

TRAVELLER Psionics In HERO SYSTEM Rules

This collection of kludges is to facilitate the few characters still in play that have access to Traveller style Psionic Talents but who have been migrated out of their starting campaigns. There may also be one or two cases where characters who were not from a Traveller campaign have learned to use PSI Talents. The use of PSI Talents comes in two parts: the character's Psionic Strength Rating (PSR), and the Psionic Talent groups the character can use.

Psionic Strength Rating (PSR) in Hero System is represented by a Multipower Pool driven by an Endurance Reserve. The Pool should be between 5 and 10 Active points (ACT) per point of PSR and the Reserve should be between 5 and 10 Endurance (END) per point of PSR. [*The Pool should be closer to 5 than to 10. I'll have better limits in place in future.*] In addition to paying character points for Psionic abilities, all the Traveller restrictions to Psionic Strength, Talents, and Levels should also apply.

Traveller PSR is normally limited to 2D6 minus age penalties of -1 per full four years of age over age 16. However, exceptions do seem to abound.

Traveller PSI Talents are acquired through training by Psionic Masters (or some such) and are determined by a semi-random game mechanic of rolling 2D6 and beating the category's threshold number at the time of training's conclusion. Each roll after the first is at a -1 cumulative modifier. The rolls may be made in any order, and any number of times per category, the player desires.

After the determination of which categories the character may draw from the character may begin advancing their Talent Level in each of them. The advancement, in Traveller, is determined by throwing 2D6 once per month for each category and beating the advancement threshold number. In this kludge the advancement allows the spending of experience points on the associated Talents and putting them to use, provided there is a large enough Pool and Reserve to draw from. There is no limitation to the rate at which experience can be spent on the Psionic Pool and Reserve (up to the PSR limits of how big those can be).

PSI Strength [cost:___]

Total cost of PSI Talents:_____

PSI Multipower Pool

ACT: 5 to 10 / PSR = _____ END: n/a = 0 Points: 2 / 3ACT = _____

Effects: _____ Point Multipower Pool

Description: 2 points per 3 ACT Pool points: _____ points = _____ ACT. This is supposed to be the equivalent of the Traveller PSI characteristic. The Pool should contain about 5 to 10 ACT per PSR, more or less.

1 ACT per PSI Multipower Pool (+0 -0.5 = *2/3)

Linked: to END Reserve: usable ACT points in Pool may be *no higher than 2x current* Endurance in END Reserve (-1/2)

PSI Points (END Reserve)

ACT: 1 / 10END = _____ END: 5 to 10 Reserve / PSR = _____ Points: 1 / 10END = _____

Effects: _____ END Reserve (not from Pool)

Description: 1 point per 10 END capacity: _____ points = _____ ACT. This is the energy reserve for using Traveller PSI talents. The Reserve should contain about 5 to 10 END per PSR, more or less.

1 ACT per 10 END Reserve (+0 -0 = *1)

Limitation: Only usable for PSI Talents

PSI Recovery (END Reserve REC)

ACT: 8 = 8 END: 0 = _____ Points: 2 = 2

Effects: 8 REC per hour after 3rd hour

Description: 1 point per 4 REC: 2 points = 8 ACT. This is the standard recovery rate for Traveller PSI Strength (assuming that 1 PSR has an END Reserve of between 5 and 10 associated with it). Not linked to Pool because no REC would be possible if END Reserve went below 1.

1 ACT per 1 Reserve REC (+0 -3 = *1/4)

Limitation: Extra time delay: 3 hours from last use until begin REC (-1/2)

Limitation: Extra time: 1 hour (-2 1/2)

Telepathy Group [cost:____]

Acquire: 5+; Exp: 8+ = +1L (both 2D6)

Shield (Mental Defense)

L 1

ACT: $5 / \text{ECV}$ = END: 0 = 0 Points: $3 / 2\text{ECV}$ =

Effects: lesser of +____ OR +END/5 ECV for defence

Description: 3 point per 2 ECV defensive: ____ points = ____ ACT. This defense is always on as long as the END Reserve has something in it.

