

Psionics in the Super's Rules

Psionics are covered at length in the Psionic's section, however, those rules don't easily translate to the super's gaming system. Here we've included a somewhat simplified set of rules for making Telepathic supers characters. It is possible to translate the existing rules into letters ... and it's possible to even mix rules but we don't advise it for games where balance is an issue.

Notes and Changes

The changes to the supers rules are as follows:

1. Most characters don't have Mind Shield. Instead of using your 'Telepathic Strength' to batter down a shield, most telepathic characters will simply have Psionic Blast (which lowers the target's WIL) instead of a damage doing Telepathic 'punch.'
2. All Psionic PWR vs. STAT attacks are *strongly* resisted. This means that the POWER of an attack gets the target's WIL-10 subtracted from it *before* it is rolled for (so a 15-POWER against a 12 WIL target goes down to a 13-). This is done because most character's defenses will simply be their WIL.
3. Instead of buying groups of powers, characters will buy everything individually.

Telepathy

Type: Miscellaneous/Single Rank

You can communicate with your mind. Telepaths can talk mind-to-mind with other characters. Unlike the 'full' Telepathy package in the Psionic's rules, this version simply allows communication. You must either detect the target (done with the Detect Mind ability) or establish contact when you can see the character. The range is WIL miles.

Cost: C

Detect Mind

Type: Miscellaneous /Single Rank

You can detect minds in a 360-degree radius (including above and below). Detecting minds is an 8 REA Long Action. You can't attack characters you detect—but you can establish contact. Most minds appear identical but well known characters will stand out. Range is POWER x100 yards. You must have Telepathy to have Detect Mind.

When doing a Detect Mind scan, all Telepaths within the scanned range will know the scan is going on and where the scanner is. To pick out a given mind, a perception roll must be made (usually the GM will rule that all minds show up—but if a character is concentrating on not being seen, the scanner should make a Perception roll). Cloak—Psionics (+3 Level Defect: Psionic only) will work against this).

POWER 2, Minimum Cost C

Mind Blast

Type: Offensive /Dual Rank

You have a powerful Mind Blast. The blast reduces the target's WIL and is a PWR vs. STAT attack (against WIL—so once you start taking reduction the situation becomes quite critical). The blast is *strongly* resisted and is an 8 REA Long Action. The to-hit roll is a ranged weapon attack based on RES instead of COR.

Your POWER is your WIL roll +1, +2, or +3 (for Level 1, Level 2, or Level 3) or 14-, whichever is better (devices will use a 14- roll). You must have Telepathy.

Mind Blast Level 1

Cost: E + C

Minor Effect	Target loses 1 WIL
Standard Effect	Target loses 1 WIL and is stunned.
Major Effect	Target loses 2 WIL and is dazed.
Critical Effect	Target loses 2 WIL and is immobilized (recover as per dazed)
Catastrophic Effect	Target loses 2 WIL, is unconscious, and suffers POWER / 3 damage.

Mind Blast Level 2

Cost: G + D

Minor Effect	Target loses 1 WIL and is stunned
Standard Effect	Target loses 1 WIL and is dazed.
Major Effect	Target loses 2 WIL and is immobilized (recover as per dazed)
Major Effect	Target loses 2 WIL and is immobilized (recover as per dazed)
Catastrophic Effect	Target loses 3 WIL and suffers a dying result.

Mind Blast Level 3

Cost: I + E

Minor Effect	Target loses 1 WIL and is dazed
Standard Effect	Target loses 2 WIL and is dazed
Major Effect	Target loses 2 WIL, is unconscious, and suffers POWER / 3 damage.
Critical Effect	Target loses 3 WIL and suffers a dying result.
Catastrophic Effect	Target receives a dead result, head may explode(!)

Analyze Mind

Type: Miscellaneous /Single Rank

You can scan a mind and analyze it. This is a combination of Probe and Scan from the full psionic rules. With a 5 REA Medium Action, you can determine a target's INT stats, any significant INT defects or enhancements, and the state of the character's current thoughts. Loud surface thoughts can be heard, the Analyzer can make a WIL vs. WIL roll and, if successful, the target's general intentions can be learned. This is invisible to normal characters but will be detected by a character with Telepathy. You must have Telepathy to buy this.

Cost: C

Read Mind (Deep Probe)

Type: Miscellaneous /Single Rank

You can break into someone's thoughts and read their mind. Reading Minds is an 8 REA Long action that leaves the target with no doubt about who is attacking him and what is happening (if he never believed in Telepathy, he will now). A deep probe gives the answer to one question. That question may be formulated *after* the roll is made. The telepath makes a Power roll (but there is no roll to hit).

- Missed: no information and further attempts in the same day are at -3.
- +0 to +3: A yes or no question will be answered. Further attempts in the same day are at -2.
- +4 to +6: A short sentence can be gained (usually less than 800 words) or a Memory Read can be performed for the last [**Power**] hours (a detailed question can be asked about the subjects current events). Further attempts in the same day are at -1.
- +7 or more: Detailed data on a specific topic can be extracted conversationally (at a normal rate—so the target must be restrained). The target can't lie. This lasts [Power] minutes. After this the target is at -1 for successive attempts for the rest of the day. A Memory Read covers [**Power**] days.

POWER is WIL

Cost: D

Mind Shield

Type: Miscellaneous /Single Rank

A Mind Shield does the following:

- Mind Reading (or any other attack) won't work through it while it's up.
- The character with the shield is at -[WIL-10] to be detected by a Detect Minds.
- The character can't be Analyzed (the shield will be detected).
- The shield has POWER WIL for purposes of resisting Telepathic Blasts. This WIL is deducted *first* (before the character's WIL is touched). Until the Shield's PWR is gone, none of the other effects of the blast will effect the character. This goes for partial WIL as well (if the shield has 1 PWR left and the attack deducts 3 WIL, the target will lose 2 WIL and suffer no other ill effects).

It takes a night of rest to regenerate a Mind Shield.

POWER 1/2

Cost: C

Mind Control

Type: Offensive/Single Rank

You can enter another's Mind and take control of his body. This is a PWR vs. STAT attack, with the effects listed below. The target will be instantly aware of the attack. The attack is an 8 REA Long Action. Once a target is controlled, you must pay 3 REA per turn to control him. The target can try a "Break Control" attempt when allowed. This acts like Grappling. Use his WIL vs. your WIL on the Grappling chart. If he wins, the control is broken.

While under control, an unwilling target makes rolls at the listed negative (if any).

Permanent Control: If you win [Target's WIL +1] Control rolls, the target is yours

forever (another Telepath can break the control by linking to the target and then using his WIL against yours. You get a +2 POWER home-court advantage). A permanent puppet costs no REA after permanence is established but the puppet won't do anything unless you command it to. The person "inside" at that point is "asleep."

'I won't do THAT': Any time you make someone do something they're really opposed to, they may get a WIL bonus. Note that attacking your friends in combat doesn't apply unless the character has some kind of "extreme loyalty" or a target is a loved one or saved his life (in a dramatic fashion). However, zealots are hard to control. If the GM rules that you're having the puppet do something that is *especially* against his nature, he can assign a +1 to +8 resistance bonus.

Minor Effect	Target is Dazed—WIL roll to recover (no control but you battle)
Standard Effect	Target is Controlled. Rolls at -2 to break out once per second.
Major Effect	Target is Controlled. Rolls at -1. Break out once per 5s.
Critical Effect	Target is Controlled. Break out once per minute.
Catastrophic	Target is Controlled. Break out once per hour.

Cost: F