

Mind's Eye Publishing

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Presents

Hero 8 : Inner Mind

A psychic supplement for use with the
Hero 8 RPG/Dice Game

By: Grant Graves

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Playing the Psychic

Psychics play an important role in hero-styled
games. This supplement contains not only psychic powers
that characters may choose, but also different character
templates for playing different kinds of psychic
superheroes.

Can my hero have psychic powers?

Yes, any hero in the game may have psychic powers.
However, unless the character is at least a latent psychic
hero, he may not have more than two. Record any selected
powers on your hero's character sheet as **PP** for **Psychic
Power**. Any power that costs 3 points or more may only be
used once per confrontation.

Different Kinds of Psychics

This supplement discusses eight different psychic
templates that can be played as heroes.

The Psychic

Blessed with the gift of extraordinary mental
powers, the psychic has the ability to focus and control
brain waves. Using that tremendous focus, the psychic can
produce magical effects. These effects are called psionics.

The psychic character may spend points to gain any
power at any time. The character **can not** select normal
superhero powers, nor any other powers. He may select any
talent or gear he desires, but the total number of points he
has spent on psychic powers must **always** be greater than
the number he has spent on both his gear and talents
combined.

The Latent Psychic

The latent psychic is a character that has the
incredible mind required to use psychic powers, but just
lacks the mental focus and devotion to learn how to use

them properly.

Latent psychics receive three one point powers at
first level, free of cost, and may only learn one point
powers.

The Failed Psychic

Failed psychics have the ability, but have never
gotten it, and never will. They just can't figure out where
these powers came from, or how to properly use them. They
can not purchase more than one power per level, although,
at first level they do start with three powers that cost one
point.

The Inept Natural Psychic

Inept natural psychics have the will, the power, and
the ability to be great psychics, but have no one to show
them how to focus their incredible potential. Because of
this, they can not purchase powers costing over three
points.

The Psychic Adept

Psychic adepts have the capacity and the focus, but
for some reason, develop a little slower than the average
psychic. They may select one power that costs one point,
free of cost, however, they may gain no power costing over
one point per level they have achieved, that is, at third
level, the adept may only purchase powers that cost three
points or lower.

The Latent Psychic Hero

The latent psychic hero is a freak of nature, a
superhero with psychic powers. Psychic heroes may select
powers just as regular heroes, however, he may also
purchase any three psychic powers. Of course, since the
hero has focused his time and energy on his super powers,
he **will never** become a true psychic, as these are the only
powers he will ever learn.

The Power Psychic

Power psychics are very rare and special. They are
tremendously talented and greatly devoted to the powers
they possess spending vast amounts of time practicing and
perfecting them. Power psychics may roll four die in an
attempt to make a successful roll when using a power,
however, any power that the power psychic purchases costs
double the normal amount.

The Nega-psychic

Nega-psychics aren't really psychics at all. They
don't even have any powers of any kind. They are
individuals that are so close-minded to the paranormal and
hold such a solid "That's a bunch of crap" attitude
that they are totally invulnerable to **any** psychic powers

effects. The character will **never** gain any powers, but may select any talents or gear they desire.

Psychic Powers

Accelerate Healing (1) This power allows the psychic to accelerate the metabolic functions involved in healing. Using this power allows the psychic to heal, any individual he touches, two points.

Adrenaline Control (1)

This power allows the psychic to control the amounts of adrenaline produced by the body in stressful situations. At the beginning of the confrontation, the psychic may choose one of the following bonuses.

- ◆ +1 turn per round
- ◆ +2 to initiative

Alter Aura: (1) A person's aura indicates that individual's main alignment, their level, and whether or not that person uses magic. This power allows the user to alter his personal aura, changing any or all of those aspects to what he desires. Any individual attempting to read the user's aura, within the range of the power, will read it, as the user desires.

Alter Features: (3) This power allows the user to alter his physical appearance. Facial and body structures may be altered. Height and weight may be increased or decreased by up to 25% per level.

This change is not physical, but exists only in the minds of those who view the user. The user merely emits waves that alter people's perception of the user. Those who make a successful roll against this do not notice any change.

Blend: (2) This power allows the user to alter the coloration of his skin so to blend in with his surroundings. As long as the user remains motionless, those looking in his direction may only detect him with a successful roll scoring 2 or more points.

Deaden Pain: (2) When this power is activated, the recipient is totally impervious to pain for the duration of the power. If an individual that is under the effects of this power is injured in combat, the damage of the wound does not take place until the power expires. This includes taking enough damage to kill the recipient. This can be dangerous, however, for the recipient of the program may be "nicked and dined" to death before he realizes.