5 ACT per 1 ECV defense (+1.5 -1 *1/5 = *3/10)

Advantage: Reduced END cost: 0 (+1/2)

Advantage: Persistent (+1/2)

Advantage: No special effect (+1/2)

Linked: to END Reserve: ACT points may not be higher than END Reserve ACT points (-1/2)

Slot: of PSI Multipower (-1/2; x1/5)

Life Detect (Mind Scan)

L 1

ACT: $5 / D6$ = END: $1 / D6 + 0/\text{time}$ = Points: $8 / 11 D6$ =

Effects: ____D6 mind scan with 1 minute duration (time costs paid up front)

Description: 8 points per 11 D6 Scan: ____ points = ____ ACT.

5 ACT per 1D6 Scan (+1 -1.75 *1/5 = *8/55)

Advantage: Reduced END cost: 0 (+1/2)

Advantage: No special effect (+1/2)

Limitation: Uses END to initiate (-1/4)

Limitation: 1 minute max duration (-1)

Slot: of PSI Multipower (-1/2; x1/5)

Only use END from Reserve

Empathy (Mind Link)

L 2

ACT: $15 + 5 / 2x\#$ = END: $(3 + 1 / 2x\#) / \text{phase}$ = Points: $9/7 + 3/7 / 2x\#$ =

Effects: 1 or 2 way empathy with up to ____ willing (or ECV 0) minds for 1 minute

Description: 9/7 points for 1 mind +3/7 points per 2x minds: ____ points = ____ ACT.

15 ACT link to any 1 mind on world (+0.5 -2.5 *1/5 = *3/35)

+5 ACT to double number of minds (+0.5 -2.5 *1/5 = *3/35)

Advantage: No special effect: 0 ECV targets not aware of intrusion (+1/2)

Limitation: Emotional content only; no words (-1)

Limitation: 1 minute max duration (-1)

Slot: of PSI Multipower (-1/2; x1/5)

Only use END from Reserve

Read Surface Thoughts (Limited Telepathy)

L 4

ACT: $5 / D6$ = END: $1 / D6 + 0/\text{time}$ = Points: $3 / 7 D6$ =

Effects: ____D6 Telepathic read (only) surface thoughts for 1 minute

Description: 3 points per 7 D6 Telepathy: ____ points = ____ ACT.

5 ACT per 1D6 Telepathy (+0.5 -2.5 *1/5 = *3/35)

Advantage: No special effect: (+1/2)

Limitation: surface thoughts only (-3/4)

Limitation: read thoughts only: no send (-1/4)

Limitation: 1 minute duration maximum (-1)

Slot: of PSI Multipower (-1/2; x1/5)

Only use END from Reserve

Send Surface Thoughts (Limited Telepathy)

L5

ACT: $5 / D6$ = END: $1 / D6 + 0/\text{time}$ = Points: $6 / 13 D6$ =

Effects: ___D6 Telepathic send (only) surface thoughts for 2 minutes

Description: 6 points per 13 D6 Telepathy: ___ points = ___ ACT.

5 ACT per 1D6 Telepathy (+0.5 -2.25 *1/5 = *4/65)

Advantage: No special effect (+1/2)

Limitation: surface thoughts only (-3/4)

Limitation: send thoughts only: no read (-1/4)

Limitation: 2 minute duration maximum (-1)

Slot: of PSI Multipower (-1/2; x1/5)

Only use END from Reserve

Probe (Telepathy)

L9

ACT: $5 / D6$ = END: $1 / D6 + 0/\text{time}$ = Points: $4 / 9 D6$ =

Effects: ___D6 full Telepathic read and send thoughts for 10 minutes

Description: 4 points per 9 D6 Telepathy: ___ points = ___ ACT.

5 ACT per 1D6 Telepathy (+0 -1.25 *1/5 = *4/45)

Limitation: 10 minute duration maximum (-3/4)

Slot: of PSI Multipower (-1/2; x1/5)

Only use END from Reserve

Assault (RKA)

L10

ACT: $15 / D6$ = END: $6 / D6$ Killing = Points: $48 / 5 D6$ =

Effects: ___D6 killing attack, to head with +3 STUN mod

Description: 48 points per 5 D6 Killing: ___ points = ___ ACT.

