

MASTERS OF MIND

By Charles Wilson

Judges Guild



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by Charles M. Wilson

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Introduction

The following set of rules was written as a supplement adaptable to any of the role playing games systems currently on the market. Many of those game systems do in fact include psionic rules in their systems; however in most of the systems the rules that are included are either extremely confused and disruptive of the game flow or the rules are so restrictive that it simply is not worth the effort to include them into the campaign. (Even if the rules are included in the campaign they typically leave the psionic character very little reason to pursue the development of their power (very much unlike the roles of Technocrat or Magician.)

This set of rules enables a psionically endowed character to continually expand their own psionic horizons and to expand the overall extent of psionic power (not that they will ever become an overpowering and unconquerable force in a campaign.) To a certain extent these rules also define the difference between the psionic capability and magic (most game systems tend to confuse these two disciplines, which one reason why the concept of psionics as a force in a game has not been well developed.) After these rules have been used in a campaign for a while it will become obvious that Psionic Power is no less a potent force than Technology or Magic.



Gaining the Psionic Capability

At some point in a character's 'life' a player may roll to gain psionic capability. The roll is made on 5D20 (DO NOT ROLL PERCENTILE DICE) the sum of the dice indicates a result according to the following breakdown:

- 5-20 Non-psionic
- 21-74 Untalented (Normal)
- 75-89 Latently Psionic (Latent)
- 90-100 Fully Psionic (Psionic)

The roll may be made only once for each character, barring the use of wishes, divine intervention, spells, etc..

The following are the explanations and descriptions of the four psionic capability categories.

Non-Psionic:

In terms of those psionic powers that touch only the Mind, Non-psionic characters are essentially non-existent. This class of character denies the proposition that Mind is a Real and Effective force in the Universe, consequently the very concept of a psionic capacity is anathema to them. Since Non-psionic characters can not be 'reached' by the mentally oriented psionic powers they are effectively under conditions and circumstances that would hamper a character of any other psionic category. (i.e. they are able to handle many psionically active 'devices' without even a risk of harm and they are insensitive to psionic environments that would be detrimental psionically susceptible characters.) However while Non-psionic characters are immune Mind oriented psionic attacks they are just as susceptible to psionic powers that have physical effects as any other character.

Untalented (Normal):

This psionic capability category is the class that the Normal character fits into (this category includes those characters that have not yet rolled for psionic capability.) Normal characters are susceptible to all forms of psionic attack, they must handle all psionic artifacts with caution, and need to be wary of psionically disturbed environments. The only defense a Normal character has against the effects of psionic powers directed against them is their intellect. The saving throw against the use of psionic powers- excepting an active psionic attack- is made on 1D20 verses the average of all the characteristic scores that determine a character's mental attributes (Intelligence, Wisdom, etc.) (The defensive roll for an active psionic attack is detailed in the section on Psionic Combat.)

Latently Psionic (Latent):

This category includes those characters that do have the psionic faculty but unable- for whatever reason- to use the capability consistently. Characters that are Latently Psionic must roll verses their Psionic Potential (see the section on psionic characteristics) before they can successfully use their Ability, the roll must be below the psionic potential or the character will be unable to 'summon' their Ability. (It should be obvious that a Latent character has some definite problems to overcome.) When Latent characters are unable to function they are treated as if they were simply a Normal character.

Latently Psionic characters can under certain circumstances- become fully Psionic characters. Characters that fall into the Latent category with a roll between 75 and 79 need to seek outside aid (see the Special Ability "Impress".) Characters that have rolled between 80 and 89 are able to become Fully Psionic through their own efforts. The exact conditions under which a Latent character is able to develop into a Fully Psionic character is up to the judge; but the following is an example of a reasonable condition; using an Ability successfully three consecutive times during psionic combat.

Fully Psionic (Psionic):

Characters in this psionic category have full and conscious use of their psionic powers.

Psionic Characteristics:

Characters that have gained psionic capability also gain a few more characteristics. These additional characteristics apply to any character having psionic capability in any degree and determine the character's power limit and effectiveness. The following are the additional characteristics a psionic character will need:

Psionic Potential:

This characteristic is determined by rolling percentile dice. A result of 01 is the lowest psionic potential possible while 00 is the highest. This characteristic is both a qualitative and quantitative estimation of a psionic character's integration with the Universe. (While the psionic potential is important it is generally not used directly-except in the case of a Latent-when using psionic powers. The psionic potential is basically a characteristic generated in order to derive more specific characteristic scores from it.)

Psionic Dominance:

Of all the psionic characteristics Psionic Dominance is probably the most important. Psionic dominance is not rolled, it is calculated from the psionic potential and the average of all the character's mental characteristic scores (Intelligence, Wisdom, etc.) To determine a character's psionic potentials are listed at the head of the columns and the averaged scores are at the beginning of each row, follow the appropriate row and column meet is the proper Psionic Dominance score. The higher the Psionic Dominance score the more likely a character is to develop new psionic powers, the more likely they are to develop more psionic powers in a given period of time, the harder they are to defeat in psionic combat, and the more likely they will be the dominant party in several other circumstances.

Mental Dexterity:

Like Psionic Dominance, Mental Dexterity is calculated and not rolled. Mental Dexterity is determined from the average of the character's Intelligence and Dexterity scores and the character's psionic potential. The chart for determining Mental Dexterity is to be consulted. (The procedure is the same as that for finding the Psionic Dominance score.) The number listed in the appropriate box is the percentage chance of the character missing the intended target.

Psionic Powers

The multitude of psionic powers can be broken up into three distinct categories; Abilities, Skills, and Special Abilities. Those psionic powers that are the most basic are the Abilities. The Abilities are then combined, formed, and/or focused into Skills. Special Abilities are psionic powers that are not properly Abilities yet are too unique or powerful to be classed as mere Skills.

Abilities:

Psionic Abilities are gained as a new experience level is attained. (This is done for the convenience of the players, Abilities could be scheduled to be gained every so many game months if desired.) Fully Psionic characters develop new Abilities at a base chance of 10%, while Latently Psionic characters have a base chance of only 5%. The base chance of both types of psionic characters increases 5% per experience level.

Alternative Method of Developing Abilities:

If a judge wishes they may require characters to learn each Ability. This means that the character must seek out someone that has the Ability they wish to acquire and have that 'character' teach them that Ability. (It actually takes very little time to teach the Ability, although finding someone to teach the Ability may take a considerable amount of time.) Of course finding someone to teach the Ability does not ensure that the character will actually be able to learn it from that 'character'. To determine if the character has actually learned the Ability they must roll versus their Psionic Dominance score one 1D20, if they roll equal to or less than their psionic dominance then they have successfully learned the Ability. Only one Ability can be acquired per experience level or time period set by the judge.

Note: This method for acquiring Abilities does make things interesting for the players but should only be used if there will be ample opportunity to find teachers for all the Abilities.

The following are the Abilities. When acquiring new Abilities by random, roll 1D6 to determine which Ability is acquired.

1. Empathy
2. E.S.P.
3. Etherealness
4. Energy Control
5. Telekinesis
6. Telepathy

Impedence (Do not roll for this Ability, it is an inherent Ability of all psionically capable characters.)

Descriptions and Specifications of the Abilities:

Empathy:

Put simply Empathy is the Ability to send and receive emotions. Empathy does not allow a character to send or receive either sensory information or intelligent thoughts. Although the emotions that are peculiar to and accompany such "higher mental functions" can be sent or received. Empathy is achieved by putting the nervous systems of the characters involved in sympathy with one another through the psionic capability.

Range: 10 meters per level of psionic competence.

Psionic energy expense: 2 pts./turn receiving

3 pts./turn sending

Note: The term "level of psionic competence" refers to the number of experience level the character has possessed the psionic power concerned. In place of experience levels the judge may set a specific amount of game to represent one level of competence.

E.S.P.:

E.S.P. functions in a manner similar to Empathy; but instead of sympathizing at the level of the nervous system the contact is made at the level of sense perceptions (one 'level' up from the nervous system in the mental heirarchy.) With this Ability a character is able to 'tune' in on the sense perceptions of some creature. What is sensed is whatever the creature may be sensing and will necessarily be sensed from the point of view of the creature actually doing the sensing. The emotions and intelligent thoughts that may accompany the perceptions are not transmitted along the contact formed via E.S.P.

Range: 10 meters per level of competence.

Psionic energy expense: 2 pts./turn

Etherealness:

Etherealness may not be so much a psionic power as it is a state of mind. This Ability is based upon the proposition that Mind is the primary Reality. The disciplined forms of Etherealness give access to all the other planes of Reality.

To enter the Ethereal plane a character must divorce Mind from Body, in effect this makes the realms of the Mind the true 'physical Reality'. Once on the Ethereal plane time is essentially irrelevant, though there is a limit to a character's ability to remain on the plane for extended periods. (More precisely time on the Ethereal plane is the result of a mental convention that aids in ordering the sequence of events on the plane. Consequently time passes at a rate appropriate to a character's experiences rather than at a 'constant' rate as it does in the physical world.)

For every 2 pts. of psionic dominance a character has they are able to remain on the Ethereal plane for one (real world) turn. e.g. A character with a psionic dominance of 15 is able to stay on the Ethereal plane for 7 game turns.) Once a character has reached their time limit they must expend an extra 2 pts. of psionic energy per turn that they extend their stay, the extra expenditure is cumulative (i.e. 2 pts. the first turn of overstay, 4 pts. the second turn, 6 pts. the third turn, and so on.) The time limit marks the limit of guaranteed safe return, once the limit is surpassed the character must roll for a safe return. The return roll is made on 1D20 against the character's psionic dominance, if the roll is below the psi. dom. score then the returned safely. For every 2 turns of overstay the character must add +1 to the safety roll (e.g. if a character overstays by 5 turns then they must add +2 to their safety roll), the roll plus the adder is then compared to the character's psionic dominance. If a character fails to make their safety roll then percentile dice are rolled, the resulting percentage is the percentage of the character's remaining psionic energy points lost in getting the character back to their body.

Range: Not Applicable

Psionic Energy Expense: 10 pts. initially +2 pts./turn + overstay penalty expense.

Energy Control:

Energy Control is one of the two Abilities capable of direct influence over physical entities. This Ability enables a character to manipulate any physical energy field or concentration into compliance with their will. Psionic energy forms (Empathy, E.S.P., Etherealness, Telepathy, Impedence) are not manipulable by Energy Control alone- it might be possible to create a

Skill compounded out of Energy Control and one or more of the other Abilities that would be able to control a psionic energy form. There are three basic manipulations that can be performed on a physical energy form Deflection, Transmutation, and Dissipation.