Detect Psychic Impression (1) This power allows the psychic to detect any recent use of psychic powers, up to an hour, within the area.

Heighten Sense (1) This power allows the psychic to double the range and sensitivity of one of his five primary senses; hearing, sight, smell, taste, or touch for the duration of the power.

Infravision (1) This power allows the psychic to shift his normal vision into infravision, allowing him to see heat patterns.

Levitation (1) This power allows the psychic to cause any one object up to 10 lbs per level to float, up to 5ft in height, +1ft per level, for the duration of the power. While under the effects of this power, an object acts as though it is weightless.

Molecular Bond (1) For one round per level, the psychic may actually fuse his molecules to those of another object. If this is the ground or a wall, he can not be moved. If this is an object he is carrying, it can not be disarmed. The psychic may also use this power to anchor one inanimate object, to another. If this power is used in this manner, the one object can not be moved unless the other is as well.

Object Read (1) This power allows the psychic to "read" the past of another object. As soon as the object is touched, the

psychic will receive mental "flashes" as though small movie clips for the duration of the power. The psychic can read up to one week per level of the object's past.

Project Force (1) This power allows the psychic to deliver a psychokinetic punch that scores +1 point of damage on a successful roll. This power may also be used to knock an opponent off his feet. The opponent is allowed to make a resist vs. magic to prevent this effect. If the opponent is knocked down, he must spend one turn getting up. If this option is chosen, this power scores no points.

Read Aura (1) This power is identical to the spell Read Aura.

Resist (2) This power allows the psychic to resist the effects of any one of the following conditions for the duration of the power.

- ◆ Cold: -1 point scored from cold.
- ◆ Fire: -1 point scored from fire.
- ◆ Fatigue: tires at half-normal rate.
- ◆ Toxins: toxins have only half-normal effect.
- ◆ Fear: not subject to fear.

Sense Toxins (1) For the duration, this power allows the psychic to sense the presence of any toxin within the power's range. Note that this does not allow the psychic to automatically identify the toxin, nor its effects.

Soften Structure (2) This power allows the psychic to weaken the structure of any inanimate object by one point per level.

Suggestion (2) This power is identical to the spell, Suggestion.

Alignment Change: (2) For the duration of this program, Alignment Change allows the user to change the alignment of any one individual to whatever he desires.

Alter Memory (2) This power allows the psychic alter any memory of one individual as he desires. One event per level of the psychic may be altered. The intended target of this effect must be unconscious at the time of alteration.

Astral Projection (2) This power allows the psychic to have an "out of body experience". When using this power, the psychic enters a trance. While in this trance, he may project a fragment of his essence to any location he desires within the realm he is physically present.

The psychic will see and hear everything around this fragmented essence, but can not communicate with any person at the location to which he has traveled, nor can he effect this location in any way, for he is not in physical form. This essence is completely unknown to all at the location, unless some form of psychic detection is used. The psychic's body, however, is completely helpless while in the trance that results when using this power.

Clairaudience (2) This power is identical to the spell, Clairaudience.

Clairvoyance (2) This power is identical to the spell, Clairvoyance.

Danger Sense: (3) Whenever a user feels that a situation may warrant harm, he may activate this program. If the user is faced with danger, such as his party being attacked, he will receive a mental image, indicating to him the attacker's general direction and intention, just before the attack. The user will have opportunity to take one turn before anyone else.

Detect (2) This power allows the psychic to detect any one of the following effects, within the area. The psychic can not see the energies present, unless they take on a physical form, but will mentally know if the effect chosen is in the area. Choices of Detection include magic, toxins, good, evil, water, secret passages, and underground tunnels.

Detonate (2) This power allows the psychic to cause small objects, up to 5 pounds to explode. This requires one round of focusing on the object. The psychic must be able to see the

object to target it. All objects targeted for this power must be inanimate. Objects score 1d6 points.

Empathy (2) This power allows the psychic to sense the emotions of any one individual within the area. This does not allow the psychic to foresee the individual's intentions, but does indicate the magnitude of the emotion to the psychic.

Enfeeble (2) One individual, within the area, may be targeted by this power. For the duration, the target's capacity for thinking and reacting is greatly hindered, giving him -1 turn per round and -2 to initiative.

Hallucinate (3) This power is identical to the magic Phantasm.