15 ACT per 1D6 Ranged Killing Attack (+3 -1.25 *1/5 = *16/25)

Advantage: +3 STUN mod (+3/2)

Advantage: Attack based on ECV: vs ECV (+1)

Advantage: No special effect (+1/2)

Limitation: Concentration: 1/2 DCV (-1/4)

Limitation: Extra END use: X2 (-1/2)

Slot: of PSI Multipower (-1/2; x1/5)

Only use END from Reserve

Clairvoyance Group [cost:____] Acquire: 6+; Exp: 8+ = +1L (both 2D6)

Sense (limited Clairvoyance)

L 2

ACT: $20 + 5 / 2xR =$ END: $4 + Range =$ Points: $8/9 + 2/45 / 2xR =$

Effects: Range END $\approx \log_2(range/50 \text{ meters})$

Description: $8/9 + 2/45 * \text{points for range}$: ____ points = ____ ACT. Ranged perception of a vague "snap shot" impression of a specified location.

$Range = 10 * ACT * 2^{((ACT-20)/5)} = 50 * END * 2^{END \text{ meters.}}$

ACT points total (+0 -3.5 *1/5 = *2/45)

20 ACT points base

+5 ACT per 2x Range

+ ____ ACT points for max range of ____ km

Limitation: Concentration: 0 DCV (-1/2)

Limitation: Increased time: 1 turn (-1)

Limitation: Duration: 1 phase (-1)

Limitation: Lack of clarity: vague impressions only (-1/2)

Slot: of PSI Multipower (-1/2; x1/5)

Only use END from Reserve

Direction (Detect "Object")

L 3

ACT: $8 + 2/L + 3/x2 =$ END: $2 + Zoom =$ Points: $(24 + 6/level + 9/x2) / 25 =$

Effects: Zoom END $= 0.6 * \log_2(zoom)$

Description: $24/25 + 6/25 \text{ per level} + 9/25 \text{ per } 2xZoom =$ point cost for + ____ Perception at ____ zoom factor: ____ points = ____ ACT. Find the location of any familiar object.

$Range \text{ "zoom magnification" factor} = 2^{((ACT-8)/3)} = 2^{(END*5/3)}$.

ACT points total (+2 -4 *1/5 = *3/25)

3 ACT points base

2 points per PER level

+ ____ ACT points for Perception Levels

5 ACT points for Ranged use

3 ACT points per 2 Telescopic range levels (2 levels is one factor of 2 zoom)

+ ____ ACT points for zoom factor ____

Advantage: Detect and locate any single object (+2)

Limitation: Object must be familiar (-1)

Limitation: Concentration: 0 DCV (-1/2)

Limitation: Increased time: 1 turn (-1)

Limitation: Duration: 1 phase (-1)

Slot: of PSI Multipower (-1/2; x1/5)

Only use END from Reserve

Clairvoyance (Clairsentience)

L 5

ACT: $20 + 5 / 2xR =$ END: $4 + Range =$ Points: $16/15 + 4/75 / 2xRange =$

Effects: Range END $\approx \log_2(range/50 \text{ meters})$

Description: $16/15 + 4/75 * \text{points for range}$: ____ points = ____ ACT. Ranged visual perception of a specified location lasting no more than 1 minute.

$Range = 10 * ACT * 2^{((ACT-20)/5)} = 50 * END * 2^{END \text{ meters.}}$

ACT points total (+0 -2.75 *1/5 = *4/75)

20 ACT points base

+5 ACT per 2x Range

+ ____ ACT points for max range of ____ km

Limitation: Concentration: 1/2 DCV (-1/4)

Limitation: Increased time: 1 turn (-1)

Limitation: Duration: 1 minute (-1)

Slot: of PSI Multipower (-1/2; x1/5)

Only use END from Reserve

Clairaudience (Clairsentience)

L 5

ACT: $20 + 5 / 2xR =$ END: $4 + Range =$ Points: $16/15 + 4/75 / 2xRange =$

Effects: Range END $\approx \log_2(\text{range}/50 \text{ meters})$

Description: $16/15 + 4/75 * \text{points}$ for _____ range: _____ points = _____ ACT. Ranged audio perception of a specified location lasting no more than 1 minute.