Deflection:

The deflection of energy concentrations is the most basic and least strenuous of the manipulations that can be done. To deflect an energy concentration the character merely 'creates' a more desirable path for the concentration to move along. However, if the energy is being directed- by whatever means- then it can be retargeted by the controller (they must reroll to hit.) The energy can be deflected and retargeted indefinitely until something occurs that causes the concentration to breakup. Wherever the energy eventually hits it will strike with it's full damage potential.

Range: 5 meters per level of competence

Psionic Energy Expense: 5 pts./die of damage

Transmutation:

Transmuting energy from one form to another is a more costly and demanding task than is deflecting energy; but it is also potentially more useful. When transmuting energy from one form to another the intensity remains unchanged (the number of damage dice is the same for the new form as it was for the original energy form), although the damage potential is affected (the type of die used to determine the damage is changed, from D6 to D2 for example.)

Example: A fireball- say 10 dice of damage- is transmuted from heat energy to light. The energy released when the 'fireball' detonated would be a brilliant flash of light rather than a blast of heat. The resulting damage would probably be temporary blindness perhaps with a mild sunburn as well, instead of the severe burns caused by a typical fireball.

It is up to the judge to decide just exactly how the damage potential should change, it simply is not possible to detail all the possible transmutations.

Range: 3 meters/level of competence

Psionic Energy Expense: 10 pts./die of damage +2 pts./side of the damage die (D4, D6, D8, etc.)

Dissipation:

Dissipating an energy concentration is the most demanding manipulation. Unlike transmutation, dissipation alters the intensity (the number of damage dice) of the energy form while leaving the form unaffected (the type of damage die- D4, D6, D8, etc.- is not changed.) In its effects dissipation acts like a campfire rather than exploding. Dissipating the energy reduces the intensity down to one die of damage. If the energy concentration is dissipated at a sufficiently large distance (outside the blast radius) no damage is taken at all.

Range: 1 meter/level of competence

Psionic Energy Expense: 20 pts./ damage die (initial potential) +3 pts./ side of the damage die.

Telekinesis:

Telekinesis is the the other of the two Abilities that is able to act directly on the physical world. Simply put Telekinisis is the ability to manipulate physical objects by the power of the Mind alone. The effect of the telekinetic force on an object is undistinguishable from the effects of a physically generated force on an object (i.e. telekinesed objects must still obey the 'laws' of physics.)

Initially a character's ability to generate the telekinetic force is quite small, 3 Newtons of force to be exact (or 2/3 of a pound- 11 ounces,

7 GP- if you prefer.) However, the force generating capacity increases rapidly with experience. Each level of experience with the telekinetic ability enables a character to generate an additional 11 Newtons (2.4 lbs., 38.1 ounces, or 24 GP) of force without increasing the psionic energy expenditure.

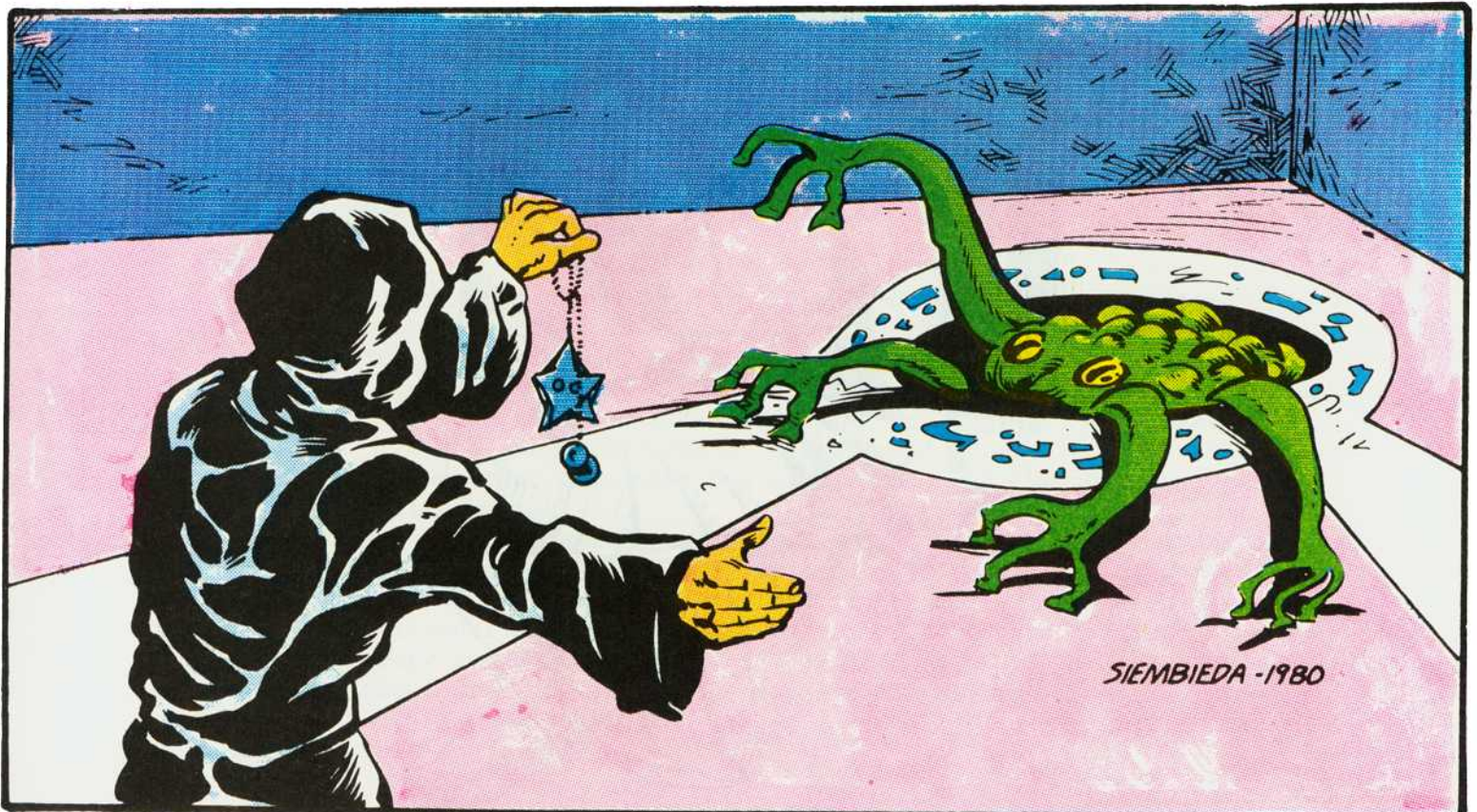
Range: Line of Sight

Psionic Energy Expense: 10 pts./turn.

Telepathy:

Telepathy is the psionic power most people are familiar with, specifically it is the ability to communicate complex thoughts via the direct contact of Minds. On the surface it would appear that telepathy is the ultimate communications form, unfortunately it is not. Telepathic contact is established on the same mental level as language and so most concepts will be couched in the terms of some language, rendering the concept meaningless to anyone not having a language in common with the concepts originator. So the simple Telepathic Ability is not very effective when there is no language in common (although there are Telepathic Skills that do enable a character to communicate without a common language.

In addition to the language barrier there is the problem that arises when contact is made with a vastly superior (mentally) being. When telepathic contact is made between beings that have the telepathic ability and there is a difference greater than three points of psionic dominance between them, then the character with the lower dominance may undergo a psionic 'withdrawal' to the latent psionic state. In order to prevent this occurrence a character must roll below their psionic dominance on 1D20. If it happens that a character suffers a psionic withdrawal they retain all their psionic powers (this includes Skills) and may use them in accordance with the rules

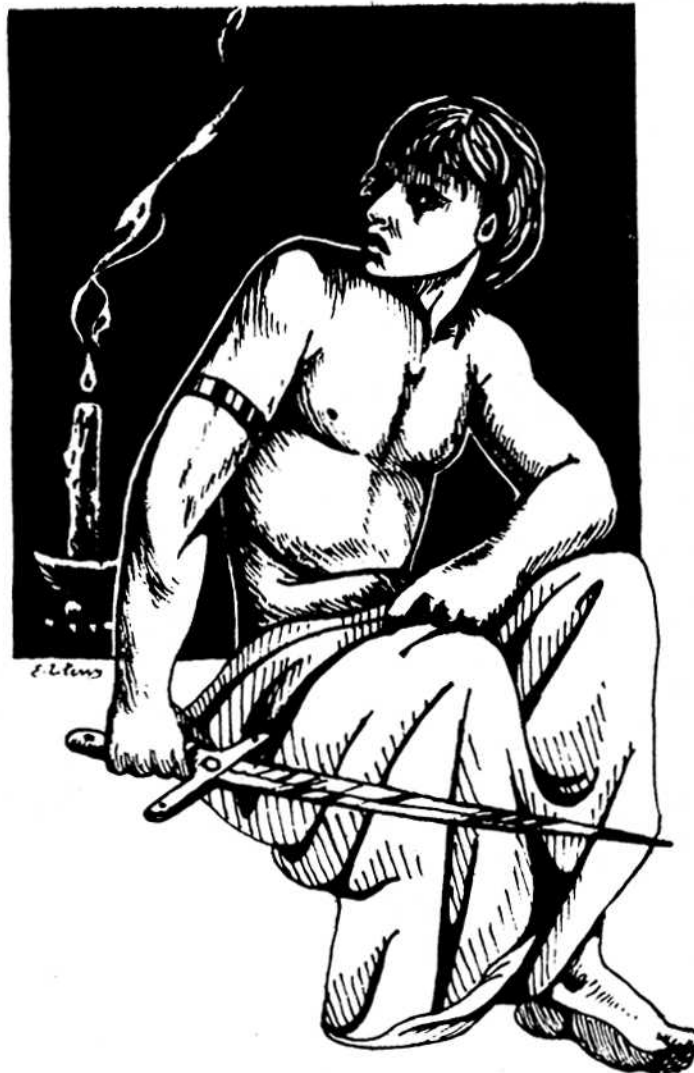


governing the latent use of psionic Abilities. The successful use of the psionic capability three consecutive times indicates that the character has recovered the full use of their powers. (Note: judges may wish to increase the the number of consecutive uses by one for each time the character undergoes a psionic withdrawal, it's a harsh rule but it does make the players much more cautious.)