Heighten Pain (3) This power may be focused on any one individual within the area. When used in combat, every point scored against the victim of this power suffers is believed to be doubled. These extra points of damage are fake, and are negated when the power's duration ends. If the victim is beaten due to this fake damage, he merely falls unconscious for the duration of the power +1d6 rounds.

Ignore (3) This power is identical to the spell Avoid.

Inflict Emotion (3) This power will effect any one individual within the area. The target of this power will be subjected to any one emotion listed below, and is granted its effects.

- ◆ Anger/Rage: Attacks nearest person for duration of power.
- ◆ Fear: Flees for duration of power.
- ◆ Peace: Will not attack, but will defend.
- ◆ Courage: +1 turn per round.
- ◆ Sorrow: -1 turn per round.
- ◆ Joy: Cooperative for duration of power.

Imbue Information (4) This power allows the user to safely place any amount of information within the mind of a single individual for later extraction. The individual will not have access to this information, nor will he be aware of its presence, unless told.

After the information is placed within the individual's mind, the user will incorporate a user lock on the information that makes the information accessible only by a password of some form (a word, an image, a touch, etc). Without the password, the information is untraceable and impossible to reach. Only pre-authorized individuals may extract the information.

Impervious (4) For the duration of this power, the psychic will not suffer any damage from any one form of attack listed below. Choices: fire, cold, toxins, fear, magic, normal weapons, and psychic powers.

Insert Memory (4) This power allows the psychic to insert a memory into one individual's mind. This memory may be as detailed as the psychic desires; having emotion, images, sounds, the five senses, etc, however, may not be of a length of over one minute per level of the psychic. The individual will believe that the memory is real and actually took place.

Mental Bolt (4) This power produces one effect from the list below. This power may only be used on one individual per activation.

- ◆ **Stun:** the target's mind becomes extremely clouded and numb, causing the individual to slip in and out of consciousness for the duration of the power losing 1 turn per round.
- ◆ **Project Megaforce:** may be used to knock target down, target must make a successful roll or be knocked unconscious for 1d6 rounds.
- ◆ **MindBlast:** scores 1 point per level of the psychic.

Mind Block (3) This power allows the psychic to become impervious to all mental attacks, both psychic and magical in nature, for the duration of the power.

Mindwipe (4) This power causes psychic amnesia to any one individual touched by the psychic. The person effected by this

power will forget everything, his name, friends, family, skills, spells or abilities, etc. for the duration of the power.

Precognition (3) This power is identical to the spell Vision.

Presence Sense (5) This power allows the user to sense the presence of any number of individuals that enter the area. The user need not see any individual to sense his exact location. This includes those using invisibility. While the user may not see the invisible individual, he will know his exact location.

Psychic Navigation (4) This power acts as a guide that prevents the user from becoming lost. The user must merely know the name of his destination, and this power will lead him there. The destination must be a known location.

Read Thoughts (4) This power allows the user to read the thoughts of any one individual within the area. These thoughts are read as spoken words. When the user reads another person's mind, he will hear that person's thoughts as though the person was addressing him.

Send Thought (3) This power allows the user to send a thought to any number of individuals within one mile. This thought is transferred in an instant and may be of anything the user desires, such as, a battle plan, the impression an individual made on him, or an experience that he would not want to share with a person that is present.

Stasis (5) This power allows the psychic to place any one individual within the power's range into a trance for the purposes of psychic healing. While in the trance the psychic may perform any one of the effects listed below.

- ◆ **Healing touch:** allows the psychic to dramatically increase the metabolic functions involved in the natural healing process healing 2 points per level of the psychic.
- ◆ **Reverse Psychically Bestowed Condition:** allows the psychic to reverse the effects of any power placed on an individual. Time Required: 10 minutes
- ◆ **Reverse Condition:** may reverse any one of the following conditions, blindness, deafness, paralyzation, effects of toxins, or disease. Time Required: 1 hour

Telekinesis (3) This power allows the user to move objects with thought. Any object, up to the size of a person.

Telepathy (3) This power allows the user to speak with any number of individuals, within one mile, mentally. The recipients of this power hear the user's voice as though he was addressing them audibly. This does not allow the recipients of this power to reply to the user mentally, unless they to have access to this power and choose to use it.

Toughen Skin (2) This power allows the psychic to increase the density of his skin, making it thicker and tougher. The psychic is granted +6 points for the duration of the power.

Animate Object (4) This power is identical to the spell Animate Object.

Control Energies (5)

This power allows to psychic to control any one of the energies listed below. The magnitude to which the psychic may control these energies is detailed. Only one aspect may be chosen per activation of this power.

