not superhuman; they are simply able to redirect their chi into specific chakra, overcoming that body part's normal limitations. **Suggested Skills:** Climbing, Fighting, Intimidation, Survival

Wild Talent: Most psionists are trained, or at least have some type of guidance. Those without training are called wild talents; they often see their abilities as "natural" talents that don't need training. A wild talent is often a Jack-of-all-Trades and likely has many talents at her disposal. However, without proper training and guidance, they are more susceptible to backlash if anything goes wrong. **Suggested Skills:** Fighting, Streetwise, Survival, Taunt



Hindrances

The following are some minor alterations to existing Hindrances along with new Hindrances for psionics to choose from.

EXISTING HINDRANCES

ARROGANT

The character has power and is not afraid to demonstrate it. As per the Hindrance, he is not afraid to challenge the leader of a rival group and his arrogance can raise the hackles of even the most level-headed members of a rival faction. Additionally, he suffers a -1 penalty to Charisma interacting with other groups of psionics.

BIG MOUTH

The character has a problem keeping a secret. As per the Hindrance, she may well speak at the wrong moment, but also struggles to keep a secret out of her mind. A character with this Hindrance suffers a -1 penalty to resist her mind being probed by another psionist.

OUTSIDER

Lab rats, or the like, feel that society has been out to get them since day one, even though they may look like everyone else around them. The character feels he is looked down on by those he sees as being in a superior position. Although these feelings only exist in his own head, it's his insecurity that gives him a -2 penalty to Charisma.

YOUNG

As an addition to this Hindrance, the psionist suffers a -1 penalty to all Arcane Skill rolls due to his lack of training. This Hindrance can be bought off as he advances.

NEW HINDRANCES

OLD SOUL (MINOR OR MAJOR)

A younger Psionist may well be labeled as an Old Soul. She seems wiser than children her own age, and somewhat more intuitive than normal. Her psychic sense operates at a higher level than most children, but as a result it means has a somewhat solitary childhood. Many believe this is learned from a past life experience, and in this cycle of reincarnation, something is guiding her.

As a Minor Hindrance, the player character feels uneasy meeting new people or dealing with authority figures, and may well want to be left alone from time to time. She incurs a -1 penalty to Charisma anytime she meets or interacts with someone new. As a Major Hindrance, this penalty increases to -2 and she is far more likely to be a lone wolf, striving to do her own thing most of the time.

OOH SHINY! (MINOR OR MAJOR)

For ages mirrors, pools of water, and other reflected surfaces have been used for scrying or remote viewing. Characters with this Hindrance find it difficult to tear their eyes away from any reflective surface and find themselves distracted while attempting to scry when they should be doing something else.

As a Minor Hindrance, the character must make a Spirit roll to resist the distraction offered by a reflective surface. As a Major Hindrance, the roll incurs a -2 penalty. If he fails the Spirit roll, he is lured into scrying. The character can continue to make the Spirit roll until snapping out of the trance-like state.

UNFOCUSED (MAJOR)

A character who takes this Hindrance must make an extra effort to perform a psionic attack (any Power that causes damage). Her Arcane Skill roll incurs a -2 penalty as her mind simply is not as sharply honed as it should be.

Edges

The following are some minor alterations to existing Edges along with new Edges for psionics to choose from.

EXISTING EDGES

ALERTNESS

As per the Edge, it also bestows an additional +1 to Notice rolls when used in conjunction with any attempt to detect the presence of another psionist

or psionic creature. However, this bonus doesn't apply when detecting spiritual entities.

ATTRACTIVE

As per the Edge, it also imposes a -1 penalty to Spirit rolls to resist mind control and the like.

VERY ATTRACTIVE:

As above, but the penalty increases to -2.

BEAST BOND

As per the Edge, the animal companion also has a psychic bond with the character, allowing the psionist to convey messages telepathically (or something similar).

BEAST MASTER

As per the Edge, the loyal animal also has a psychic bond with the character, allowing the psionist to convey messages telepathically (or something similar).

COMMAND

As per the Edge, but the character also gains a +1 bonus to Persuasion when using his psionic abilities to influence a subordinate. This does not stack with the Attractive or Very Attractive Edge and only works on subordinates.

DANGER SENSE

As per the Edge, but it also applies to psionic attempts to control or influence the character.

LUCK

The psionist has the ability to "push his luck" using his extra Benny. Instead of the standard uses of a Benny, the character can turn it in to increase the

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die type of on Trait for a single Trait roll before making the Trait roll. **Example:** Before making a Fighting d8 roll, the psionist turns in his extra Benny, from the Luck Edge, and psionically pushes his body to Fighting d10.

GREAT LUCK

As per above, but the psionist can either perform this activity twice or turn in both extra Bennies from the Great Luck Edge to increase that Trait two die types. **Example:** Before making a Climbing d8 test, the psionist turns in both extra Bennies and psionically pushes his body to Climbing d12.

NEW EDGES

MENTAL TOUGHNESS

Type: Weird

Requirements: Novice, Arcane Background (Psionics), Spirit d6+

The psionist is particularly skilled at putting up a mental defense, much like a psychic wall. As such, her psyche is difficult to probe. Any psionic abilities that target her mind (such as mind control and mind reading), incur a -1 penalty to the Arcane Skill roll. This stacks with the Arcane Resistance and Mentalist Edges, but only for psionic Powers that target the mind.

IMPROVED MENTAL TOUGHNESS

Type: Weird

Requirements: Veteran, Mental Toughness, Spirit d8+

As per Mental Toughness, but the penalty increases to -2.

IRON WILL

Type: Weird

Requirements: Heroic, Improved Mental Toughness, Spirit d10+

As per Improved Mental Toughness, but the penalty increases to -3. Additionally, if the Arcane Skill die roll of the other character results in a 1, the character's mental wall lashes back and attacks the caster. The caster must immediately make a Vigor roll or suffer 2d6 psionic damage.

MULTITASKER

Type: Weird

Requirements: Veteran, Arcane Background (Psionics), Smarts d10+, Psionics d10+

Even if seemingly already occupied, the character can do more than one thing at the same time. Outside of combat, he can perform two unrelated tasks at the same time. If this requires a dice roll, it doesn't incur any multi-action penalties. During combat, he can make a physical attack (using Fighting, Shooting, or Throwing) and use a single psionic Power without incurring any multi-action penalties. These actions can be aimed at different targets.

SENSEI

Type: Legendary

Requirements: Wild Card, Legendary, Smarts d10+, Charisma 2+

Similar to the Followers Edge, the psionist is at the highest acknowledged rank in his psionic community. He may open his own psionist training school, drawing 2d4+3 NPCs at Novice rank. These become his pupils that he must train on a regular basis. At the GMs discretion, he may also draw income from these pupils.

New Psionic Powers

Here is a collection of new Powers with a psionic appeal.

BULLET TIME

Rank: Veteran

Power Points: 2

Range: Self

Duration: 3 (1/round)

Trappings: Imagining a conflict playing out in the mind, as if in slow motion.

Bullet time allows the psionist to envision the paths of incoming physical attacks (non-magical) including missile and melee weapons. To an outside observer, the psionist appears to be moving very quickly, making it hard to track his action.

On a success, all physical (non-magical) attacks targeting the psionist incur a -2 penalty to the attack roll for the duration of the Power. On a Raise the penalty increases to -4.