$Range = 10 * ACT * 2^{(ACT-20)/5} = 50 * END * 2^{END \text{ meters.}}$

ACT points total (+0 -2.75 *1/5 = *4/75)

20 ACT points base

+5 ACT per 2x Range

+ _____ ACT points for max range of _____ km

Limitation: Concentration: 1/2 DCV (-1/4)

Limitation: Increased time: 1 turn (-1)

Limitation: Duration: 1 minute (-1)

Slot: of PSI Multipower (-1/2; x1/5)

Only use END from Reserve

Combined Clairvoyance and Clairaudience (Clairsentience)

L 9

ACT: $20 + 5 / 2xR =$ END: $4 + Range =$ Points: $16/13 + 4/65 / 2xRange =$

Effects: Range END $\approx \log_2(\text{range}/50 \text{ meters})$

Description: $16/13 + 4/65 * \text{points}$ for _____ range: _____ points = _____ ACT. Ranged audio-visual perception of a specified location lasting no more than 5 minutes.

$Range = 10 * ACT * 2^{(ACT-20)/5} = 50 * END * 2^{END \text{ meters.}}$

ACT points total (+0 -2.25 *1/5 = *4/65)

20 ACT points base

+5 ACT per 2x Range

+ _____ ACT points for max range of _____ km

Limitation: Increased time: 1 turn (-1)

Limitation: Duration: 5 minutes (-3/4)

Slot: of PSI Multipower (-1/2; x1/5)

Only use END from Reserve

Telekinesis Group [cost:____]

Acquire: 6+; Exp: 8+ = +1L (both 2D6)

Telekinesis

ACT: $5 / 2STR$ = END: $1 / 2STR$ = Points: 3 = 3

Effects:

Description:

3 points for scaled STR of 10: 3 points = 25 ACT. Note here that Traveller TK is about as oppositely designed from Hero TK as it could be. Hero emphasizes strength over manipulation and allows partial manipulation of targets (example: lifting up target by its head and let the body dangle is possible under Hero but not under Traveller). The minimum Hero TK STR of 10 rule is also at variance since the max Traveller TK is 100kg — which is STR 10. Bearing all this in mind here is the kludge: the Hero Telekinetic strength (TK STR) must be bought at STR 10 but may only be used according to the character's TK level (see table).

$25 +$ = ACT points total for scaled 10 STR (+0 -0.75 *1/5 = *4/35)

15 ACT for 10 STR

+10 ACT for fine manipulation (roll = 9 + (total TK ACT)/5)

+3 ACT per +2 STR (no extra STR may be bought without special permission)

Limitation: Effects all of target (-1/4)

Slot: of PSI Multipower (-1/2; x1/5)

Telekinetic Levels and associated STR mods

TK Level	1	2	3	4	5	6	7	8	9	10
max force	1gm	10gm	100gm	300gm	1kg	2kg	5kg	10kg	30kg	100kg
STR mod	-83	-66	-50	-42	-33	-28	-21	-16	-8	0
max STR	-73	-56	-40	-32	-23	-18	-11	-6	2	10

Awareness Group [cost:____]

Acquire: 7+; Exp: 10+ = +1L (both 2D6)

Suspension (Suspended Animation)

L 2

ACT: 15 = 15 END: 3 + 0/time = 3 Points: 1 = 1

Effects: 1 week suspended animation

Description: 9/10 point: 1 point = 15 ACT. "cold sleep" style suspended animation. May be woken up as if sleeping or after 1 week — whichever comes first.