Heat: this aspect allows the psychic to increase the temperature of any one object, within the power's radius; or the whole area by 25 degrees per level. He may also decrease the amount of heat, in the same manner by 25 degrees per level. This aspect does not work on living organisms, other than bacteria.

Light: can control the intensity of light within the power's radius; can increase the magnitude of any one source of light by 100% per level, or decrease it to total darkness. This also allows the psychic to bend light within the radius, allowing only certain colors to reflect off objects. The psychic may also make himself virtually invisible as though he was using the

spell, Blend.

Kinetic: This power allows the psychic to manipulate kinetic energy, increasing the speed of objects to double or decreasing them by half. While the psychic may only focus on one object per round, increasing an object's speed allowing it to score +1 point. Decreasing an object's speed penalizes its score -1 point. If this power is used on an individual, increasing grants +1 turn per round, while decreasing penalizes -1 turn per round. The psychic may only focus on objects he can see.

Sound: This allows the psychic to increase any one sound by 100% per level, or decrease a sound up to complete silence. Only one sound may be chosen per round per turn.

Cryokinesis (5) This power allows the psychic to ability to manipulate cold. These powers only manifest while Cryokinesis is active.

- ◆ **Impervious to Cold:** cold attacks score no points, and the psychic can not freeze.
- ◆ **Manipulate Heat:** the psychic can manipulate the transference of heat to the extent of cooling objects. The psychic may decrease the temperature of any one object or the entire area by 25 degrees per level. Striking an object that has a temperature below -50 causes double damage to that object.
- ◆ **Arctic Blast:** This aspect summons a blast of freezing wind that may be used on living organisms to freeze them. Living organisms can not be frozen to death. Instead the psychic may cool down an individual to induce a state of suspended animation. This requires three rounds of total concentration, preventing the psychic from performing any other actions during that time. Objects or individuals frozen "thaw" in a number of rounds equal to the rounds this power was active.

Deaden Sense: (4) This power enables the user to temporarily "turn off" one of the five primary senses (hear, sight, touch, smell, taste) of any one individual within the area. If hearing is selected, the victim is completely deaf for the duration of the power. If sight is selected, the victim is blind for the duration of the power.

Dominate: (5) When this power is activated, any one individual of the user's choice, within the area, becomes the willing servant of the user. Any individual effected by the power may attempt to make a successful roll to negate the effects.

Any person under the effects of Dominate is under complete control of the user, and must do everything he desires, even if this conflicts with his alignment. A dominated person will not kill himself or let himself be killed without defending himself.

Electrokinesis (4) This power gives the psychic control over electricity. The aspects of this power only manifest when the power is activated.

- ◆ **Impervious to electricity:** electrical attacks cause no damage.
- ◆ **Channel Electricity:** This allows the psychic to channel electricity through his body to another location within the power's radius, without harming him. He may also adjust the magnitude of the amount of current transferred, increasing it to 30,000 kilowatts or decreasing it to one watt.
- ◆ **Electrical Attack:** This aspect allows the psychic to send a bolt of electricity from his own body to any one target within the power's radius, scoring 1 point per level. This requires two actions, one to charge the bolt, the other to fire it.

Pyrokinesis (5) This power allows the psychic to control heat. The aspects of this power only manifest when the power is active.

- ◆ **Impervious to Heat:** Heat attacks score no points against the psychic.
- ◆ **Alter Temperature:** This power allows the psychic to raise the temperature within the power's radius by 25 degrees per round, causing exhaustion upon reaching 120 degrees, unconsciousness at 200 degrees, and causing 1d4 points of damage per round to all within the power's range at 300+ degrees. The psychic may also increase the temperature of an object by 25 degrees per round. A cooling off period is required for areas effected by this power. The cooling off period is equal to twice the number of rounds the area or object was heated.
- ◆ **Fire Bolt:** When this aspect is used, a jet of flames leap from the psychic's hand striking any selected target within the area scoring 1d6 points.

See Energies (5) This power allows the psychic to actually see energies at work. The psychic may use this power to locate the source of any one type of energy listed below and need not physically see the source to locate its origins. The psychic may only choose one aspect per round and only one aspect may be active at one time. The different aspects a psychic may choose are; light, magic, sound, movement, heat, and invisibility.

Transfer Consciousness: (5) This power allows the user to exchange bodies with another individual. Both the user and his victim keep their talents, but exchange gear and points. The change is permanent and the use of this power costs one points.