As a mode of communication Telepathy does have one advantage over the more common forms of communication, the ability to discuss a situation without being over heard (providing someone in the link is not being telepathically eavesdropped on.) The maximum number of independent entities that a telepath can maintain a common link with is determined by the character's psionic dominance. Of course any character with the telepathic ability is by definition- capable of initiating and maintaining a communication link with one being, but those characters with a higher degree of control over their psionic capability are able to initiate and maintain contact with more than one being. For every six points of psionic dominance and every three levels of competence a character is able to make and maintain contact with one extra individual.

Range: There is no real limit to the reach of a telepathic link once the link has been established. However, the range at which the link can be initiated does have a limit. The limit of range for initiating contact is 1 meter at the first level of competence and doubles with each additional level of competence.

Psionic Energy Expense: 5 pts./turn per being in the linkup.



Supression:

Suppression is simply the ability to suppress undesired psionic signals (reduce the signal intensity to a point where the level of intensity is negligible), it is probably the most important Ability for a character to have. The ability to suppress psionic signals is in fact inherent to all intelligent beings; however only psionically capable characters have conscious control over this 'faculty' (in fact becoming psionically aware may simply be the occasion at which a character finally gains control over their ability to suppress psionic signals.) In the psionally aware character suppression ability functions in two modes, consciously and unconsciously. When functioning in the unconscious mode Suppression is operating at a level of intensity suffieient to 'filter' out extraneous psionic signals. This level of suppression is in force when over the character is not using their psionic capability. The function of suppression at this low level is analogous to the function of the eyelid and the service performed to the character is done just as unconsciously and just as effortlessly as that performed by the eyelid. At the level of unconscious use Suppression requires no psionic energy expenditure.

In consious use Suppression becomes much more than a low level filter, it can be reinforced and expanded into shield of psionic force. The reinforced Suppression field is capable of negating a psionic energy points involved.) The suppression field is capable of negating up to 5 points of psionic energy, for every two levels of competence a character is able to project a suppression field capable of suppressing an additional 3 points of psionic energy. In reinforcing the suppression field the character expands the space protected by the field. The area protected in the expended field is 1 meter in radius at the first level of competence and increases by 1 meter for every two levels of competence. Everything within the area protected by the field is as well protected by the field as the character generating it.

Range: 1 meter per two levels of competence

Psionic Energy Expense: 3 pts./turn

Note: For most purposes the list of Abilities is sufficiently complete. However, some game worlds- your's perhaps- may have perculiar properties that require new Abilities. Remember that Abilities are unique psionic powers, so if a proposed Ability can be shown to be derived from one or more of the already listed Abilities then the proposed Ability is in actuality a Skill or Special Ability.

Skills:

Only fully Psionic characters are able to develop their Abilities into Skills. (Latent characters do not have sufficient conscious control over their Abilities to discipline them into Skills.) In order to develop a Skill a character must not only possess all of the Abilities required by that Skill, they must also have had those abilities for at least one level of competence. (If the character should roll and end up with a Skill that needs more abilities than that character has control of then the character can roll for selection again.)

Skills are gained whenever a specific amount of game time has passed, if the judge so desires.) Skills may be developed regardless of whether the character did or did not develop a new Ability that level. The chance of gaining an additional Skill is determined according to the following factors:

5% for every two points of psionic dominance plus 5% for every three levels that the character has had the psionic capability. The resulting percentage is the number that a character must roll - on percentile dice- under in order to gain another Skill.

For every five points of psionic dominance over ten a character may roll again for a Skill. (i.e. a character with a psionic dominance between 11-15 can roll one additional time while a character with a dominance between 16-20 can roll two additional times.) The first additional roll is made on 1D20 against the one-half of the character's psionic dominance, a roll less than one-half of the character's psionic dominance indicates that the roll was successful. The second roll is also made on 1D20, but against one-quarter of the character's psionic dominance instead of one-half. If the character should miss any of the rolls for a Skill, then they may not roll for anymore Skills at that level. The remaining chances of gaining a Skill are of course lost.

Alternative Method of Aquiring Skills:

If a judge wishes they may have the characters learn the Skills that they desire to develop. The character must still have all the requisite Abilities and must have had them for at least one level of experience; but they will now also have to find someone willing to teach them the desired Skill. In order to successfully learn the Skill a character must roll - on 1D20- below their psionic dominance. When a character misses a roll then they can not learn the Skill from that particular teacher, at least not at that experience level. There is no limit-unless the judge wishes to impose one-to the number of Skills that can be learned per experience level when using this method of aquiring Skills. It takes one game day to learn each, and the cost of instruction will be in accordance with the character's ability to pay. Note: Do not mix the learning scheme of Skill aquisition with the method of randomly rolled aquisition, the result will be an explosion of highly skilled psionic characters. The rate at which Skills are aquired under the learning scheme can be controlled by the number of available teachers.

The Skills listed and described in this section DO NOT form a complete list. In the various combinations of the seven Abilities alone there are 120 possible combinations, add in the specialized or focused forms and the number of possible Skills becomes effectively unlimited. The rules governing the development of perviously unknown Skills are given in the section concerning psionically capable as a separate character class.

Note: The rules covering the development of new types of Skills apply to characters that are required to learn their Skills and can be used to develop a 'known' Skill when no teacher for the Skill can be found.

The Skills listed and described in this section are listed in alphabetic order and by the primary Ability.

Empathy Skills:

Roll 1D8 for random selection.

1. Aura Alteration (co-requisite Ability; Energy Control)
2. Aura Reading
3. Cellular Restoration (co-requisite Ability; Telekinesis)
4. Command (co-requisite Ability; Telepathy)
5. Cure Insanity
6. Paralyze (co-requisite Ability; Energy Control)
7. Scan (co-requisite Ability; E.S.P.)
8. Truth Tell

Descriptions of Empathy Skills:

Aura Alteration: co-requisite Ability: Energy Control

The wielder of Aura Alteration is able to reorder the synergetic field (Aura) of an 'object' so that it exhibits a new set of values and properties. When used on psionically inert (Non-psionic characters, or non-living and non-aware) objects the effects brought about by the application of this Skill are permanent. Note: Non-psionic characters are unaffected by the change in

their Aura.) It is not possible to alter those properties in the Aura that are innate to the object itself, although it is possible to mask those properties. (e.g. It is not possible to Alter a vase's Aura in such a manner that the Aura 'states' the object is in fact not a vase; but it is possible to alter the Aura to indicate that the object appears to be a vase but it has been polymorphed into that form.) In order for someone reading the Aura to 'see' the true Aura of an object the judge must roll on 1D20 against the reader's psionic dominance, if the roll is lower than the dominance then the character is in fact able to see the true Aura of the object. (The roll is made secretly and the actual results of the roll should be kept secret, just as when rolling to detect traps or secret doorways.)

When used to affect living or aware entities the effects of this Skill are only temporary; but the effects are quite potent while they last. The entity 'treated' by the use of this Skill will behave in a manner appropriate to what is indicated by the new Aura. (e.g. If a character's Aura is altered from chaotic-evil to lawful-good then that character will temporarily behave in a lawful-good manner.) Unless reinforced by the extra expenditure of psionic energy the base effectiveness is one game hour. Each hour of effectiveness beyond the first requires an additional psionic energy expense of 3 pts., cumulative and additive. (i.e. 3 pts. the first extra hour, 3+6 the second extra hour, 3+6+9 pts. the third extra hour, and so on.) After the time limit is up the person treated will begin to revert back to their normal personality, the reversion takes place at a rate of one altered factor per game turn and continues until the person's Aura is as it was before it was acted on.

The number factors altered in the Aura also has bearing on the psionic energy expended. Each factor altered in the Aura entails a cost of 10 psionic energy points. Every three levels of competence a character is able to increase the number of factors altered by one additional factor, without increasing the psionic energy expenditure.

When this Skill is used against an intelligent and aware being -except Non-psionic characters- then it is considered as a psionic attack and is subject to the appropriate psionic combat rules.

Range: To effect the alteration the character must be touching the subject. Once the alteration has been effected range becomes irrelevant.
Psionic Energy Expense: 10 pts./ number of factors altered plus 3 pts. cumulative and additive per game hour of extension.

Aura Reading:

Aura Reading enables a character to read the synergetic field (Aura) that surrounds all objects and so be able to assess the object's state, condition, and general nature. The practice of this Skill allows a character to assess such things as alignment, general health- if living-, whether or not the object has been magicked- even to the type or exact spell used if the reader is magically competent, the general intent of use- for inanimate objects, and even specific abilities. The psionic energy expense to the reader is dependent on how much information they try to extract from the Aura, 3 pts. of psionic energy must be expended for each bit of information read. When the reader is working on an object that has had it's Aura altered the judge must- secretly- roll 1D20 against the reader's psionic dominance if the roll is below the character's dominance then the reader notices that the object has an altered Aura; but they will not automatically see what has been hidden by the change. To read the altered factors the reader must expend 5 pts. of psionic energy for each altered factor read.

Range: The object must be in full view, the lighting conditions do not matter.

Psionic Energy Expense: 3 pts./bit of information read plus 5 pts./bit of altered information read.

Cellular Restoration: co-requisite Ability; Telekinesis

This Skill enables a character to repair damage done to the physical structure of a living being. A character is able to heal 3 hit points of damage per level of competence with this Skill by the application of the base psionic energy expenditure (see the Psionic Energy Expense listing at the end of the description for this Skill.) After the character has possessed this skill for 5 levels of competence they may begin to regenerate the smaller and simpler parts of the body. As the character gains experience with this skill they are able to regenerate larger and more complicated portions of the body. The limits of a character's regenerative skill are listed below.

Fifth level of competence; first level of regenerative competence, restoration of minor features; nose, outer ear, fingers, toes, etc.

Psionic Energy Expense: 8 pts./ restored part.

Seventh level of competence; second level of regeneration, restoration of internal organs; stomach, spleen, liver, lung, heart, and whatever else that particular creature may have inside.

Psionic Energy Expense: 10 pts./restored organ

Tenth level of competence; third level of regeneration, restoration of sensory organs; eyes, inner ear, tongue, etc.,

Psionic Energy Expense: 15 pts./ organ restored

Fourteenth level of competence; fourth level of regeneration, restoration of major limbs; legs, arms, tentacles- if applicable, etc.

Psionic Energy Expense: 22 pts./ limb restored

Nineteenth level of competence: fifth level of regeneration, restoration of central nervous system.

Psionic Energy Expense: 31 pts./ section restored

Note: The energy expenses listed for regeneration are in addition to what must be expended to heal the lost hit points.