DANCING THE CODE

Rank: Seasoned

Power Points: 3

Range: Touch

Duration: 3 (2/round)

Trappings: The psionist hacks into a computer network, altering its files or programs.

Dancing the code allows the psionist full control over any computer system. On a success, she hacks into the system, bypassing any safeguards, and takes control of 1d4 programs (not computers, just programs which include any file that uses that program). On a raise, she can take control of 1d4+2 programs. Once controlled, the

psionist may read, alter, delete, or manipulate that program.

GMs may wish to introduce a difficulty modifier for this Power depending on how far away the target computer (e.g. network server) is from the point where the psionist is hacking the system. For example, if the psionist has access to a remote terminal in a differ-



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ent state than the target computer, the GM may impose a -2 penalty due to the number of security points the psionist has to get through.

IMMOVABLE OBJECT

Rank: Novice

Power Points: 2

Range: Sight

Duration: 3 (1/round)

Trappings: Concentration, physical stance

Immovable object enables the psionist, or a target, to stay more or less where he wants to. Anyone trying to physically move the player character finds him to be completely immovable. Characters targeted by *immovable object* gain a +1 bonus to Toughness for the duration of the Power. However, the target cannot move willingly during this Power. If the target willingly moves, the Power immediately ends. If the target is being pulled by another force when *immovable object* is cast, the target immediately stops all movement and becomes "rooted" to its place.

Immovable object can even be used to make fall objects become rooted to a wall. However, they cannot hover in the air; they must become "attached" to a surface (vertical or horizontal).

IRRESISTIBLE FORCE

Rank: Veteran

Power Points: 2-6

Range: Pace+d6

Duration: Instant

Trappings: Vocal emission

Irresistible force allows the psionist to ball-up his entire chi and use his body to explode that energy out against a barrier, such as a wall, within running distance. First, he must be able to move in a straight line, unobstructed, and run

at his full Pace plus 1d6 (he must be at least his Pace away from the target, the 1d6 is optional). Second, the psionist then expends a number of Power Points equal to half the Toughness of the target barrier or object, up to 6 Power Points.

On a successful Arcane Skill roll, the psionist immediately runs to the barrier, smashes into it, and does 1d6+x damage where "x" equals the number of inches he moved. His damage type is considered Blunt. If the psionist fails the Arcane Skill roll, he still runs into the barrier, but instead must make a Vigor roll at -2 or suffer a level of Fatigue.

OH LOOK, I ROLLED BOX CARS!

Rank: Seasoned

Power Points: 4

Range: Smarts x 2

Duration: Instant

Trappings: Playing cards, dice, lucky charm, or talisman.

Oh look, I rolled box cars! enables the psionist to influence probability. It is essentially a psionic Test of Wills, but the psionist is either creating an illusion or some type of "lucky break" that gives him an advantage.

Oh look, I rolled box cars! is done as an opposed roll of the psionist's Arcane Skill versus the target's Smarts with a -2 penalty. If successful, the psionist gains a +2 bonus to his next action against that defender. With a Raise, the defender is also Shaken or some other type of effect that matches what the psionist was doing. For example, if he chose a "lucky break" and the defender failed to notice the oil slick he was stepping in, he'll be knocked prone.

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PACIFY

Rank: Veteran

Power Points: 3

Range: Sight

Duration: 2 (2/round)

Trappings: Hand gestures, stare down

Pacify can sooth the emotions of a target she can see, effectively placating the target. This Power only works against targets previously provoked or are currently berserk; success breaks the target's intentions and makes him stop attacking. During this time, the target cannot attack nor can he be targeted by an attack. If he is targeted by an attack, the power immediately ends.

If the psionist wishes to maintain *pacify* after the first 2 rounds, the target may make a Spirit roll at -1 to break the power. If the psionist had gained a Raise on her Arcane Skill roll, that penalty increases to -2.

➤ **Additional Targets:** Affect an additional target for every additional Power Point spent, to a maximum number of targets equal to half the psionist's Smarts (e.g. Smarts d8 = 4 targets maximum). If any of the targets are targeted by an attack, the power ends immediately and all targets are released from its effects.

PREDICTION

Rank: Novice

Power Points: 1-5 (see description)

Range: Self

Duration: Instant

Trappings: Tarot cards, crystal ball, scrying mirror, astrological charts

Prediction provides the psionist to predict future events, albeit somewhat vaguely. This ability gains strength as the character increases in Rank, starting at Novice. At Novice, he can spend a

single Power Point in order to predict a very minor future event. With each increase to Rank, the psionist can spend up to one more Power Point (to a maximum of 5 for Legendary) and increase the importance of the prediction.

The GM has the ultimate say of what the prediction is and how it's portrayed. However, it shouldn't be given directly and should instead be given indirectly as an omen, riddle, symbol, or some other indicate that requires a bit of extra thought to deduce. Optionally, the GM can rule that at higher Ranks, the psionist can spend an extra Power Point or two to gain a direct prediction in lieu of increasing its importance.

On a success, the psionist accurately describes his vision, providing some type of glimpse of the near future. On a failure, his psionic powers have failed him and he instead sees nothing or cannot discern its meaning.

PSI HACK

Rank: Novice

Power Points: 2

Range: Touch

Duration: 3 (1/round)

Trappings: Mentally accessing a hard drive.

Psi hack allows the psionist to hack into a computer or handheld device in order to access its file system. She can then upload from or download to a secondary device without needing a password, bypassing security, and getting around any other safeguards the target device has. (The device needs an accessible port for this to work, however.)

On a success, the psionist can suppress all safeguards for the duration of the round. Files can then be uploaded

PSIONIC CHARACTERS

or downloaded depending on their size. Small files (such as documents or compressed files) can be done at 3 per round; large files (such as color documents with many illustrations and videos) can be done at 1 per round; and extremely large files (such as full length videos and large executable programs with multiple files) can be done at 1 per three rounds. Extremely large files require full concentration across all rounds to avoid interrupting the transfer.

PSYCHIC SCREAM

Rank: Seasoned

Power Points: 2

Range: 12/24/48

Duration: Instant

Trappings: Ripple in the air

Psychic scream is a psionic missile attack that targets the psyche. On a success, the target breaks concentration, losing all Powers he was maintaining (no roll allowed). Additionally, the target is knocked back 1d6" and becomes prone. On a Raise, *psychic scream* also deals 2d6 damage.

RIOTING

Rank: Veteran

Power Points: 3

Range: Sight

Duration: 2 (2/round)

Trappings: Stare down

Rioting can instill hostile emotions upon a target she can see, turning anyone into a reckless threat. This Power only works against targets that weren't previously provoked and are not currently berserk; success breaks the target's concentration and makes him recklessly attack the nearest PC. During this time, the target cannot Aim and always attacks the nearest PC.

If the psionicist wishes to maintain *rioting* after the first 2 rounds, the target may make a Spirit roll at -1 to break the power. If the psionicist had gained a Raise on her Arcane Skill roll, that penalty increases to -2.

➤ **Additional Targets:** The power may affect an additional target for every additional Power Point spent, to a maximum number of targets equal to half the psionicist's Smarts (e.g. Smarts d8 = 4 targets maximum). Each target always attacks the PC nearest to him.

SHORT CIRCUIT

Rank: Seasoned

Power Points: 3

Range: Touch

Duration: Instant

Trappings: Sparks from the fingers

Short circuit is a type of psionic E.M.P., only effective against electronic devices or targets with some type of electronic controller (such as a computer in a car). On a success, a single circuit board becomes "fried" and completely unusable. If a damage roll is required, it is done at 2d6+6.