15 ACT points total (+0.5 -1.5 *1/10 = *3/50)

10 ACT points for Life Support: self-contained breathing (almost)

5 ACT points for Life Support: no food, etc.

Advantage: Reduced END cost: 0 to use (+1/2)

Limitation: Uses END to start suspension (-1/4)

Limitation: Uses some breathing: breathe at 1/60 rate (-1/4)

Limitation: "Concentration": 0 DCV (-1/2)

Ultra: of PSI Multipower (-1/2; x1/10)

Only use END from Reserve

STR Boost

L 4

ACT: 1 / STR = END: 1/STR + 1/5STR used = Points: 6 / 55STR =

Effects: 1 hour boost to STR and depend. chars. Maximum allowed boost is +10 STR

Description: 6 points per 55 STR: ____ points = ____ ACT. There is an END cost to initiate the Talent and additional END cost, as ordinary STR (1 END per 5 STR used), which comes from the END Reserve, instead of the character's END, as the additional STR is used. There is no ongoing END cost to boost your STR and then not use the extra STR.

Remember that strength costs 2 ACT / STR over species maximum (adjust costs accordingly).

1 ACT per STR (+0.5 -1.75 *1/5 = *6/55)

Advantage: Reduced END cost: 0 to maintain (+1/2)

Limitation: Use END to initiate (-1/4)

Limitation: Increased END use: X5 to initiate (-1)

Limitation: Use of this STR draws END from Reserve (-1/2)

Limitation: Duration: 1 hour (-1/2)

Slot: of PSI Multipower (-1/2; x1/5)

Only use END from Reserve

CON Boost

L 5

ACT: 2 / CON = END: 2 / CON + 0/time = Points: 12 / 85CON =

Effects: 1 hour boost to CON and depend. chars. Maximum allowed boost is +10 CON

Description: 12 points per 85 CON: ____ points = ____ ACT.

2 ACT per CON (+0.5 -2.25 *1/5 = *6/85)

Advantage: Reduced END cost: 0 to maintain (+1/2)

Limitation: Use END to initiate (-1/4)

Limitation: Increased END use: X5 to initiate (-1)

Limitation: Duration: 1 hour (-1/2)

Slot: of PSI Multipower (-1/2; x1/5)

Only use END from Reserve

Regeneration (BODY Aid & Regeneration)

L 9

ACT: $10 + 5 / DC =$ **END:** $2 / DC + 1/\text{segment} =$ **Points:** $1/2DC + 1/25DC_{\text{max}} + 2/3 =$

Effects: regenerate 1 DC / segment; ___ DC total maximum (regeneration time 1 minute / 5DC)

Description: 1/2 point per DC AID (___ points) + 1/25 point per added max (___ point) + 2/3 points: ___ points
= ___ ACT. Kludge of rapid regeneration with duration limit based on effort expended from PSI
Strength. The Aid is applied for short term while the Regeneration replaces for long term.

5 ACT per 1D6 Aid +1 ACT per 2 add max +10 ACT points

Aid — 1 point per 2 DC Normal: ___ points

5 ACT points per DC Aid (max = 3 BODY per 5 ACT points) (+0.5 -2 *1/5 = *1/10)

Advantage: Cumulative effect (+1/2)

Limitation: Self only (-1/4)

Limitation: Only to restore lost characteristics (-1/2)

Limitation: Only to restore BODY and STUN (-1/4)

Limitation: Time delay: 1 seg per D6 (-1/2)

Slot: of PSI Multipower (-1/2; x1/5)

Only use END from Reserve

Aid Max — 1 point per 25 additional Aid Maximum: ___ points

+1 ACT point per 2 additional max (+0 -1.5 *1/5 = *2/25)

Limitation: Self only (-1/4)

Limitation: Only to restore lost characteristics (-1/2)

Limitation: Only to restore BODY and STUN (-1/4)

Slot: of PSI Multipower (-1/2; x1/5)

Regeneration: 2/3 points

10 ACT points [remember: no END cost] (+0 -2 *1/5 = *1/15)

Limitation: Duration: 1 turn per 1D6 Aid (-1)

Linked: to Aid (-1/2)

Slot: of PSI Multipower (-1/2; x1/5)

Teleportation Group [cost:____] Acquire: 9+; Exp: 12+ = +1L (both 2D6)

Description: Teleportation in Traveller is restricted to the teleporting character and very small carried loads. Teleport is not used on others except if the Special talent 'Teleport Others' is available. Also, Traveller teleportation allows the rapid acquisition of the required knowledge of the destination so the 'floating location' option must be included. Teleporting (horizontal) to distances of over 5km require DEX roll to not stumble, beyond 50km will cause disorientation for a turn, and beyond 500 km will likely result in injury or death. Vertical teleportation can be extremely dangerous due to induced hypothermia (going up makes you cold) or hyperthermia (going down makes you hot). The induced temperature change from elevation change will be 2.3 degrees C (or 4.2 degrees F) per 1000 meters elevation change. The damage (as normal energy attack) from this thermal shock will be about 1 DC for a 10 meter change and +1 DC for every doubling of height.