Range: Physical contact

Psionic Energy Expense: Base expenditure 7 pts.

Command: co-requisite Ability Telepathy

When the Skill of Command is used on someone they will obey that command unhesitatingly and unthinkingly. The catch is that the command given must be very simple and require no conscious thought to carry the command out. (examples; stop, silence, run, etc.)

Note: Commanding a character to die is not a permissible command as it require the conscious use of some instrument to carry out the command. The command given remains in effect for one combat turn (melee round, sequence, phase, etc..)

Range: 1 meter radius per level of competence

Psionic Energy Expense: .5 pts./creature affected

Cure Insanity:

This Skill enable a character to cure all forms of insanity not the result or organic problems (brain damage, drugs, poison, etc..) The exact form of insanity must be determined before a cure can be effected.

Range: Physical contact

Psionic Energy Expense: 10 pts.

Paralyze: co-requisite Ability Energy Control

This Skill enables a character to empathically reach out and subvert an opponent's nervous system. The energy control ability is 'piggybacked' on the empathy ability and used to suppress the electro-chemical impulses in the 'target's' nervous system.

Initially a character must touch their 'victim' - roll as if for a physical attack- in order to initiate paralysis, it is necessary to keep touching the 'victim' to keep them paralyzed. With experience a character is able to project a field around themselves that is able to paralyze anyone within the area of the field, or one specific person in the field (the field's effect is an all or only one proposition.) In order to keep the persons within the field still, the character projecting the field must also keep still. Otherwise the moves made by the character will be exactly copied by those characters that are held in the field. Every five levels of competence- beginning with the fifth- the radius of effect increases by 1 meter (up until the fifth level of competence the character must touch their targets, they are not capable of projecting a field of paralyzation.)

Range: 1 meter radius from the character for each five levels of competence.

Psionic Energy Expense: 20 pts./ turn per character held.

Scan: co-requisite Ability E.S.P.

Scanning is a Skill that enables a character to 'see' into another character's physical being and 'look' for damage or disfunction. A character that has learned this Skill is able to 'see', 'touch', 'hear', and any other sense that they may possess the bodily functions and mental processes of any other character by the E.S.P. sensory analogues.

There are several levels of mental focus and concentration intensity involved with this Skill, each level goes into deeper and subtler levels of a character's physiological and mental makeup. The levels are as follows:

1. Extent of surface wounds; depth of wound, proximity to vital organs, etc.
2. Bodily functions; pulse, heart rate, respiration quality, etc.
3. Neurological and mental processes; severed nerves, brain damage, nervous energy flow and distribution, psionic energy flow and distribution, mental psychosis, etc.
4. Gross cellular function; bacterial infections, forms of massive radiation damage, etc.

Note: This fourth level is the primary level of function for Cellular Restoration.

5. Deep cellular function; actions of poisons, hormonal balances, virus infections, and in general any cellular functions that more closely resembles chemistry than biology.

Every three levels of competence allows a character to probe one extra scanning level without expending more than the minimum psionic energy expenditure. Only one character can be scanned at one time.

Range: Line of sight

Psionic Energy Expense: 4 pts./ scanning level

Truth Tell:

From a diplomats point of view the use of this Skill can be dangerous. Anybody within the area of effect of this Skill is not able to tell an untruth. (Note: matters of opinion may not necessarily show up as untruths, a character may hold a belief that they believe to be true.) If an untruth is spoken then the other characters within the area of effect will know it.

Range: 1 meter/level of competence

Psionic Energy Expense: 5 pts./ being that is in the area of effect.



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E.S.P. Skills:

Roll 1D6 for random selection.

1. Clairaudience
2. Clairvoyance
3. Locate
4. Precognition (co-requisite Ability; Etherealness)
5. Ventriloquism (co-requisite Ability; Telepathy)
6. Roll again



Descriptions of E.S.P. Skills:

Clairaudience:

This Skill fine tunes and focuses the use of E.S.P. so that it is no longer necessary to use an intermediary being to obtain sensory data about a remote site. A character that has developed clairaudience is able to listen into an area not necessarily near them with the power of their Mind alone. (As an example; a party has come upon a door, the party listens at the door but either the door is too thick or there is nothing behind the door, the party suspects that there is something behind the door because of a strange odor at the doorway, one of the characters in the party has clairaudience and uses their Skill to confirm that in fact there is something active behind the door, just what it is can not be determined from the sounds it is making.)

The area that can be listened into with clairaudience is one meter radius around a point up to 5 meters away from the character possessing this skill. The area of effect increases one meter of radius per level of competence. The distance that the circle of clairaudience can be placed away from the character increases by 5 meters every three levels of competence.

Range: 5 meters per three levels of competence, with an area of effect one meter in radius per level of competence.

Psionic Energy Expense: 7 pts./ turn

Clairvoyance:

This Skill is very similar to Clairaudience. The primary difference is that Clairvoyance utilizes the sense of sight rather than hearing. While the range of Clairvoyance is the same as that for Clairaudience (5 meters per level of competence), the area of effect has quite different limits. With Clairvoyance a character 'sees' just what they would see if they were standing in the location, but as if the lighting conditions were half as bright as they actually are in the area (e.g. if the light conditions are good enough for a character to see 20 meters, then by clairvoyance a character could see only 10 meters clearly.)

Note: Characters that have the natural ability to see infra, ultra, and other-vision can use them with the Skill of Clairvoyance. Characters that do not possess these other types of vision will need to develop a new Skill in order to use them in a clairvoyant manner.

Range: 5 meters per level of competence, with a vision range equal to half the normal vision range for the lighting.

Psionic Energy Expense: 10 pts./ turn

Locate:

This Skill enables a character to locate the whereabouts any object well known-or completely described- to the character. In the instance of an object that must be described to the character, a poor description can cause the character to mistake another object for the right object. Possession of a piece of the object sought will eliminate the chance of finding a different but similar object.

This Skill does have limitations. The locate skill can not cross the boundaries of a Plane of Existence (e.g. if the object sought is on the Ethereal Plane the character must also be on the Ethereal Plane in order to successfully localize the objects position) nor can this Skill show where an object has been or where it will be. The object must also be in range of the character's effectiveness with this skill. The range of "Locate" is 10 meters per level of competence. Once a character has successfully located the object of the search they will be lead to it as if by a bump of direction (i.e. the character knows when they are headed toward the object and when they are not), provided they do not follow a path that will place themselves and the object out of range of each other. If the character lets the object get out of range they will have to relocate it.

Range: 10 meters per level of competence

Psionic Energy Expense: 5 pts./ turn

Precognition: co-requisite Ability: Etherealness

Precognition is a Skill that enables a character to experience the future. The future experienced by the character is not necessarily the only future the character may face, it is simply the most probable future at the time the character uses this Skill. What actually occurs in a character future is contingent upon the events leading up to that point in time.

When a character attempts to use their precognitive talent they must set the contingency conditions before the judge can answer. After the contingency conditions are stated and before the judge replies the judge should roll 1D20 against the character's psionic dominance. If the roll is below the character's dominance the judge must tell the character what their future holds for them, within the limits of the contingency conditions (providing that the judge is in a position to positively state the future in accordance with the conditions.) If the roll is equal to or greater than the character's dominance then the judge is at liberty to give the character whatever condusing and complicated story they wish (the roll indicated that the character was unable to properly sort out all the possible futures from the most likely one.)

If the check roll shows that the character is unable to sort out their probable future then the confusion created can cause insanity in the character. The base chance of a character going insane is 70% (roll on percentile dice) the base chance is reduced by 5% per level of competence. (They insanity will manifest itself in the form of delusions and a general incapacity to differentiate reality from potential reality; halucinations, delusions, dementia, etc.)

Range: not applicable

Psionic Energy Expense: 5 pts./turn in the future precogged

Ventriloquism: co-requisite Ability Telepathy

Ventriloquism is a Skill that enables a character to project their sub-vocalizations into another location. The results of the Skill are not heard physically but are heard physically but are heard in the Mind of those in the target area, (they hear it through their normal sensory nerves rather than as a telepathic message.) Ventriloquism is quite useful for all forms of trickery.

There are several volume levels involved with this Skill each being useful to gain certain ends (depending on whether the desire of the character is to subvert, harangue, coerce, or whatever.)

The levels are as follows:

1. **Sub-Audible:** at this level of operation has an effect like an inner voice (a voice of conscience if you prefer.) When used for subersion, rolls for loyalty checks and attacks are modified by + or - 1 (depending on whether the skill is used to erode or boost morale.)

2. **Whisper:** This level of audibility sounds just like someone whispering in your ear. Of course when the subject of this skill looks around they will be unable to find the whisperer. (This level is most effective when used to produce paranoia in a subject- it makes them think that there is a conspiracy against them, or for making the subject think there is an invisible person in the room when in fact there is not.) When used to unnerve a subject this level of the skill causes the subject to roll against their intelligence scores at a -1. When this level is used continuously for more than one turn then the subject rolls at an additional -1 for each turn they have been operated on. If the subject loses a roll then they will move to take action against their fears.

3. **Normal Voice:** The volume at this level is pitched at the level of normal conversation. It has no effect on the subject other than those to be expected when talking to a disembodied voice. Remember that those characters outside the area of effect will hear nothing other than the replies those characters in the area of effect are making, if any.

4. **Shout:** The volume level is rather obvious. This volume level is best used for creating confusion by shouting out false alarms, giving false orders, etc. When used to cause confusion all those subjects in the area of effect must save versus their intelligence- at -3 to the roll- or take action. Remember that those outside the area of effect will hear nothing.

5. **God Voice:** This volume level sounds like the voice of a god to the subjects affected. The subjects will feel as if the entire room is vibrating with the sound of this god-like voice (though in fact only their nerves are being stimulated.) This volume level is quite effective for delivering ultimatums, inspiring religious zeal, etc.. There is a real danger of those creatures in the area of effect going deaf from the application of this skill at this intensity, roll versus constitution a roll greater than the constitution indicates the creature has in fact gone deaf. (For monsters roll against the number of hit dice the monster has. The roll is made on dice appropriate to the number of hit dice, below 20 dice roll 1D20, greater than 20 dice roll an appropriate number of D20's)

Note: The description and suggestions of the volume levels do not mean that the levels can be used only in the manner described.

What is listed are only suggestions to give the players and the judge some guide lines to work from.

Range: 10 meters per level of competence, plus a 1 meter radius per level of competence area of effect.

Psionic Energy Expense: 5 pts. multiplied by the volume level per turn.