➤ **Additional Connected Targets:** Affect an additional circuit board for every additional Power Point spent, to a maximum of six targets. Each additional circuit board must have some type of physical connection to the original circuit board or be in very close proximity (e.g. the same enclosure).

➤ **Additional Isolated Targets:** Affect a second target isolated from the first (i.e. inside different enclosures) by spending another 3 Power Points. However, this requires the psionicist to use both hands to contact the two targets. He can then affect additional connected targets by spending additional Power Points.

Psionic Gear

Herein is a list of psionic weapons and equipment. Although psionists have powers they can use as weapons, sometimes a handheld weapon is necessary instead. While these weapons deal damage like other handheld weapons, they come with one added benefit: psionic damage. These weapons are an extension of the psionist and are augmented by psionic energy.

When a psionist (must have a psionic Arcane Skill) uses a psionic weapon (indicated as 'Psionic' under Notes), he inflicts physical damage along with attacking the target's psyche. When a successful Attack Roll is made, he may then roll his Arcane Skill (with no Multi-Action Penalty) to also inflict psionic damage (getting a Raise on this roll does nothing). The target takes physical damage as normal, but a success on the Arcane Skill roll also inflicts a single level of Fatigue.

Melee Weapons

Psi-Baton: This appears much like a standard Billy club. However, they are typically colored blue with a handle that feels like it crackles with energy.

Psi-Blade: The psi-blade looks like a glowing shortsword. It emits a light that pulsates with each beat of the psionist's heart.

Psi-Lash: Also known as a psi-whip, this weapon sparks with energy when held by the psionist. Psionic energy flows from its handle all the way to the cracker. It might be great for attacking at a greater distance, but it's not very good at blocking incoming attacks.

Psi-Staff: Psi-staffs are made of a composite material, very similar to the look of a psi-baton. In the untrained person's hand, it looks like little more than a black cylinder. In the hands of a psionist, it radiates a white light – a visual representation of psionic energy.

MELEE WEAPONS TABLE

Type	Damage	Weight	Cost	Notes
Psi-Baton	Str+d4	1	75	Psionic
Psi-Blade	Str+d6	4	275	Psionic
Psi-Lash	Str+d4	3	125	Parry -1, Reach 2, psionic
Psi-Staff	Str+d6	8	175	Parry +1, Reach 1, 2 hands, psionic

Ranged Weapons

Head Hunter: The rather explicit name for the psionic version of a sniper rifle, it has a very range and deals a considerable amount of damage. Such weapons might be illegal and use by anyone outside of the military is often punishable by a very long jail sentence. Additionally, it includes an optical scope that allows it to be used at night.

Psi-Bolter: The psi-bolter is a pistol that looks much like any other .45 caliber pistol. The only difference is that the handle is constructed of a material that absorbs psionic energy and 'wraps' is around the projectile. Unfortunately, it's not capable of semiautomatic use as the psionic energy needs to build-up before enhancing the projectile.

Psi-Bow: This composite bow is capable of firing psi-arrows. Psi-arrows are psionically 'keyed' to these bows, thus making them the only type of bows that can fire a psi-arrow. (Otherwise it's just a bow firing a regular arrow.)

Psi-Lancer: The psi-lancer is a psionic assault rifle that operates much like the psi-bolter. Due to its larger size, it's capable of 'wrapping' psionic energy around up to 3 projectiles at a time. Although it cannot be used in full automatic, it can be used in three-round bursts.

Psi-Riken: Psi-riken are sharpened metal discs attuned to psionic energy. Instead of using the Throwing skill, they use the psionist's Arcane Skill. They can potentially be retrieved after being thrown and two (*) can be psionically thrown at one time without incurring a multi-action penalty. Treat this as if it's a semi-auto weapon. **Note:** The weight of a single disc is negligible. However, the weight of several begins to add up. For encumbrance, 4 psi-riken's equal 1 lb.

RANGED WEAPONS TABLE

Type	Range	Damage	RoF	Cost	Wt	Shots	Min Str
Head Hunter	50/100/200	2d10	1	1500	30	12	d8
<i>Notes: AP 4, optical scope, psionic</i>							
Psi-Bolter	12/24/48	2d6+1	1	275	4	6	-
<i>Notes: AP 1, psionic</i>							
Psi-Bow	15/30/60	2d6	1	275	3	-	d6
<i>Notes: AP 1, psionic</i>							
Psi-Lancer	24/48/96	2d8	3	800	8	30	-
<i>Notes: AP 2, 3RB, psionic</i>							
Psi-Riken	6/12/24	2d6	-	25	-	*	-

Armor

While most armor protects from physical attacks, it does nothing against psionic attacks. To protect against psionic attacks (both from Powers and psionic weapons), the character needs psionic-deflecting armor.

Malachite Bracers: Either made of pure malachite or metal infused with malachite ore, these are worn on the arms. They run from just below the elbow to the wrist and some have a glove-like attachment.

Moonstone Ward: The moonstone ward is a headband with a moonstone placed just above where the third eye is located. It projects a protective aura, covering the wearer from head to toe.

Rose Quartz Visor: Looking like a pair of mirrored sunglasses, the 'lenses' are made of rose quartz and provide protection from psionic Powers that target the psyche (e.g. *rioting*).

Tanzanite Collar: Tanzanite collar looks decorative, but actually protects against psionic attacks. Additionally, it reduces damage from psionic Powers that cause damage by 2 (e.g. *bolt* from a psionist).

ARMOR TABLE

Type	Armor*	Weight	Cost	Notes
Malachite Bracers	2	2	75	Protects against all psionic attacks
Moonstone Ward	3	1	150	Protects against all psionic attacks
Rose Quartz Visor	2	-	25	Only protects against psionic Powers that target the psyche
Tanzanite Collar	2	2	200	Protects against all psionic attacks; psionic Powers that cause damage also incur a -2 penalty to the damage roll

* The armor rating effectively acts like Arcane Resistance. The attacker incurs a penalty, equal to the Armor Rating, to her Arcane Skill roll against the target wearing the psionic armor. They do not provide any protection from non-psionic attacks.

Mundane Equipment

PSIONIC AMPLIFIER

Cost: 250

Use: Once per day for 12 hours

This handheld device is small enough to fit in a pouch or pocket and is roughly hexagonal in shape. Mostly used by psionics who want to have an advantage in combat, it can also provide non-psionics with a defense against psionics.

The psionic amplifier requires a Smarts or Spirit activation roll (whichever is higher) in order to be used. Success activates the device and provides 12 hours of use. Psionics using the psionic amplifier gain 5 Power Points only usable on psionic Powers. A Raise on the activation roll provides an additional 1d4 Power Points. Non-psionics instead gain the benefits of Arcane Resistance against psionic Powers during the 12 hour period. A Raise for non-psionics provides no additional benefit.

A failure on the activation roll means the device simply doesn't work. A Critical Failure means the psionic amplifier attacks the person's psyche, causing them to gain 2 Levels of Fatigue that recovers normally.

PSI-SYNTHESIZER

Cost: 500

Use: Twice per day

The psi-synthesizer is an implanted device that grants the psionicist the ability to use one Power they do not already have, but this comes with limitations. It only has the ability to use the selected Power twice a day and it cannot be swapped out (i.e. a different Power cannot be chosen after it's implanted).

