

# SpaceMaster

## The SpaceMaster Institute for Psionic Research

### FIELD OF VISIONS-REPAIRS

#### 1) Know Item (I\*) D:P R:T

Gives caster a 5%/lvl chance to determine the name, purpose, number of systems and number of malfunctions (if any) for a specific item (ie. Multiscanner, used to gather information, 2 systems, 1 malfunction/Hyper-Drive Engine, used to push a ship through hyperspace, 3 systems, 2 malfunctions). There SHOULD be a GOOD bonus for familiar items and minuses for totally alien equipment. This psion MUST be cast with a successful "know roll" before any of the following psions can be used, whether the caster is already familiar with the item or not. This item is now the current item.

Example: Bill, a 5th level Explorer, finds a neat item. It is a light saber and he has seen one before (not used) but not of this make and model therefore he has no idea what it is. He gets a  $25 + 5 = 30\%$  chance of knowing what the item is. The +25 comes from  $5 \times 5$ th level. The +5 is because he "knows" what a light saber is. If he did not know what a light saber was, then the minus might have been -50 to -5 depending on his knowledge of light related devices. If he had ever used a light saber before, he might have had up to +50 depending on his experience with it. Bill player rolls the die and it comes up 78.  $78 + 30 = 108$ . He knows what the item is, what it is used for and how many systems make up the unit and whether it is operational or not. If it is not operational, he knows which of the systems the problem lies in. Not how to fix it or what the problem in the system is. "Gee, Steve, I don't know why your light saber doesn't work. All I know is that there isn't any power available to it." This is the "know roll."

#### 2) Analyze Item (I) D:1 day/lvl R:T

Although this psion does not bestow any bonuses to the caster, the GM may feel that this psion may be useful for alterations to existing equipment (reduced research column, etc.). Caster gains intimate understanding of one system of the current item (ie. The electrical system

of an automobile). The system learned is up to the GM or may be rolled randomly. This psion may be overcast to gain knowledge of further systems at one point per additional system. If all systems are learned, the caster also knows how to use the item with number of ranks equal to his level (plus stat mod). Note: If this psion is cast on a starship class item, there will most probably be hundreds if not thousands of systems. However, the caster now probably knows more about it than the engineers who built it.

### **3) Create Tools (F) D:- R:T**

Allows caster to "enhance" any tools by +1/lvl that he/she may be using for repairs. These enhancements are only for the current item. Note: With this psion it is possible to enhance substandard tools to something resembling a true tool kit. However, using a paperclip to repair a severe hypershunt coil malfunction will require an EXTREMELY high level telepath. Duration is for the time of the repair only.

### **4) Analyze Malfunction I (I) D:P R:T**

Caster gains intimate understanding of one malfunction affecting the current item. The malfunction is player determined. If item has more than one malfunction the psion must be recast for each additional malfunction to gain understanding of them.

Example: Bill now casts Analyze Malfunction on Steve's light saber. After a successful casting of this psion, Bill realizes that the power cell is empty."

### **5) Repair Item I (U) D:- R:S**

Gives caster a +1/lvl bonus to repair one malfunction on the current item. Duration is for the time of the repair only.

### **6) Use Damaged Item II (F) D:1 rnd/lvl R:T**

Allows caster to use current item with up to two levels of malfunctions (ie. one LIGHT or two ROUTINES). Each malfunction must first be analyzed with an Analyze Malfunction Psion first. The item operates a normal. Note that this psion does not bestow properties normally overcome by other other psions on this list, such as Human Battery.

Example: Bill cannot use Use Damaged Item II to use the light saber with a drained cell. However, if the contacts were bad and the cell was still good, he could.

### **7) Human Battery (F) D:C R:T**

Caster is able to power any current item which normally requires one non-flamer "cell." If 14 power points are used, the caster can provide power in place of a "cartridge." If 21 power points are used, caster can provide power in place of a "pack."