Etherealness Skills:

Roll 1D8 for random selection.

1. Spirit Speak
2. History Scan
3. Pass-way (co-requisite Abilities; Energy Control & Telekinesis)
4. Read Objects
5. Shades (co-requistite Ability; Energy Control)
6. Spacewarp
7. Teleportation (co-requisite Ability; Telekinesis)
8. Roll again

Descriptions of Etherealness Skills:

Spirit Speak:

This skill enables a character to 'travel' to the planes of existence where the dead continue to 'live'. (Since these planes correspond to the various heavens and hells the gods, demons, and devils appropriate to that portion of the plane can also be contacted.) The being that the character wishes to contact must speak a language common to both and must be either well known to the character or the character must have some possession that once belonged to the being that the character wishes to contact. Even when the conditions for contact are perfect the spirits tend to be very difficult to work with, most spirits want nothing to do with the living.

After the character has successfully-rolled against their mental dexterity-managed to make contact with the proper spirit the judge should make a standard monster reaction roll (taking into account whether or not the character and spirit are known to each other.) The result of the roll tells the judge if the spirit is willing to talk with the character or would rather be left alone. If the spirit is willing to speak with the character, then the spirit will try to keep the character on that plane of existence. To return from a successful 'trip' to the plane of the Dead a character must roll on 1D20 against their psionic dominance. Failure to roll under their psionic dominance means that the character has either decided to remain in the realms of the dead or that they are unable to return by their own powers (this latter occurrence is quite common when speaking to supernatural beings.) A characters body can survive without the character's mentality being present for one day per three points of psionic dominance, after that period of time the character's body dies.

Range: Not Applicable

Psionic Energy Expense: 10 pts. initially plus 8 pts./turn

History Scan:

History Scan is a skill that gives access to that plane of existence where past events continue to be real. (Note: this particular plane of existence is one of the planes of the Mind and so has no true relation to the 'standard' planes of existence.) The character is able to 'speak' to persons living in that time period (provided those people had- have?- the psionic capability.) It is also possible to gather information about the geography at that time, the customs, and all manner of things pertinent to the particular time being 'visited'. In short the character experiences the time as if they were actually there. Since this plane is really only a matter of mental convention (it exists as a figment of the imagination if you prefer) there is no possibility of material transport between it and the physical world. Consequently it is not possible- by the use of this Skill- to either remove material from this plane or for a character to act directly to change the course of events.

When a character first develops this Skill they are only able to travel back one year into the past. This poor initial showing is soon overshadowed however as the limit a character can travel into the past doubles with each level of competence.

Range: Not applicable

Psionic Energy Expense: 10 pts./turn spent in the past.

Pass-Way: co-requisite Abilities Energy Control and Telekinesis

This particular Skill enables a character to pass through the seemingly solid materials of the physical world. It is one of the more complex Skills- requiring as it does the Ethereal, Energy Control, and Telekinetic Abilities- as well as one of the more demanding Skills. When using this skill a character insinuates the atoms of their physical bodies between the atoms of the substance they are passing through. The ease with which a character can pass through a substance is dependent on the density of the substance and how well ordered are the atoms in the substance. For ease of calculation the various substance can be categorized according to the following scheme:

1. Pure Crystalline substances (Note: Glasses and Plastics are not crystalline in structure.)
2. Hard Pure Metals
3. Hard Metal Alloys (Note: Steel is an alloy, not a pure metal)
4. Stone
5. Soft Pure Metals
6. Soft Metal Alloys and Wood or Fibrous Materials
7. Plastics and Glasses (Amorphous Substances)
8. Energy Fields and Collapsed Matter

Each numbered category represents a higher degree of difficulty in passage through the substance. (Example: 2cm. of glass is equal to 14 c. of pure crystal in terms of how difficult it is to pass through the material.)

When a character first develops this Skill they are able to pass through 3 cm. of type 1 (pure crystalline) substances. Every level of competence enables a character to pass through an additional 2 cm. of type 1 substances. This 3 cm. plus whatever the characters competence level adds is the character's base distance, or the distance they can pass through a type 1 substance with only the minimum psionic energy expenditure.

Range: Not applicable, this Skill applies only to the character possessing it.

Psionic Energy Expense: 20 pts./ Base distance passed.

Read Objects:

This Skill enables a character to read an object's history through the psionic impressions left on it by it's previous owners. The continuity of the object's history 'breaks' every time it comes into the possession of a new owner. Just how far into an object's past a character can penetrate depends on how competent the character is with this skill, for every level of competence a character is able to penetrate one additional owner level into the past of the object. (Note: the sequence of owners ends- begins actually- with the objects manufacture.) If the object has been acted upon by Aura Alteration the object's history can be all fouled up and so what a character reads on such an object need not be in fact true.

Range: Physical Contact

Psionic Energy Expense: 10 pts./ Owner interval examined

Shades: co-requisite Ability: Energy Control

This is a rather peculiar and exacting Skill; with it a character is able to temporarily give some being that has died a foothold in the physical universe that they lost when their body died. This foothold is provided in the form of a Shade.

Producing the Shade is a task that demands a lot from a character's psionic powers. Contact with the 'dead' being is made through the character's Ethereal competence. While the 'physical' part of the Shade is produced through the agency of Energy Control. (The Energy Control Ability is used to form a sort of envelope into which the presence of the 'dead' being can be inserted.) To create the 'physical' envelope the character must expend 2 pts. of psionic energy for every Hit point the Shade subject had prior to their death. Once the Shade has been formed the character must continue to support it with a psionic energy expenditure equal to one-half of the shade character's hit points, this expenditure must be made each game day. If a character dies while supporting a Shade then the Shade dies with them. (Note: a Shade is not resurrected along with the character, if the character wants the Shade back they must recreate it.) If it should happen that the Shade back they must recreate it.) If it should happen that the Shade is killed before the supporting character then the character will fall into a coma for as many turns as the Shade had hit points.

In appearance a Shade looks exactly like a ghost, it has no solid physical structure- being formed out of pure energy as it is- and it's primary plane of existence is the Ethereal plane. However, a Shade is not a ghost. The Shade of a character has all of the powers that it had when it was alive in the normal sense. A shade is not able to use physical weaponry although they can use any spells or psionic powers that they could use when they were alive. The fact that a Shade can not use physical weaponry does not mean that they are unable to make physical attacks, a Shade is able to create their own weaponry out of themselves. These weapons are called shadow weapons. Because of their Ethereal origins shadow weapons ignore all types of material armor-energy shields and magical protections add their bonuses- when the Shade rolls to hit. When a Shade hits successfully the weapon does only one-half of the damage normally done by that weapon type (i.e. a shadow broadsword only does half the damage by a normal broadsword), shadow hits do not get strength bonuses. (Note: When doing battle in the Ethereal plane Shadow weapons do normal damage for the weapon type.) Shadow weapons have one peculiar property, when they strike they leave no wound they merely subtract hit points. Attacks against Shades are conducted as if they were Ghosts, with weapons and spells effective only on the ethereal plane, psionic attacks excepted.

Range: Once a Shade has been created it is free to go where it wishes, but will in general will remain close by the character that created it.
Psionic Energy Expense: Special, see the last half of the second paragraph.

Spacewarp:

With this Skill a character is able to distort the relationship between Space and Time. In distorting the Space-Time relationship a character is able to either shorten a path in absolute distance or absolute them. Of course when using this Skill it is much more likely that the character will become lost. The psionic energy expense and the probability of becoming lost are all dependent upon the distortion factor the character is using.

Simply put the distortion factor is the ratio between the absolute distance or time and the adjusted distance or time.

Example 1:

A character wishes to travel in one day what would normally take three days. The distortion factor—in this case a temporal distortion factor—is 3.

Example 2:

A character desires to save wear and tear on their means of transport, but is in no great hurry. So they choose to halve the distance while letting time flow 'normally'. In this case the distortion factor is 2.

Example 3:

This character is both in an extreme hurry and does not wish to weary themselves, so they opt to both shorten the travel time to one-third and shorten the distance to one-third. The distortion factor in this instance is 9. (When there are distortions in both space and time the factors for each are multiplied together.)

The distortion factor determines how many times the character must roll against their psionic dominance. If the distortion factor is 3 then the character must roll three times. When a character misses a roll, — rolls over their psionic dominance of 1D20— then they have become lost; however the character will continue to roll until they have rolled the requisite number of times, (the character may become even more lost.) Every successful roll indicates the character has managed to successfully complete a portion of the total distance (the portion completed is proportionate to the ratio of successful rolls to the total number of rolls.) (If the character successfully completes 3 out of a total of 4 rolls then they managed to travel 3/4 of the distance to their destination before becoming lost.) When the character becomes lost then they are located within a circle with the center at the point on the path that they have successfully completed and a radius equal to the total distance the character had to travel multiplied by the number of rolls that were missed. If it should happen that a character misses all the rolls then they must roll one more time; if they miss this additional roll then they have lost control of this Skill and will wander in distorted space until rescued by someone with this Skill and either cures their dementia or reteaches them the Skill.

When travelling in distorted space the character becomes a locus of stability and is surrounded by a small area of undistorted space, things within this area are able to travel with the character. The maximum radius of this area is 1 meter radius initially and increases by 1 meter of radius for every two levels of competence. When travelling in this stable area and trying to do combat all rolls to hit are reduced by the distortion factor.

Range: Not applicable

Psionic Energy Expense: 5 pts./ Distortion factor per game hour of travel.

Teleportation: co-requisite Ability; Telekinesis

Teleportation is a skill born of the conceptualization that any two points in the physical universe, no matter how far apart, are actually adjacent to each other on the Ethereal plane. However, this most useful conceptualization comes to nothing without the force and power of the telekinetic ability to give it effectiveness.

Since the end points of the teleport are in fact adjacent to each other there is really very little room for errors to happen. Range is no problem with this skill since it presupposes that the starting point is geometrically (in a Space with a minimum of 5 dimensions) right next door to the destination, if there is no distance moved through the concept of range simply can not be considered. This means that there can be no errors from mistaking the distance to the destination. Because the two end points of the teleport must be fully defined through the agency of the Ethereal plane the chances of arriving at the

destination under some rather embarrassing circumstances--arriving inside an object in the room, materializing well above the floor level, or arriving in the midst of a pitched battle are virtually non-existent. However, if the character is not totally familiar with the place they are supposed to teleport to they may well arrive in a place that looks very much like the place they were supposed to arrive at but is in fact not at all the right location. Whenever a character teleports into a place they are not very familiar with and without some sort of landmark or marker beacon, the judge must roll (secretly) on 1D20 against the character's psi. dom. then they arrived at the proper place. If the roll equals the character's psi. dom. then they have arrived at the wrong place but are aware of their mistake. A roll greater than the character's psi. dom. means that the character has teleported to the wrong place but is unaware of the error. As they gain experience with this skill some characters may have cause to wish that the only possible error was the chance of being quickly- if somewhat untidily- dead, after having teleported into the radically wrong place at the very wrong time.