The psi-synthesizer must be implanted just beneath the psionicist's skin. It is activated using the Arcane Skill and when implanted, the character chooses what Power it provides. The chosen Power must be at the same rank of the psionicist, one rank higher, or one rank lower. It never changes, even as the psionicist increases in character rank.

A success on the Arcane Skill roll allows the device to be used once, up to twice per day. A Raise allows the psionicist to push the device to provide a third use for that day. However, that third use causes the psionicist to gain 1 Level of Fatigue. Failure means the device fails to perform, but can still be used again. Critical Failure means the device fails to perform, that use is spent for the day, and the character gains 1 Level of Fatigue. This Fatigue recovers normally.

Psionics can have a number of psi-synthesizer implants up to half their Vigor die (e.g. Vigor d8 = maximum of 4 implants). Non-psionics (i.e. characters without some type of psionic Arcane Skill), cannot benefit from a psi-synthesizer.

Psionic Races

The following player character races are designed to match the psionic content presented throughout *Ultimate Characters Guide: Psionics*.

Aesarra

The origins of the aesarra can be traced to remote locations starting millennia before. In this day and age their culture survives, though it's believed their numbers have been in decline for several decades. They are a peaceful and law abiding race, but their prowess in combative psionic powers, as well as the martial arts, means they are typically approached with extreme caution. (This leads to many rumors and discriminatory views.) Although they started in remote areas, the aesarra have become integrated into other cultures, such as nearby indigenous ethnicities, and have adapted their culture rather than try and impose their way of life upon others.

Aesarra have a dusky complexion. They did not originally form their own religion and instead assimilated the culture of "self-reflection" and "inner peace". Those who emigrate often choose to accept the doctrines of the indigenous races they live with in lieu of sharing the beliefs of their homeland.

SOCIETY

Open and friendly, the aesarra have a history of being open to strangers and believing in integration, rather than segregation. At times this led them to being taken advantage of. In one of the darkest parts of their history, many were hauled away and sold as slaves alongside the indigenous cultures they chose to live with. As a result, the idea of subjugation and slavery is abhorrent to them.

They are at home both in cities and in rural environments and enjoy the benefits of modern life. They eschew material wealth and instead choose a life of charity and philanthropy.

RELATIONS

The aesarra are quite trustworthy and always offer to help out wherever and whenever possible. They are, by nature, pacifistic, but should anyone attempt to inflict harm or suffering upon anyone they consider friend, family, or vulnerable, they fiercely come to their defense. However, they are not blissfully ignorant and arrogance is not tolerated. Aggression is dealt with appropriately and swiftly in a manner the aesarra deem necessary.

PSYCHIC HEALERS

Aesarra understand the powers and flow of chi (they call it 'life force') better than most. Combined with their pacifist nature, the skills of a psychic healer come naturally. Throughout history, many aesarra became renowned healers, passing their knowledge from generation to generation.

PHYSIOLOGY

Aesarra range in height from 5ft 2in to 5ft 8in. They rarely exceed 5ft 10in and practically unheard of to reach the 6ft mark or beyond. They are typically dark-haired with dark eyes, ranging from a very striking hazel to a deep brown.

RACIAL TEMPLATE

When choosing an aesarra as a player character race, use the following template:

- **Adaptive:** Aesarra are a sturdy race and have adapted to life in harsh environments, ranging from scorching deserts to arctic conditions. They gain Survival d6.
- **Disciplined:** Aesarra are taught that a disciplined mind is a healthy one. They begin character creation with a d6 in Spirit or Smarts (choose one).
- **Mentally Tough:** Aesarra have honed their psyche for greatness throughout the centuries. Gain the Mental Toughness Edge without needing to meet its Requirements. However, to increase to the Improved Mental Toughness Edge, the character must acquire Arcane Background (Psionics).
- **Pacifist:** Aesarra only attack to defend themselves and others. Gain the Pacifist (Minor) Hindrance.
- **Philanthropist:** A life of wealth is frowned upon within the aesarra culture. The character must give away 50% of all wealth gained, but can choose where the wealth goes.
- **Trustworthy:** Aesarra are trustworthy, at times too trustworthy. When opposing anyone using the Persuasion skill, the aesarra incurs a -2 penalty.

Indyani

Indyani have existed for as long as the scion's, most people just didn't know it. Their origins are mostly unknown, but many ethnicities referred to a race resem-

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bling the indyani in ancient texts. In all references, they are described as being “graceful, ethereal and beautiful, but dangerous when provoked.”

Scholars believe the indyani first appeared when the psychic barriers were shattered at the time known as The First Awakening. Although they likely existed elsewhere (perhaps on some ethereal plane), they had merely been waiting for the right moment to cross the divide and enter mortal space. The only question scholars have never been able to answer is why. Is, or was, there a reason to migrate from their place of existence into this one?

Indyani are treated with caution, if not outright suspicion, with many believing if the indyani provide aid then at some point in the future, the favor will have to be repaid. Something along the lines of, “We helped you, but we didn’t have to. So now you need to help us!” It could be they are setting other species up for some great event in the near or far future, or maybe it’s just superstition. Another myth exists in that the indyani migrated to flee from someone or something. Without actually knowing the truth, and without any forthcoming answers, the indyani are forever surrounded by an aura of secrecy. This leads to a lack of trust from other species and a hesitance toward alliances.

SOCIETY

Indyani live among all forms of society, although their elders choose to live in isolation. They are viewed as a minority species and are typically looked upon suspiciously (a view they brought upon themselves). However, they choose to be different, and are proud of it, as it allows them to conceal their true abilities.

RELATIONS

Indyani appear aloof to all other species and arrogant to many of them. They have a good relationship with scions, but tend to look down upon aesarra. Indyani will willingly defend the scions, but are often dissuaded, particularly by the elders, from maintaining friendships or alliances with aesarra. They do not outright hate the aesarra and will ally with them when absolutely necessary, but generally they remain separated from the aesarra.

To say the indyani are a complex race is an understatement.

PHYSIOLOGY

Indyani are uniformly tall and slender, with little in the way of body fat or muscle. It’s difficult to distinguish male from female, but subtle differences exist that enable people to recognize the sexes when encountered. Generally, both sexes stand between 6 to 7 feet tall, have pale blue skin, and are completely hairless, lacking eyebrows as well as hair on their head.

Differences between the two sexes are minimal. Males have a ridge of bone that runs over the bridge of the nose and replaces what would normally be eyebrows. Females have slender faces with more pronounced cheek bones and slightly elongated chins. They are exotic to behold to say the least, striking rather than handsome or beautiful. Some females mark their faces with pale white make up,

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in the form of intricate whorls and swirls on their cheeks, and sometimes down their necks, as far as the breastbone. A theory is that the females are the sole voice for their God and that only women can be called 'priests' and this marking denotes them as being holy.

Indyani have a short life span, living only to their early 70's. It is not known why they have a shorter life expectancy, but it could be because they are particularly susceptible to some diseases that are harmless to other species. If left untreated, these diseases prove fatal to the indyani.