Teleport Self (limited Teleportation)

L 5

ACT: $25 + 5 / 2xR =$ **END:** $5 + 1 / 2xRange =$ **Points:** $4 + 2/5 * \log_2(Rmax/640m) =$

Effects: teleport self only to a maximum range of _____km

Description: 2 points + 2/5 points per range double beyond 20 meters: 4 points = 50 ACT is the minimum level 5 teleport you can buy (max range = 640 m). Teleport self only without clothing or anything else (consider yourself lucky to retain your fillings). Teleport is a whole phase action.

25 ACT total for basic Teleport with 20 meter range (+0 -1.5 * 1/5 = *2/25)

20 ACT for basic Teleport with 20 meter base range

+5 ACT for "Floating Location" option (mandatory)

+105 ACT for enough range to go the Traveller maximum of 50,000 km (each -5 ACT halves the max range)

Limitation: No carry capacity: may not carry anything (-1)

Slot: of PSI Multipower (-1/2; x1/5)

Teleport Self + Item (limited Teleportation)

L 7

ACT: $25 + 5 / 2xR =$ **END:** $5 + 1 / 2xRange =$ **Points:** $6 + 1/2 * \log_2(Rmax/10km) =$

Effects: teleport self + small (~1kg) item to a maximum range of _____km

Description: 3 points + 1/2 points per range double beyond 20 meters: 6 points = 70 ACT is the minimum level 7 teleport you can buy (max range = 10 km). Teleport self and one single item of not more than 1 kg or so. Teleport is a whole phase action.

25 ACT total for basic Teleport with 20 meter range (+0 -1 * 1/5 = *1/10)

20 ACT for basic Teleport with 20 meter base range

+5 ACT for "Floating Location" option (mandatory)

+105 ACT for enough range to go the Traveller maximum of 50,000 km (each -5 ACT halves the max range)

Limitation: Limited carry capacity: may carry only 1 small item (-1/2)

Slot: of PSI Multipower (-1/2; x1/5)

Teleport Self + Load (Teleportation)

L 9

ACT: $25 + 5 / 2xR =$ **END:** $5 + 1 / 2xRange =$ **Points:** $12 + 2/3 * \log_2(Rmax/164km) =$

Effects: teleport self + STR-20 load to a maximum range of _____km

Description: 3 points + 2/3 points per range double beyond 20 meters: 12 points = 90 ACT is the minimum level 7 teleport you can buy (max range = 164 km). Teleport self and a light load of items of not more than character's STR-20 capacity. Teleport is a whole phase action.

25 ACT total for basic Teleport with 20 meter range (+0 -0.5 * 1/5 = *2/15)

20 ACT for basic Teleport with 20 meter base range

+5 ACT for "Floating Location" option (mandatory)

+105 ACT for enough range to go the Traveller maximum of 50,000 km (each -5 ACT halves the max range)

Slot: of PSI Multipower (-1/2; x1/5)

Teleportation Levels and associated Range and Carry Limits

T'port Level	1	2	3	4	5	6	7	8	9
Carry	-	-	-	-	self	-	self+item	-	self+load
Range (meters)	1	5	500	50k	50M	50M	50M	50M	50M

Psionic Augmentation and Special Talents

Augmentation [cost:____]

Not included in total cost of PSI Talents

Traveller PSI-Drugs

Warning: The over-use of PSI-Drugs can be hazardous. If used three times in three days, or four times in one week, then there is a risk (9+ on 2D6) of an overdose reaction occurring within six hours. If the overdose occurs then the user becomes seriously ill for many hours (1DC per hour for 1D6+1 hours) and will very likely suffer a reduction in their Psionic Strength Rating (-1 PSR unless 10+ on 2D6).