Because teleportation involves the transport of mass, an expenditure of psionic energy and psionic force (telekinetic) are required to effect the transfer. Upon developing this Skill a character is able to teleport 10 kg. (22 lbs., 353 oz., or 220 GP) in mass at the minimum energy expenditure. The mass that a can effectively handle in a teleport increases by 5 kg. (11 lbs., 176 oz., or 110 GP.). The teleporter can teleport as many different object as they wish so long as all the objects are in direct physical contact with them and the appropriate amount of psionic energy is expended.

Range: Not applicable

Psionic Energy Expense: 20 pts./base weight.

Energy Control Skills:

Roll 1D6 for random selection.

1. Crystal Shatter
2. Energy 'Jar'
3. Levitation (co-requisite Ability; Telekinesis)
4. Life Call (co-requisite Ability; Empathy)
5. Subsistence
6. Transmutation (co-requisite Abilities; Telekinesis & E.S.P.)

Descriptions of the Energy Control Skills:

Crystal Shatter:

A character that has developed this Skill is able to change the binding energy between the atoms of a substance. More simply put this skill enables a character to cause an object to crumble to dust, 'explode', or anything in between. A character is able 'move' a substance through the various physical states (Solids, Liquids, Gases, Plasmas, etc.) through the application of this Skill alone. The shifts of state occur without a temperature increase and the substance will -of -course- return to the physical state normal for that substance once the character ceases to act upon it with this skill. (Note: the shape of an object is not an inherent part of the material's physical state, consequently when the material of an object has undergone a force change of state it need not return to the shape of the object when the material reverts back to it's normal physical state. When a solid object is changed to a liquid, unless some action has been taken to preserve the shape of the object, it will flow out like water and will revert to a solid in the shape that it flowed into while it was in the liquid state.)

The psionic energy required depends upon the degree of change brought about by the character. The following is a listing of the degrees of change, they are listed in order of increasing psionic energy demand.

1. A change in structure without a change of State. Solid objects turn into dust, liquids split up into smaller drops, etc.
2. A single change of State. From a solid to a liquid, from a liquid to a gas, etc.
3. Double changes of state. Changing a solid into a gas without the intermediary step of changing the solid into a liquid.
4. Triple changes of state and explosive alterations of Structure. Changing a solid directly into a Plasma. Shattering a crystal.

The degree of alteration (1 thru 4) is multiplied by the base psionic energy expense- listed in the usual place at the end of the description for this skill- to give the actual psionic energy needed to perform the desired change.

The amount of mass that a character can affect with the base psionic energy expenditure is a function of the character's experience with this skill. Initially a character is able to affect up to 50 gms. (0.1 lbs., 1.6 oz., 1 GP.) of material. Every two levels of competence an additional 50 gms. of material can be affected with only the base psionic energy expense. Note: An explosive alteration of an object is capable of doing a considerable amount of damage. The explosive alteration of 50 gms. of material is able to do 1D6 of damage. The radius of damage for such an exploding object is 1 meter of diameter for every die of damage potential released from the object.

Range: The object to be altered must be close enough for the character to be able to see it.

Psionic Energy Expense: (base) 10 pts. +5 pts./ turn

Energy 'Jar':

This skill opens up a new option for the Energy Control ability, storing the energy. The energy can be stored in any material substance and in any form (heat potential, electrical potential, magnetic potential, gravitational potential, etc.) A character can store the energy in such a manner that only their conscious decision to release the energy will release it. Or the energy can be stored in such a way that certain physical occurrences will release the energy. (shattering the object in which the energy is stored for example.) An object that has energy stored in it will display this fact in its Aura (the aura will be more intense though it will show no other anomalies.)

Energy 'Jar' not only requires a character to expend psionic energy when storing the energy but when the release that stored energy as well. In the case of stored energy being released by specific physical conditons, the released psionic energy is expended when the release conditions are set. The stored energy is measured in terms of the damage potential in hit points. The number of hit points of energy stored determines how much psionic energy must be expended, 5 pts./ hit point stored. The range of this skill is 5 meters in radius initially which then increases by 5 meters radius for every two levels of competence. This means that a character is able to store any energy within their radius and store it in any object that is also within that radius, no damage is done to the object in which the energy is stored.

Range: 5 meters radius plus 5 meters radius for every two levels of competence.

Psionic Energy Expense: 5 pts./ hit point stored

Levitation: co-requisite Ability; Telekinesis

Levitation is a skill in energy and force manipulation that enables a character to 'bend' gravity to their will. The character is able to effectually negate, intensify, or change the orientation of gravity through selective manipulations of the gravitational field. For every level of competence a character is able to alter the strength of gravity by 0.2 g (1 g is equal to the strength of gravity on Earth.) The alteration to the gravitation field occurs in an area of effect with a maximum radius of 0.5 meters per level of competence. The center of the area of effect can be placed up to a distance of 3 meters- per level of competence- away from the character performing the manipulation.

Range: 10 meter/ level of competence + an area of effect 0.5 meters in radius per level of competence.

Psionic Energy Expense: 15 pts. + 5 pts./ turn

Life Call: co-requisite Ability; Empathy

This discipline enables a character to manipulate and focus that synergetic field commonly called the life force. When this Skill is in use no creature in the area of effect can die and any attacks made within the area under it's influence are able to do only one-half the normal damage. When used after a battle this Skill allows a character to heal some of the damage taken during the conflict. This Skill has one adverse side effect, since all creatures within the area of effect are 'strengthened' the probability of developing an infection or contracting a disease increases dramatically (double the probability) and the infection or disease advances much more rapidly (one days development for every hour spent under the influence of Life Call.) Because of the potential hazards from the side effects of this Skill a character would probably be wise to use it only sparingly.

As the character gains experience with Life Call their ability to control it increases as well. For every three levels of competence the character is able to heal 5% of the damage taken on all of the creatures in the area of effect, simply by applying this Skill. (Note: 5% of the damage is healed each hour the creatures are under the influence of Life Call.) The area of effect is 2m in radius- centered about the character- per level of competence.

Range: 2 meters radius per level of competence.

Psionic Energy Expense: 7 pts./ turn (not hour, turn)

Subsistence:

This Skill enables a character to draw energy from the surrounding environment in order to supply their bodily needs. (Some of the available energy sources are ; sunlight, heat from a campfire, electrical energy, a planet's magnetic field for that matter, etc.) By using this Skill the character is able to survive without food, although it will not avert the psychological or physiological effects of not actually eating something.

Range: Not applicable; this skill only the character using it.

Psionic Energy Expense: The character must expend double their hit points in psionic energy points each day that they do not eat anything.

Transmutation: co-requisite Abilities; Telekinesis & E.S.P.

Transmutation is a Skill based upon the manipulation of the energy balance of an atom and the rearrangement of the elementary particles in the nucleus by Telekinesis. (E.S.P. is needed so that the character is able to sense the manipulations being performed.) This Skill gives the character the capability to change one element into another element- not elementals, elements- (e.g. the classic Lead into Gold routine.) A character is only able to Transmute reasonably pure materials and, correspondingly, is not able to perform transmutations that would create an alloy (the manipulations

necessary to work successfully on impure materials or to create the appropriate amounts and distribution of impurities found in an alloy are simply too complicated and too extensive for one Mind to grasp.) (Note: Steels, Mithral, Oricalcum, etc. are all Alloys- mixture of different metals.) However, a character is able to create new elements with this Skill.

Initially a character is able to Transmute up to 50 gms. of pure material, this increases by another 50 gms. (0.1 lbs., 1.6 oz., 1 GP.) for every level of competence.

Range: 1 meter

Psionic Energy Expense: 10 pts.

Telekinesis Skills:

Roll 1D8 for random selection.

1. Telekinetic Force Barrier
2. Telekinetic Force Blade
3. Invisibility (co-requisite Ability; Energy Control)
4. Kineticse
5. Molecular Synthesis (Caution, this Skill requires a fairly extensive knowledge of Chemistry. If the judge wishes they may forbid the aquisition of this Skill.)
6. Molecular Restructuring
7. Muffle
8. Roll again

Descriptions of the Telekinetic Skills:

Telekinetic Force Barrier:

With this Skill a character is able to protect themselves from physical attacks by projecting a field of telekinetic force. This force field is configured in such a manner that it is always counterposed to the motion of any object within the field, thus slowing the object down. As the object slows down it's damage potential is reduced. (Note: this applies to any object within the field regardless of whether it is incoming or outgoing.) The reduction of the damage potential is -of course- dependent upon the strength of the field.

The protection provided by the barrier is calculated in terms of hit point reduction. (The stronger the field the more hit points are subtracted from the damage potential of the object.) For every hit point of damage reduction capacity the character must expend 5 points of psionic energy.

Range: 0.5 meter radius per level of competence

Telekinetic Force Barrier: continued

Psionic Energy Expense: 5 pts./ turn

Telekinetic Foce Blade:

When a character has developed this Skill they are able to focus their telekinetic ability into the form of a blade. This blade of force is- for all practical purposes- the equivalent of the more standard material blade. The blade when used for close combat extends along a line passing through the character's forearm and the character must roll to hit as if they were using a normal weapon, when 'thrown' (the character points their arm at the target and visualises the 'blade' as being shot away from them toward the target) the character must roll against their mental dexterity in order to hit. The damage potential of this weapon is fixed at the same as a Two-handed sword- regardless of whether it is used in an in-hand manner or thrown.

When first developed, this Skill enables a character to focus a blade only 20 cm. in length (8 inches.) For every level of competence the length increases by 10 cm. (4 inches.)

Range: 20 cm. + 10 cm. per level of competence when 'hand held' 5 meters per level of competence when thrown.

Psionic Energy Expense: 20 pts./ turn

Invisibility: co-requisite Ability: Energy Control

When using this Skill a character must control both the motion of the air around them and the distribution of the light energy surrounding them, or another object. While an object is made essentially invisible by the use of this Skill, under certain conditions the object's location can be seen. In strong lighting conditions (equal to full daylight) the air around the object- at the interface of where the area of effect ends- will have a slight shimmer to it- like the air above a dark area on a hot day. In total darkness the object will be lined with a faint blue glow- again at the interface of where the area of effect ends. An object will remain invisible only as long as the character continues to keep it so- if the character's concentration is broken then the object will become visible. (Note: unlike the other methods of making objects invisible this method also quiets the sounds coming from inside the area of effect as well.)