RACIAL TEMPLATE

When choosing an indyani as a player character race, use the following template:

- **Astral Knowledge:** Indyani have spent millennia studying cosmic bodies, the movement of stars, and really anything regarding space and the night sky. They receive a +2 bonus to all rolls relating to navigating (such as Piloting).
- **Empathically Attuned:** Indyani have a very strong connection through empathy. They gain a +2 bonus to all rolls relating to the use of empathy (such as Persuasion).
- **Immunodeficiency:** Certain diseases can be fatal to the indyani that other races can easily survive. They incur a -4 penalty to Vigor to resist all diseases.
- **Keen Hearing:** Indyani have very sensitive hearing. They gain a +2 bonus to Notice when using hearing, but high-pitched sounds can be painful for them (like a dog whistle). When around high-pitched sounds, they become Shaken. This cannot cause a Wound.
- **Low Light Vision:** Indyani ignore penalties for Dim and Dark lighting.
- **Temperament:** Their aloof and arrogant personalities can be quite off-putting. Indyani incur a -2 penalty to Charisma.

Scion

Scions first appeared many centuries ago and can now be found living within society and yet apart at the same time. How and when they became immersed into other civilizations and cultures is not exactly known, making their inclusion into society something of a mystery.

Scions have a long and checkered history marked by periods of violence, war, and great peace. Throughout this volatile history, they made significant strides in technology that, although it's a secret known only to a few in high circles,

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amounted to many technological and scientific breakthroughs. Many believe the scions have only shared a small amount of their knowledge; they possibly know considerably more than they lead on. This leads many cultures to speculate what the scions are going to do next and sometimes what else they did throughout history.

SOCIETY

Scions prefer to live in close knit groups of their own kind. Only occasionally does a scion take the plunge and integrate into other cultures or large, multi-species cities. They have a judicial council that governs crimes committed against them by their own kind and they are willing to let others take charge of affairs where a scion has someone else's rules and regulations. Scion law, however, can be quite harsh with exile and death being possible outcomes.

RELATIONS

Due to having their own legal system, scions tend to have strained relations with their non-scion neighbors. Fortunately, many scions find common grounds with other species' religions and instead focus their relations on those commonalities, creating better personal relations than government, military, or business relations.

PHYSIOLOGY

Scions look much like humans with a few differences. The most common difference is the strangely yellow tint to the iris of a scion's eyes, almost as yellow of that of a cat. The pupils are also slightly larger than normal and many who meet one may feel uncomfortable being subjected to their gaze, as it's commonly known that scions do not blink as often as humans. Although not quite a difference, scions have a primarily vegetarian diet with fish being the only meat they consume.

RACIAL TEMPLATE

When choosing a scion as a player character race, use the following template:

- **Empathically Attuned:** Scions have a very strong connection through empathy. They gain a +2 bonus to all rolls relating to the use of empathy (such as Persuasion).
- **Immunity:** Scions gain a +4 bonus to Vigor against all poisons and diseases.
- **Otherworldly:** Scions have a few mannerisms seen as exotic by others, causing others to be wary about the scions. They gain the Outsider Hindrance.

Psionic Bestiary

This is a list of unique creatures that use psionic abilities. They are suitable for any type of setting where psionics are used.

PSI HOUND

At first glance, psi hounds can be mistaken for a very large dog, like a Great Dane, but further examination highlights their differences. Psi hounds have two small antenna-like protrusions on their forehead. These protrusions are only a few inches long, but serve a very essential service. Psi hounds are almost blind, so the 'antennae' provide them with a type of radar sense; kind of like echolocation.

Psi hounds hunt on a psychic level by tuning into the fear given off their prey. They are often used as guard dogs and in the wild they are pack animals, with a pack normally ranging from 4-6 hounds. The pack is usually led by an alpha hound.

PSI HOUND

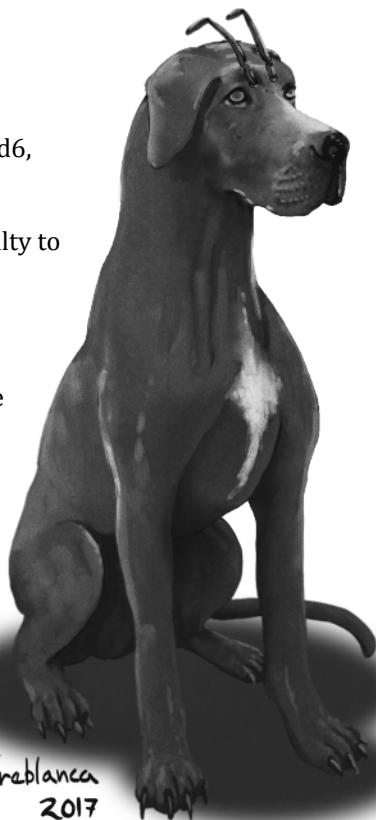
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

Skills: Fighting d6, Intimidation d6, Notice d6, Tracking d6

Special Abilities

- **Bad Eyes:** Psi hounds incur a -4 penalty to all visual uses of Notice.
- **Bite:** Str+d4
- **Empathic Hunter:** Psi hounds can sense fear and other negative emotions up to 100 yards away. Once they locate this psychic scent, they gain a +2 bonus to Tracking to hunt down the target.
- **Lock Jaw:** If gaining a Raise on an attack roll, the psi hound is considered to have successfully grappled the target without the need for any further rolls. Use the Grappling rules on subsequent rounds.
- **Thick Hide:** Armor +1



C. Torreblanca
2017

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PSI HOUND ALPHA

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Pace: 6; **Parry:** 6; **Toughness:** 9 (2)

Skills: Fighting d8, Intimidation d8, Notice d8, Tracking d6

Special Abilities

- **Bad Eyes:** Psi hounds incur a -4 penalty to all visual uses of Notice.
- **Bite:** Str+d4
- **Empathic Hunter:** Psi hounds can sense fear and other negative emotions up to 100 yards away. Once they locate this psychic scent, they gain a +2 bonus to Tracking to hunt down the target.
- **Followers:** Using a full-round action, the psi hound alpha can psionically summon reinforcements. 1d3+1 psi hounds arrive on the following round.
- **Keen Hearing:** Alpha hounds have better hearing than regular hounds; they gain a +2 bonus to all audible uses of Notice.
- **Lock Jaw:** If gaining a Raise on an attack roll, the psi hound is considered to have successfully grappled the target without the need for any further rolls. Use the Grappling rules on subsequent rounds.
- **Size +1:** Alpha hounds are larger than regular psi hounds.
- **Thick Hide:** Armor +2

I-SPY

A product of science, this artificial life form is a cybernetic construct. It resembles a floating eyeball roughly 6" in diameter, though there are larger ones that measure 9" in diameter. Its primary function is to gather information and intelligence. It's often mistaken for a remote controlled drone, though that's not far from the truth. Instead of being guided by a remote control, it's manipulated by the psyche. The only requirement is that the psionist must stay within contact or the psionic connection will break and the I-Spy becomes dormant.

An I-Spy does its best to obey all prime directives and always attempts to flee the scene once spotted. It will only defend itself with its built-in weaponry; it will never strike first. Some I-Spy's are programmed to self-destruct if captured as its memory may contain sensitive or top secret information.

If desired, it can be purchased at a cost of \$1500.

I-SPY

An I-Spy is controlled using commands sent psionically by the controller it has been programmed to obey.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d4, Vigor d4

Pace: -; **Parry:** 2; **Toughness:** 4 (2)

Skills: Notice d6, Shooting d4, Stealth d6, Tracking d6

Special Abilities

- **Construct:** +2 bonus to recover from being Shaken; no additional damage from called shots; do not suffer from disease or poison.
- **Flight:** Flying pace of 30" and Climb 3.