Traveller PSI-Booster (END Reserve)

Cost: Cr1000; Avail: 8+ (2D6)

ACT: 2 per dose = END: +25 (or +15) /dose Points: 1 per dose =

Effects: additional +25 (or +15) END Reserve

Description: 1 point per 25 END capacity: 1 point = 2 ACT. Booster is the most basic of the PSI-Drugs. Available in pill form it will increase the END Reserve by +25 if taken before any PSI activity or by +15 END if the Reserve is not already full (+25 END to full END Reserve +15 END otherwise). It lasts only an hour after which its additional END Reserve goes away (yes you can go below zero END Reserve — it just takes longer to recover). Additional doses have no effect if taken within the hour.

1 ACT per 10 END Reserve (+0 -1.5 = *2/5)

Limitation: Not cumulative with more reserves like it: use highest value only (-1/2)

Limitation: Only usable for PSI Talents (-1/2)

Focus: IAF (-1/2)

Traveller PSI-Double (END Reserve)

Cost: Cr4000; Avail: 10+ (2D6)

ACT: 5 per dose = END: +50 (or +30) /dose Points: 2 per dose =

Effects: additional +50 (or +30) END Reserve

Description: 1 point per 25 END capacity: 2 points = 5 ACT. Double is a more potent version of Booster. It will increase the END Reserve by +50 if taken before any PSI activity or by +30 END if taken after. It is otherwise identical to Booster.

1 ACT per 10 END Reserve (+0 -1.5 = *2/5)

Limitation: Not cumulative with more reserves like it: use highest value only (-1/2)

Limitation: Only usable for PSI Talents (-1/2)

Focus: IAF (-1/2)

Traveller PSI-Special (END Reserve)

Cost: Cr10000; Avail: 12+ (2D6)

ACT: 16 per dose = END: 165 maximum Points: 3 per dose =

Effects: up to 165 END Reserve

Description: 1 point per 55 END capacity: 3 points = 16.5 ACT. Special is the most effective of the PSI-Drugs. It will increase the user's END Reserve at a rate of +10 END per hour until psionic activity is undertaken or until the Reserve reaches 165 END, whichever happens first. After the increase is halted the Reserve will remain at it's current level, presuming it doesn't get put to use, for 4 hours and then decrease by -10 END per hour until down to 0 END Reserve. After the Reserve bottoms out the normal recovery cycle begins.

1 ACT per 10 END Reserve (+0 -4.5 = *2/11)

Limitation: Inconvenient form: injection drug (-1/4)

Limitation: Extra time: 1 hour per 10 END Reserve gained (-2 1/2)

Limitation: Not additive to user's own END Reserve: use highest value only (-1/4)

Limitation: Not cumulative with more reserves like it: use highest value only (-1/2)

Limitation: Only usable for PSI Talents (-1/2)

Focus: IAF (-1/2)

Traveller Confederation PSI Stones (END Reserve)

ACT: $5 / 4PSR$ = **END:** $+25 / 2PSR$ = **Points:** $1 / 2PSR$ =

Effects: +25 END Reserve per 2 PSR in stone (round up to nearest 5).

Description: 1 point per 25 END capacity: ____ points = ____ ACT. PSI Stones are amplifiers that act to enhance the efficiency of Psionic expenditure. PSI Stone conversion rate is 1 point per 2 PSI Strength rating. PSI Stones recover through the user's REC similar to an extra "storage tank."

1 ACT per 10 END Reserve (+0 -1.5 = *2/5)

Limitation: Not cumulative with more reserves like it: use highest value only (-1/2)

Limitation: Only usable for PSI Talents (-1/2)

Focus: IAF (-1/2)

Special Talents [cost:____]

Acquire: 9+; Exp: 12+ = +1L (both 2D6)

Notes: The PSI-Special Talent is really a catch-all category for all the non-standard Traveller Psionic Talents. Some Special Talents are much more common than others. See the separate PSI-Specials description document for details of the individual Talents.

The PSI-Specials document is not meant to be a complete catalog of Talents so it will be revised as needed.