Range: 3 meters from the character per level of competence with an area of effect of 0.5 meters in diameter per level of competence.

Psionic Energy Expense: 20 pts. + 5 pts./ turn.

Kinetics:

This Skill enables a character to increase the relative motion of the molecules in a substance- using only their telekinetic ability- and so raise the temperature of the substance. The character possessing this skill is able to cause a 10' C rise in 100 gm of material in 10 seconds when they first develop it. A character's capacity increases by 100 gms. per level of competence. (Or the character can increase the temperature of the base 100 gms. an additional 10' C per level of competence in the same 10 seconds.) 100 gms. of material is approximately equal to 100 cubic centimeters of liquid, 20 cubic centimeters of a solid, and 0.5 cubic meters of a gas.

Alternate Method of Determining a Character's Effectiveness:

The application of this Skill is able to impart 1 Kcal. of heat energy to any material in ten seconds of time per level of competence. (1 Kcal. is the amount of energy needed to raise the temperature of 1000 gms. of water 1' C.) If the specific heat of the subject material is taken into account then the true temperature rise can be calculated for the amount of energy imparted to the material. To determine the proper temperature rise, divide the heat energy inputed by the material's specific heat.

Range: 1 meter per level of competence

Psionic Energy Expense: 15 pts./ 10 second period.



Molecular Synthesis:

Note: It would be advisable for players and judge's, that are not fairly familiar with Chemistry, to avoid this Skill.

Molecular Synthesis is the Skill of manipulating the atoms of a compound into new combinations, thus synthesizing a new compound out of the parts of the old. The need for chemical knowledge comes from the fact that this Skill does not enable a character to synthesize a compound if all the necessary elements are not present in the original compound. (Example: Water contains the elements Hydrogen and Oxygen, but Carbon, Nitrogen, and many other elements ranging in concentration from very slight traces to fairly large concentrations. There fore the occurrence of changing water into wine is not possible with this Skill; although changing wine into water would certainly be possible.) Since it is necessary to have all the elements necessary to the final product present in the 'raw material', the more complicated a substance is chemically the more useful it is with this Skill. When performed the synthesis occurs virtually instantaneously, with the unused portion of the elements dropping out as pure elements. In respect to by-products this Skill has definite advantages over the more usual synthesis procedures.

A character is by no means guaranteed that the desired synthesis will take place according to their desires. To successfully accomplish a synthesis a character must roll- on percentile dice-over twice their Mental Dexterity Score (i.e. if a character has a mental dex. score of 20, they must roll 40 or better on percentile dice in order to succeed.) If the character has a sample of the desired compound then the probability of a successful synthesis is increased to the point where the success roll is made against just the character's Mental Dexterity score - as opposed to twice the mental dex. score. A character's chance of success increases by 2 points off the mental dex. roll per level of competence. If the character is unsuccessful in this synthesis attempt the substance will have changed but what it has changed to will be wholly up to the discretion of the judge. (Suggestions for slipped syntheses; poison, hallucinogenic drug, a virus, or a very useful but essentially unduplicatable material- some new sort of plastic for instance.) If the character misses the synthesis then the material will be useless to them for any further synthesis; all synthesis performed with this skill are closed processes both the initial material and the final product must be known to the character- a slipped synthesis means that the character does not know just what they have created.

A character is able to manipulate up to 50 gms. of material per level of competence.

Range: Within arm's reach.

Psionic Energy Expense: 30 pts.

Molecular Restructuring:

This Skill enables a character to rearrange the molecules of a material into a new crystal structure. In operation this Skill breaks down into the distinct modes.

Model:

All materials-that are formed through simple physical processes- have small flaws in them, in this mode of operation this Skill enables a character to collect and reorganize these small flaws into one well organized flaw. (The reverse process is also possible, thus making a seamless object out of one that was made with a seam.) Organizing all the small flaws can either form or eradicate potential weak points in some object, thus making the object more likely or less likely to break under strain.

The probability of an object breaking along an organized flaw is dependent on the total amount of the object's cross-sectional area involved in the flaw. At the first level of competence a character is able to set up a flaw with an area of one sq. cm. in extent. The size of flaw that a character can create increases by 50% of the size of flaw the character could produce at the previous level (i.e. 1 sq. cm. at the first level, 1.5 sq. cm. at the second, 2.25 sq. cm. at the third, 3.4 sq. cm. at the fourth, 5.0 sq. cm. at the fifth, and so on.) The probability of an object fracturing because of an organized flaw is based on the percentage of the object's cross-sectional area- taken through the plane of the flaw- covered by the flaw. (Note: a cross-section in which the flaw covers 100% of the cross-section of the object does not mean that the object will be immediately split in two, it must be struck first.) The line of the fracture plane is traced on the object by the character's finger- or appropriate appendage.

Range: Physical Contact

Psionic Energy Expense: 25 pts.

Mode 2:

In very soft or molten materials a character is able to set the pattern and interspersing of the molecules or atoms in the material of an object. This impressed pattern becomes the permanent crystal structure of the material in an object. In this manner decorative work can be incorporated into the very structure of an object, Alloys can be made to approach their ultimate strength- generally about 100 times stronger than normal Alloys, and even more complex form of molecular engineering can be performed.

To properly set the pattern the character must roll - on percentile dice- greater than double their Mental Dexterity. For every level of competence the character adds 2 points to their roll.

Initially a character is able to set the structure in a volume of 15 cubic cm. (approximately 1 cubic inch.) This volume doubles every two levels of competence.

Range: Within 1 Meter.

Psionic Energy Expense: 20 pts.

Telepathy Skills:

Roll 1D6 for random selection:

1. Alien Telepathy
2. Animal Telepathy (co-requisite Ability; Empathy)
3. Eavesdrop
4. Hypnosis
5. Illusion (Co-requisite Ability; Empathy)
6. Roll Again

Descriptions of Telepathy Skills:

Alien Telepathy:

This Skill enables a character to communicate with other intelligent beings that have the psionic capability but no language in common. Because of the intense level of concentration required for the application of this Skill, the telepathic link can be extended to only one being at a time. Since the use of this Skill presupposes two beings of disparate backgrounds and mentality, the problems arising out of the meeting of one vastly superior Mind with a Mind that has achieved only a lesser degree of development do not typically occur. (Two Minds sufficiently alien to each other to require the use of alien telepathy are not able to reach a deep enough level or integration for a disparate development in psionic capability to matter.) However, the problems that arise out of cultural differences - a cultural predisposition toward cannibalism for instance- can definitely put a kink in this most demanding of telepathic forms.

Range: Within visual contact.
Psionic Energy Expense: 10 pts./turn

Animal Telepathy: co-requisite Ability; Empathy.

Animal Telepathy is a rather odd mixture of the Telepathic and Empathic Abilities that enables a character to make telepathic contact with creatures that have very low- or even no- intelligence, but do possess the psionic capacity. This Skill finds entry to the subject creature's Mind on the empathic level, while the telepathic ability expands the scope of the contact beyond the mere emotional messages that Empathy picks up. In using their abilities in this manner a character is able to extract, at least semi-intelligent, information from creatures that have no true language and are not capable of abstract or logical thought.

There is, of course, no possibility of any sort of psionic lash back when using this Skill.

Range: Within Visual Contact.
Psionic Energy Expense: 8 pts./turn

Eavesdrop:

The standard telepathic contact can not be made without the subject character being aware of the contact. However, Eavesdrop is a highly disciplined form of telepathy that does enable a character to make contact- and extract information- without the subject being aware of their presence. The most demanding requisite of this Skill is the absolute necessity for the eavesdropping character to remain completely passive in the contact, any failure to keep absolute mental silence will instantly result in the subject becoming aware of the eavesdropper. (Absolute passiveness means that the eavesdropper can not speak, perform any activity requiring conscious thought- unless they happen to have a totally split personality-, nor can they attempt to direct the subject Mind toward more productive or interesting thoughts.) Remaining totally passive in the contact is no guarantee that a character will not be 'discovered' by the subject.

Each turn that the character is trying to eavesdrop on someone the judge must roll 1D20 against the character's psionic dominance score. A roll that exceeds the character's psionic dominance indicates that the subject has become aware of the character's presence in their Mind. If the character wishes to keep their identity a secret they must withdraw from the subject's Mind as soon as their presence is uncovered.

Note: This Skill does not work for Aliens or Animals.

Range: 5 meters per level of competence.
Psionic Energy Expense: 15 pts./turn

Hypnosis:

Note: This Skill does not work on aliens or animals.

This method of hypnotizing a subject is essentially the same as the non-psionic means, except that it is made somewhat more effective through the use of telepathic reinforcement. Like the other methods of hypnosis it is very difficult to implant suggestions that are contrary to the subject's normal behaviour, although simple suggestions can be implanted without much difficulty. Once a suggestion has been successfully implanted the subject will be unaware of the fact, they will willingly and as naturally as is possible carry out the suggestion.

Implanting a complex or contrary suggestion is by no means a simple or assured thing. Since implanting a suggestion is a form of assault on the subject's Mind the use of this Skill is essentially psionic combat, to successfully implant a suggestion the character must gain the upper hand in the combat. (Note: since hypnosis functions on the subconscious level the combat always takes the form of Psionic vs. Untalented.) When a character wishes to implant a suggestion, the subject must roll on 1D20 over the character's psionic dominance to successfully reject the suggestion. (For every 3 points of intelligence the subject has above the mean Intelligence score, the subject adds +1 to their roll. For every 3 points of intelligence below the mean score the subject adds -1 to their roll.) If the subject successfully rejects the suggestion then the character must rephrase the suggestion on the next attempt to implant it. There is no chance of a subject 'breaking' a suggestion successfully implanted with the use of this Skill, since the subject will be unaware of it as a suggestion. (Note: Simple suggestions that do not conflict with a character's normal behaviour, involve recent memory, are not inherently dangerous, or are very simple can be implanted without resistance at the judge's or the players discretion.)

Range: Physical contact initially; but after every two levels of competence a character is able Hypnotize from a distance of 1 meter.

Psionic Energy Expense: 10 pts./ suggestion without resistance 15 pts./ resisted suggestion.

Illusion: co-requisite Abilities; Empathy and E.S.P.