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- **Keen Sight:** +2 bonus to all visual uses of Notice.
- **Low Light Vision:** Ignores penalties for Dim and Dark lighting.
- **Metal Body:** Armor +2
- **Psi-bolt:** Using Shooting, the I-Spy can fire a bolt of energy with the weapon stats (12/24/48, 2d6).
- **Size -2:** I-Spy's are 6-9" in diameter.
- **Small:** Attackers incur a -2 penalty to any attack rolls directed at the I-Spy.

MAKOSI

Makosi are a highly aggressive species of alien life that swarm the galaxy like locusts, stripping a planet bare of resources and turning its inhabitants into slaves, soldiers or worse. (They are the reason the indyani fled.) Looking much like giant grasshoppers, they favor tropical environments and if a planet does not quite meet their requirements, they terraform the world. If the terraforming fails, they continue to strip the planet until only a barren, lifeless planet remains.

Makosi have a swarm-like mentality with an endless pursuit for survival. When acting together as a horde, they are always led by a queen.

MAKOSI

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d8

Pace: 6; **Parry:** 6; **Toughness:** 8 (2)

Skills: Fighting d8, Intimidation d8, Knowledge (Astrogation) d10, Notice d8, Psionics d8, Survival d6, Taunt d6

Special Abilities

- **Armored Carapace:** Armor +2 (body only)
- **Hardy:** Do not suffer a Wound from being Shaken twice.
- **Leap:** On a successful Agility roll, a makosi can leap up to 10". On a Raise it can leap up to 16".
- **Mental Toughness:** Attacker incurs a -1 penalty to psionic abilities that target the makosi's mind.
- **Psi Powers:** Makosi have 30 Power Points and know the following Powers with an electrokinetic trapping: *bolt, barrier, burrow, deflection, fear, telekinesis*
- **Quick:** Draw a new card if a 5 or less is drawn.
- **Two-Fisted:** May attack with a weapon in each hand without incurring a multi-action penalty.



MAKOSI QUEEN

Attributes: Agility d10, Smarts d12, Spirit d8, Strength d10, Vigor d12

Pace: 6; **Parry:** 7; **Toughness:** 12 (4)

Skills: Fighting d10, Intimidation d10, Knowledge (Astrogation) d10, Notice d10, Persuasion d10, Psionics d10, Survival d10, Taunt d8

Special Abilities

- **Armored Carapace:** Armor +4 (body only)

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- **Command:** Subordinates within the command radius add +1 to their Spirit rolls to recover from being Shaken.
- **Hardy:** Does not suffer a Wound from being Shaken twice.
- **Hold the Line!** Subordinates within the command radius add +1 to their Toughness.
- **Leap:** On a successful Agility roll, a makosi can leap up to 10". On a Raise it can leap up to 16".
- **Iron Will:** Attacker incurs a -3 penalty to psionic abilities that target the makosi queen's mind.
- **Mentalist:** +2 bonus to any opposed Psionics roll.
- **Psionic Powers:** Makosi have 50 Power Points and know the following Powers with an electrokinetic trapping: *bolt, barrier, burrow, deflection, fear, pacify, psychic scream, rioting, telekinesis*
- **Quick:** Draw a new card if a 5 or less is drawn.
- **Two-Fisted:** May attack with a weapon in each hand without incurring a multi-action penalty.

PSYCHIC VAMPIRE

Not be confused with its undead counterpart, psychic vampires are alive in every sense of the word and can be harmed by mundane weapons. It is free to roam by night or day, does not have to worry about crucifixes, and garlic is not to be feared (along with all those other vampire tropes).

Psychic vampires do not feed on blood: instead, they feed on psychic energy that normal people (i.e. non-psionacists) would hardly notice. To a psionacist, the effects are far more noticeable and profound, usually manifesting in the psionacist having trouble accessing his abilities to their full potential.

Psychic vampires drain chi simply by being around a psionacist. They can sense when a psionacist "taps" into his chi to create psionic abilities and then targets the psionacist for attack. When attacking, the psychic vampire drains the psionacist's chi and his ability to tap into it (reflected by a reduction in Power Points). Once the psionacist's chi is fully drained, the psychic vampire will then inflict physical damage until the target is unconscious. When that occurs, it flees.



PSYCHIC VAMPIRE

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d12, Vigor d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Skills: Fighting d8, Intimidation d8, Notice d8, Psionics d10, Stealth d10, Tracking d12

Armor: Moonstone ward (+3 against psionic attacks only)

Weapons: Psi-baton (Str+d4, psionic), psi-bolter (12/24/48, 2d6+1)

Special Abilities

- **Hardy:** Does not suffer a Wound from being Shaken twice.
- **Iron Will:** Attacker incurs a -3 penalty to psionic abilities that target the psychic vampire's mind.

- **Psionic Drain:** On a successful melee attack versus a psionicist (anyone with Arcane Background (Psionics) or equivalent), the psychic vampire drains the target of 2d4+2 Power Points. Targets without Power Points are not affected by this ability.
- **Psionic Powers:** Psychic vampires have 40 Power Points and know the following Powers with a mind control trapping: *fear, pacify, puppet, rioting*
- **Strong Willed:** +2 bonus to Intimidation and Taunt; +2 bonus to Spirit and Smarts to resist Test of Wills attacks.

GLITCH

Glitches are odd creatures that many believe are ghosts, but they're not. Composed of almost entirely sentient energy, glitches are capable of causing serious damage to any electrical security system or mechanical device they come into contact with. The source of their origins is unknown, but some believe they are either an extra-dimensional being or of extra-terrestrial origin; it's more likely they are some sort of semi-aware electrokinetic being.

Glitches have a physical body, of sorts, but their contact and interaction with the normal world is restricted. They are virtually invisible to the naked eye; only psionicists can detect them, but electrical devices, such as security cameras, pick-up on their presence as well. They appear as a humanoid figure distorted or blurred features that make their face unrecognizable. They also appear to move as if teleporting rapidly over short distances, akin to blinking in and out of focus. Sometimes they appear to be surrounded by a black mist or aura.

GLITCH

Attributes: Agility d4, Smarts d6, Spirit d6, Strength d8, Vigor d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Skills: Fighting d6, Psionics d6, Stealth d8, Throwing d6

Special Abilities

- **Ethereal:** Glitches are immaterial and can only be harmed by psionic attacks.
- **Ghost in the Machine:** Using Fighting, glitches can step "inside" any computerized system and attack it. A successful roll allows the glitch to force the computer system to malfunction. On a Raise, the glitch can actually take over the computer and control it.
- **Psionic Powers:** Glitches have 20 Power Points and know the following Powers with a cyberpathic or electrokinetic trapping: *bolt, dancing the code, psi hack, psychic scream, short circuit*

Welcome to Sanctuary

Ultimate Characters Guide: *Psionics* primarily focuses on expanding the mechanics and flavor for creating psionic characters. **Welcome to Sanctuary** provides a micro-location for PC backgrounds, psionic-focused adventures, or periodic encounters.

Sanctuary is provided as a generic location. It can be located on Earth, somewhere in the multiverse, or on another planet in another galaxy. It has its own timeline that can be layered atop any setting's timeline; just adjust the time periods if necessary.