### **8) Enhance Item I (F) D:1 rnd/lvl R:T**

Allows caster to enhance the current item by one of the following:

- A) Increase Range by 100%
- B) Increase Mk# by 1
- C) Reduce fail range by 1 (minimum of 1)

### **9) Analyze Malfunction III (I) D:P R:T**

As Analyze Malfunction I except three malfunctions are understood.

### **10) Repair Item II (U) D:- R:S**

Allows caster to reduce the malfunction severity by one for repair purposes (minimum of ROUTINE). Duration is for the time of the repair only.

### **11) Use Damaged Item III (F) D:1 rnd/lvl R:T**

As Damaged Item II except up to three levels are allowed. The item operates a normal.

### **12) Enhance Item II (F) D:1 rnd/lvl R:T**

Allows caster to enhance the current item by one of the following:

- A) Increase Range by 200%
- B) Increase Mk# by 2
- C) Reduce fail range by 2 (minimum of 1)

### **13) Human Battery True (F) D:C R:T**

As Human Battery except caster need not concentrate

### **14) Analyze Malfunction V (I) D:P R:T**

As Analyze Malfunction I except five malfunctions are understood.

### **15) Repair Item III (U) D:- R:S**

Gives caster a +2/lvl bonus to repair one malfunction on the current item OR allows caster to reduce the malfunction severity by two for repair purposes (minimum of ROUTINE). Duration is for the time of the repair only.

### **18) Human Conduit I (F) D:C R:T**

Allows caster to reroute ONE destroyed system (not item) through his/her body. Caster can perform no other actions while this psion is active. Note: Of course some things just can't be rerouted. For example, the braking system on a 19th century train would be Hell an a new pair of boots. But it may be feasible to reroute the control system for an electromagnetic braking system on some of the newer bullet trains.

### **20) Repair Item True (U) D:- R:S**

Allows caster to utilize all the lower level psions without psion costs for the repair of the current item (Know Item does not have to be cast before casting this psion). While caster is engaged in repairs, he/she will act with single minded dedication, ignoring sleep, food, etc., until repairs are

complete (Must make a 10th lvl SD RR modified by -10 per 8 hours or be at -5 per 8 hours on the job). Duration is for the time of the repair only.

**22) Use Damaged Item V (F) D:1 rnd/lvl R:T**

As Damaged Item II except up to five levels are allowed. The item operates as normal.

**25) Reduction I (U) D:1 day R:S**

Allows caster to utilize the research and construction chart to reduce the size of the current item by one step (ie. squeeze a Mk# 5 Laser Pistol into a Mk# 4 frame). After all appropriate lower level psions are cast this psion is cast and caster gains 10 skill ranks in the necessary research/scientific skills to assist him/her in the research rolls. Note: This psion does not bestow "creative" powers on the caster. Only a keen sense of mechanical aptitude. This psion may be repeatedly cast until, ultimately, the Mk# 5 Laser Pistol looks like a Mk# 1. The GM is advised to keep this in check.

**30) Enhance System I (U) D:1 day R:S**

As Reduction I except instead of reducing the size, it allows the caster to enhance the current item (ie. Turn a Mk# 5 Laser Pistol into a Mk# 6 Pistol). Again the GM is advised to keep this in check.

**40) Human Conduit True (F) D:C R:T**

Allows caster to reroute ONE destroyed item of no more than five subsystems through his/her body. Caster can perform no other actions while this psion is active. Note: Of course some things just can't be rerouted. For example, rerouting a hyperdrive engine just wouldn't work. Acting as five different bridge consoles simultaneously just might if the caster also had the Mind's Discipline List to correlate all the incoming data from the rest of the bridge crew.

**50) Master Technician (U) D:1 hour/lvl R:S**

Allows caster to utilize all lower level psions with twice the effect (ie. Reduction I becomes Reduction II, +1/lvl becomes +2/lvl, etc.). "Did you say the Hyperdrive engine just fell out of the ship? Let me get some tape and a box of tooth picks and I'll be right down."

**100) Portable Shipyard (U) D:- R:S**

Caster is able to look at item and it repairs itself in one round.