Sanctuary

It's a sad fact that many people fear what they don't understand. This in itself is a mystery, especially when considering a fascination for all things psychic and its belief in what the mind can do. Not everyone can embrace parapsychology and few will ever know how to use the abilities locked away in everyone's mind. Although the mind is capable of many great things, so much of it is unused, leading to large gaps in science where no one truly understand the function of every single location within the brain.

For centuries shamans, spiritualists, and mediums have been consulted for advice, comfort, and guidance without knowing how their abilities 'work'. Many cultures accept these types of people's ability to "pierce the veil" into the spirit world, see the future, and perform what most people might see as magic. The truth is that physical evolution is not the only piece to the scientific puzzle; so is mental evolution.

During the course of the past two centuries, there has been a surge in the number of people proclaiming themselves as having psionic gifts. They proclaimed themselves as psychics or psionists, leading to a forced registration by the authorities. While this may seem like a means of governmental control, it was actually meant to keep track of these evolved individuals should they be needed or something goes wrong.

Everything was fine as long as these mentally evolved individuals used their talents for entertainment purposes only. The registration proved to be beneficial as many charlatans were exposed and prosecuted and public opinion was generally kept positive as the population was kept "in the know."

All good things must eventually come to an end and a couple events changed the way people viewed the world around them.

WELCOME TO SANCTUARY

CONTACT

A few decades ago, the seemingly impossible happened. An alien life form made contact, only to explain they had been there for centuries, hiding in the hopes of living undetected. They called themselves the indyani, made their origins known, and shared some of their secrets with the rest of the world. They were accepted into society, causing a forward-leap in technology that benefitted both the serious industrial and scientific world. Although fully integrated, many suspected there was something the indyani were holding back.

Only a select few in the upper echelons of society ever learned the truth about why the indyani originally migrated – fleeing the deadly psionic creatures known as makosi. The indyani were more than confident it would take time for their enemy to find them; even though the makosi spacecraft were vast, they were very slow. The indyani, ships, powered by the minds of astrogators, travelled at speeds far faster than the speed of light. It would take many more centuries for the makosi to find them... or so they thought.

THE PULSE

Shortly after the encounter with the indyani, a sudden, unpredicted surge in the rise of people displaying psionic abilities occurred. This created fear and prejudice aimed at this new “evolved” society. In homes and on the streets of cities worldwide, a large number of wild talents, who found their gifts awakened, could not control their abilities.

A government scheme was hastily launched – the Psionic Registration Act (now making registration part of the legal system) was written and training centers were opened. What seems like a seemingly simple way of protecting the populace and the mentally evolved quickly turned into a conspiracy. The conspiracy theory was that a potentially powerful psionic army could be mustered, for instance, when the makosi finally arrive. Unfortunately, this wasn't far from the truth.

New conspiracies and theories arose involving the indyani and their influence on the surge in psionic abilities (i.e. The Pulse). There was also the looming question of has an event like this occurred before, causing the first group of psionic abilities to appear?

The indyani refute the conspiracy theories, although their presence may have enlightened the general public, causing many to discover abilities that have been hidden away. As for The Pulse event, it had indeed occurred once in the past.

THE FIRST PULSE

The most commonly believed theory about a Pulse event happening in the sky is contained within highly classified documents. These documents refer to an event that occurred in a desolate tundra area.

“The very sky itself was torn apart, rent in two as if a mighty, invisible blade had sliced it open. Then there came the light, the fire, but I swear there was no heat, and the explosion made no sound that we could hear, at least not with our

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ears. The sound was a shout, a howl of rage, of pure and absolute hatred, and we heard it inside our heads.”

Many wild theories were associated with this mysterious incident shortly after it occurred. The most common sense explanation was that a meteor disintegrated in the upper atmosphere over the area. Another theory claims the planet passed through a miniature black hole. (Highly unlikely; academics say such a force would have torn the whole planet apart.)

Another theory, starkly refuted and criticized by the government, was that a spacecraft of extra-terrestrial origin had exploded in the air. Fragments of something were supposedly taken away from the site and few grainy photographs depict what could have been the body of some alien life form being extracted from the site.

Whatever the actual cause was (GMs are free to explore whatever theory works best in their settings), this is when the first surge in psionic abilities occurred. Although a significantly smaller surge than the latest one, this is when psionic abilities truly became known.

SANCTUARY

To make good on the Psionic Registration Act, which now legally requires those with psionic abilities to register and requires the government to provide a means of training them, Sanctuary was built.

Sanctuary is a vast complex where the psionically gifted can live in peace and learn from each other, free from government and public interference and free from the dreadful experimentation practiced elsewhere. (Although it's funded by governments, it's not a military branch and is administered by private companies).

Sanctuary is located on a remote island in the ocean. The island does not appear on any map and any plane or boat going near it will find itself suffering problems with its navigational systems. This method of jamming navigational systems is meant to deter any unauthorized craft from drawing near without placing the pilots and passengers in danger.



WELCOME TO SANCTUARY

If Sanctuary could be observed from above, it would appear as a five-posted star-shaped complex. At each point of the star is a tower rising high into the sky. Each tower is linked by an arched tunnel that completes the image of the star. In the center is the star's central point, or hub, where new recruits are welcomed and inducted.

Living quarters are below each tower, but the central hub is where the students meet to socialize and eat. Since Sanctuary is a mostly self-sufficient society, growing produce, raising livestock, and fishing, students rarely, if ever, need to leave, leading to necessary forms of entertainment provided in the complex. Each tower is used for training and gymnasiums and Dojos are available for general health. There is even a gun range on site for those who still practice 'the mundane'.

GATEWAYS

Sanctuary is not a prison and students are free to come and go when they please, within reason (certain ages have curfews). Travel to and from Sanctuary is accomplished through gateways, high-tech teleportation devices that connect to one of a dozen major cities. Many psionics prefer to use their own teleportation abilities, but there are often limits on how far their abilities will get them. Instead, with the help of the indyani, the gateways were developed with the other end of the gateway being located in a "Psionics Only" building, also funded by the government, of each target city.

Each target city marks a government providing funding for Sanctuary. When a new government signs on to contribute to the program, a new gateway is built with the other end installed in the location of that government's choosing. These locations are then administered by the same private companies that administer Sanctuary, keeping government interaction to a minimum.

Gateways are a fairly simple construction, and light enough to be transported quickly. They are powered by psionic energy and thus are incapable of being used by those who are not mentally evolved. Only psionics can power on the gateway and only when powered on do they actually work. Otherwise they look like an empty doorway without a door.

Expand your Imagination

Sanctuary is designed as a planet-side location. The gateways take psionics to locations throughout the planet. However, this is definitely not its only use; it could be placed in a multiverse or galaxy-spanning setting where gateways can be used to travel to different planets, realms, or planes.

Psionic Manifestations mentions a form of psionics called astral projection. This form of psionic ability involves traveling through what's known as the Astral Plane, a layer of reality which only psionics can see. Entering a gateway actually allows the psionist to enter the Astral Plane. The reason the gateways only work for psionics is because only psionics can travel through this plane of existence. Upon entering the Astral Plane, the psionist can then travel to differ-

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ent locations, exiting through another gateway on the other side. Effectively, this means the gateways are doors to and from the Astral Plane.

The locations listed below can be reached by traveling through the Astral Plane. For one reason or another, a gateway exists on the other side. One means of explaining this is that the indyani developed the gateway technology and placed these gateways at various locations. Or maybe they taught other species how to build the gateways and created a psionic network that spans the Universe.

Regardless of how the GM inserts these locations into her adventures, they are meant to expand on the psionic setting provided by Sanctuary.

AEGIS

Aegis is colloquially referred to as the Aquatic Realm. Travelers say it's like floating through water, with barely glimpsed cities and buildings upon its sea bed. They also report beings that seem almost amoebic; their forms constantly shifting and morphing in front of their eyes. These beings communicate telepathically, but their thoughts often seem disjointed and incoherent to all but the most powerful Telepath.

Most travelers also report seeing a free-floating, almost ethereal city while there. Its architecture is reminiscent of Classical Greece and some believe that glimpses of this realm fueled the legends of Atlantis or Lamuria. This city is also reported to have a humanoid life form, of all shapes and sizes, inhabiting it.

FORNA

Forna is a lush, sub-tropical realm where inhabitants live in the treetops. Strangely, it always appears to be a never ending twilight, with the landscape illuminated by a vast, pale moon. The light barely penetrates the jungle canopies, forcing many to live amongst the treetops.

IONIS

Ionis is called the Sky Realm. There are no buildings or structures as such, but travellers say it's like walking on a bed of clouds as solid and substantial as any sidewalk and pathway. The occupants are not angelic, looking much like any other humanoid.

Ionis is known to be a favored location of the aesarra.

SKALEN

Skalen is known as the Nightmare Realm. It's a dark, storm-lashed world with the astral forms of 'broken minds' inhabiting it. These specter-like beings shuffle and moan as they tread twisted paths that seemingly go nowhere. Some speculate this is actually a psychic projection of the makosi homeworld or a world already ravaged by this menace.

Thought Crimes

Background

The city has been rocked by a series of apparently motiveless attacks and crimes, committed by an unknown perpetrator. The police are baffled; one of the crime scenes showed a startling lack of forensic evidence and witnesses. The one commonality between the occurrences is that they were all reported in the early hours of the morning, usually within two to three hours before dawn.

The attacks have been aimed at private residences and office buildings of several large companies within the city. The Mayor and the Police Commissioner are desperate to get results and close the case as fast as possible before the attacks escalate to murder. So far, nobody has been critically injured, but each attack has escalated the level of callousness of the perpetrator. Eight incidences have occurred so far and police fear more are to come.

Heading up the investigation is Detective Sal Monroe, a hardnosed, by the book, old-school type of detective. Detective Monroe has a reputation for being a little over enthusiastic as far as his methods are concerned. In what could be classed as something of a cliché, his retirement is mere months away and he wants one more big case under his belt before he leaves.

The four latest incidences are as follows:

1. A mysterious arson attack on a high rise building, which despite only being opened a few months ago and passing rigorous safety checks, was badly damaged by a mysterious fire on the 15th floor. The building is owned by Dr. Chris Chapel and is the head office of his company, Solus, Inc. This happened three weeks ago.
2. The second incident occurred a few days later, at the private residence of Mrs. Argo and her two daughters. This wasn't immediately flagged as being linked to the first until it came to light that Mrs. Argo is a major shareholder of Solus, Inc. Her house was flooded and she was nearly electrocuted.
3. Three days later, the third incident happened. A young aesarran man called Nigan, who apparently assured everyone he 'fell' from his third story window and was not pushed. Upon further investigation, Detective Monroe learned that Nigan is a registered physician and mental health nurse as at a highly expensive, private clinic specializing in mental health issues.

4. The fourth incident happened just last night, when, in the early hours of the morning, an unidentified middle-aged man stumbled through the doors of a local hospital, semi-naked and very confused. He was babbling about being attacked by monsters. Once identified, he is Gordon Ashe, a man having an illicit affair with a young indyani woman called Preis, up to his eyes in debt, and has no form of official identification on him other than a pass key on a chain around his neck. This is a pass key for a small complex on the outskirts of town, belonging to NeuroTech Co.

Although the incidences are seemingly disconnected, they all occurred around the same time, same as the four incidences before them, and none of them appear to have an actual motive. The police are baffled and under a lot of pressure. Detective Monroe believes in archaic methods and has so far failed to listen to any advice from a young, and keen detective on his squad, that unknown to him is a psionist. She has been having some disturbing dreams as of late, but cannot get anyone to listen to her.

The next attack is coming soon.

The Adventure

The PCs are brought into the investigation two nights after the latest incident. The story is being reported by local media, despite attempts by NeuroTech to block them. The detective mentioned above is Detective Ashley Brook. She is so troubled by her dreams (there really more visions than dreams) that she seeks the advice of a contact. This contact can be close to the group in some way and used to bring the team into the adventure (such as a PC's mentor). Ashley suspects she has psionic abilities and wants to be trained, but so far has done nothing about it.

Detective Brook's latest vision, although fragmentary, is quite disturbing. She had visions of what may be an explosion, or at the very least a fireball, in a crowded place; a screaming child kneeling in a circle of broken glass, although the child has not a single cut or abrasion on her; some people lying on beds, tossing and turning as if gripped by terrible dreams; and a symbol that seems superimposed upon everything.

The occurrences are only part of the problem as time is not on the PCs' side. They must move quickly to avert further escalation of crimes which may result in a major disaster. The previous crimes should still be investigated, although Detective Monroe is heading those investigations. Each of the last four crime scenes are still available for investigation; the prior four are no longer available.

Game Master Notes

The crimes are being committed by four teenagers who escaped a psionic research facility. They are registered as orphans and have been subjected to horrendous experiments involving sleep deprivation and starvation to test how well the human brain can function under stress. As the team probes into the matter, they should establish the following links:

- NeuroTech, Co. is a subsidiary of Solus, Inc., who owns at least one facility researching mental health issues (where Nigan works). Their research on mental evolution and their lab rat experiments are kept secret as they break several rules, actual laws and professional standards.
- The four teenagers are known only by their case numbers: A-1000, G-3447, H-6670, and B-4457. A-1000 is a young red-headed human girl around 15-years old; G-3447 is a male indyani that appears to be aged equivalent to a 17-year old human (his actual age is unknown); H-6670 is an aesarran male reported missing four years ago while on a camping trip; B-4457 is Jim Acheson, a human run away still being looked for by his adoptive parents, Mike and Sarah Cosworth.
- The vision Detective Brook had relates to a hotel lobby where a conference hosted by Solus is going to be held in a few days' time. The race against time is on; find the children before Solus does. If Solus finds them they will either disappear again or be permanently silenced before they can disclose the horrific truth.
- All four would be safe at Sanctuary and have a chance at a somewhat normal childhood.



Ultimate Characters Guide: Psionics is designed to guide you through the world of psionic talents, open up new psionic areas to explore, and broaden the psionic characters many players bring to the table. This is done through character options and the supporting content that allows you to stylize your psionic character.

For GMs, *Ultimate Characters Guide: Psionics* presents a psionic bestiary, micro-setting, and adventure guideline along with the supporting content that enhances the understanding of what a psionist is capable of.

Ultimate Characters Guide: Psionics includes:

- What it means to be a psionist
- Over 25 ways to manifest psionic Powers (i.e. Trappings)
- New Character Concepts, Hindrances, and Edges
- New Powers with a psionic style
- Psionic gear
- Psionic bestiary
- A micro-setting
- ... And more!

Ultimate Characters Guide: Psionics helps you get more out of your psionic characters by adding depth to what makes them a psionist. It is not a standalone book, but can be used in any setting and genre.