This Skill enables a character to 'cast' illusions into the Minds of other beings. The use of this Skill is always a form of psionic attack and it's use is governed under the rules of Psionic Combat. Subjects that fail to resist the illusion suffer the full effects appropriate to the illusion.

Characters that possess this Skill are able to 'cast' into one additional subject for every two levels of competence.

Range: 3 meters per level of competence.

Psionic Energy Expense: 10 pts./ turn

Extra-Ordinary Psionic Abilities:

Beyond the basic psionic abilities and the skills derived from the, a character may develop an extra-ordinary ability once they have gained over all of the basic abilities. (Note: The extra-ordinary abilities are not abilities in the same sense as the basic psionic abilities are.) Each extra-ordinary ability is a hyper-developed form of a single or combination of basic abilities, but the extra-ordinary abilities are not properly skills either. The power of each extra-ordinary ability is derived from the very special conceptual viewpoint that can come upon a character when they have obtained control over all of the basic psionic abilities.

Upon gaining control over all of the basic psionic abilities and having had control of them for at least one level of experience, a character may roll once to see if they have developed an extra ordinary ability. Like the roll for developing the psionic capability, the roll for an extra-ordinary ability is made on 5 D20. The sum of the dice indicates which of the extra-ordinary abilities the character may have developed. The breakdown for the different abilities is as follows.

91-00	Amplify
85-90	No ability gained
78-84	Impress
68-77	No ability gained
60-67	Forced Telepathy with Humans
54-59	No ability gained
47-53	Sense
41-46	No ability gained

- 33-40 Forced Telepathy with Animals
- 25-32 No ability gained
- 18-24 Forced Telepathy with Aliens
- 11-17 No ability gained
- 5-10 Transfer

According to what has been rolled the character will have either gained or not gained an extra-ordinary ability. If the character has in fact gained an extra-ordinary ability then they have one more roll to make this roll determines the psionic status of the ability. The roll is made on 1D20 against the character's psionic dominance. A roll that is less than the character's psionic dominance. A roll that is less than the character's psionic dominance indicates that the extra-ordinary ability has been gained exactly as described and the character has full conscious control over it. If the roll exactly equals the character's psionic dominance score then the character has gained the ability at double the described intensity; however the character will have to roll versus their psionic dominance one more time to determine whether they have full conscious control over it or it is latent (if the roll is under their psi. dom. then they have full conscious control otherwise it is Latent.) A roll that exceeds the character's psionic dominance indicates that the ability is gained as described but the ability is in a Latent state (the character must roll on percentile dice under their psionic potential each time they use their extra-ordinary ability.)

Note: An extra-ordinary ability that has been gained as a Latent can be brought into full conscious functioning in two different ways. A character with the extra-ordinary ability of Impress may help the character and 'open' the Latent ability into full conscious control. Or, a character that possesses the particular extra-ordinary ability and has full conscious use of it can try and 'show' the other character what is required to gain full control over the ability (roll 1D20, if the roll is less than the character's psionic dominance then they have succeeded in gaining conscious control of their extra-ordinary ability.)

For characters that fail to obtain an extra-ordinary ability by a random roll, all is not lost. An extra-ordinary ability can be taught (providing that the character possesses all of the requirements for gaining such an ability.) The teacher must have the ability desired by the character and must have the ability desired by the character and must have full conscious control over it. The act of teaching the character the extra-ordinary ability is not so much teaching as it is normally thought of as it is trying to beat the conceptual framework of the ability into the 'student's' Mind.

Teaching an extra-ordinary ability is done under full psionic combat rules. In order for the 'lesson' to take hold the characters involved must- in essence- fight a psionic battle (only in this instance the loser may be the winner.) The student must lose the battle and roll over the teacher's psionic dominance during each round of the combat. If on any roll the student fails to roll over the teacher's psi dom. but is the dominant combatant that round, then the student will become catatonic (this is the result of the teacher failing to show the student how to handle the perceptual alternations that are prerequisites to the extra-ordinary ability.) On the occasion that the student fails to roll over their teacher's psi. dom. and are the subordinate party in that round, the student will be rendered quite dead (this is the result of the teacher inadvertantly pushing the student to hard and forcing the Mind-Body complex that is the student to split into the two separate entities of Mind and Body.) Note: The splitting of a Mind-Body complex into the discrete components of Mind and Body is the psionic definition of death.)

Descriptions of the Extra-ordinary Abilities:

Note: The descriptions are listed in the order that they are pre-in random selection listing.

Amplify:

A character having this ability is able to inherently act as a psionic amplifier (see details for information on psionic amplifiers.) For every 10 points of psionic potential the character has they are able to act as a level one amp., if the ability is doubled in the character then it is a level two amp. for every 10 points. The character possessing the Amplify ability has one advantage over the larger artificial amplifiers, they are able to amplify any psionic power not just the ones the amp. was designed for.

Range: Variable, depends upon the power being amplified.

Psionic Energy Expense: (Written in the form Amp. level/psionic energy points.)

1/10; 2/15; 3/22; 4/33; 5/50; 6/75; 7/113; 8/170; 9/225; 10/383

11/575; 12/863; 13/1295; 14/1943; 15/2915; 16/4376; 17/6560

Impress:

Characters that possess this ability are able to 'teach' other characters specific psionic concepts (these concepts may relate to becoming a Full Psionic character from a Latent, a psionic Ability the character has, or a Skill that they also possess- it would be rather absurd for a character to 'teach' something that they did not know themselves.) The character possessing this ability quite literally impresses the necessary natural patterns on the subject's brain and the equally important conceptual patterns on the subject's Mind.

Range: The character must be in physical contact with the subject.

Psionic Energy Expense: 3 pts./point of subject's psionic dominance.

Forced Telepathy with Humans:

Essentially this ability is simply a very much stronger version of the basic Ability of Telepathy. With this ability a character is able to make telepathic contact with psionically Untalented characters. Unlike the basic telepathic ability this extra-ordinary ability has an extremely short range, in fact the character must be touching the subject in order to seal the contact.

Range: Physical contact with the Subject.

Psionic Energy Expense: 10 pts./turn.

Sense:

This extra-ordinary ability enables a character to directly sense the events around them, without the use of the more usual modes of sensory input. Characters with this ability simply knows where each thing in a given area is located, even in a silenced and darkened room. Those artifacts and agencies that baffle the senses have no effect on characters that have this ability. When striking during battle characters that possess this ability use their Mental Dexterity scores for hit probability (if the character's usual hit probability is better than their psionic hit probability use it instead.) Under no circumstances can a character that possesses this ability be surprised, when consciously using this ability.

Range: 1 meter per point of Psionic dominance.

Psionic Energy Expense: 5 pts./turn.

Forced Telepathy with Animals:

This ability is a superior form of the Animal Telepathy Skill. With this ability a character is no longer restricted to those animals that happen to have the psionic capability. This ability also enables a character to extend the telepathic contact with the animal to the extent of mental fusion, the fusion can be of three different types the character is dominant, the animal is dominant, and the character and animal act as co-equals (the animal has no choice in the nature of the fusion.)

Range: Initially there must be physical contact with the subject. Once contact has been established there is no limit to the range.
Psionic Energy Expense: 7 pts./ turn

Forced Telepathy with Aliens:

Essentially this ability is the same as Forced Telepathy with Humans, except that this ability enables a character to make contact with psionically Untalented characters that do not have a language in common with the character. With this ability a character needs to make physical contact with the subject in order to seal the contact.

Range: Physical contact with the subject.
Psionic Energy Expense: 15 pts./turn

Transfer:

This extra-ordinary ability is essentially an expansion of the 'Shades' Skill. With this ability a character is able to transfer the essential mentality of a being into a new 'Body'. The 'Body' can be any physical object, although the being's physical limitations will be determined by that object's physical limitations. (A crockery urn does not provide for a particularly interesting existence.) The effects of this ability are permanent unlike those of the Shades Skill.

When a being is transferred all (and only) their Mental characteristics are Transferred. (The characteristic score points that are actually transferred determine the psionic energy cost of the transfer.) Dexterity and Charisma are also included as mental characteristics; but since they also contain physical attributes as well only half of the being's Dexterity and Charisma scores are transferred. The dexterity and Charisma half scores are then added to one-half of the new 'Body's' original Dexterity and Charisma scores, the resulting numbers are the cores for the new Mind-Body complex. The purely physical characteristics are provided by the new 'Body'. (Note: In the case of psionically capable characters, their psionic associated characteristics must also be preserved in the transfer. However, only the psionic dominance score is counted when calculating the psionic energy expense. Their psionic potential, mental dexterity, and psionic energy store are not included when counting the psionic cost; but they are preserved intact in the transfer.)

Range: Within visual contact.
Psionic Energy Expense: 3 pts./ point of Mental Characteristic transferred.

Psionic Power Effectiveness:

Psionic powers do follow certain operational principles similar to what are called the Laws of Physics. One of the similar principles is the concept of Psionic energy. Just as events in the physical universe are 'powered' by physical energy, events in the psionic universe are 'powered' by psionic energy. A character's ability to store, generate, and manipulate psionic energy determines their limits of psionic effectiveness.

Psionic Energy Capacity:

Since the active use of psionic powers can easily require the expenditure of more psionic energy than a character can generate, the amount of psionic energy a character can store becomes very important. (Note: Just as "Physics" has energy quanta so does the 'physics' of psionics. For the convenience of the player a quantum of psionic energy is simply called a point.) The amount -number of points- of psionic energy that a character is able to store is dependent on the extent of their development of their psionic capability. For the purposes of determining how many points of psionic energy a character can store, the character's degree of psionic development breaks down into three separate criterion.

1. The number of Basic Psionic Abilities a character has developed. For every Basic Ability a character possesses they are able to store points of psionic energy equal in number to their Psionic Potential.
2. The number of Skills that a character has learned. For each Skill that a character has learned they are able to store additional points of psionic energy equal to 5% of their Psionic Potential in number.
3. If and when a character obtains an extra-ordinary ability they increase their storage ability by a number of psionic energy points equal to their Psionic Potential.

Example: A character with a psionic potential of 76 has the three Abilities, Telepathy, Telekinesis, and Empathy and has developed eight (8) Skills. The fact that the character has gained control over 3 basic abilities means that the character is able to store up to 228 points of psionic energy. The extra degree of control brought about as a result of gaining the 8 Skills enables the character to store an additional 32 points of psionic energy, thus increasing the total storage to 260. (Note: 5% of 76 is actually 3.8, whenever there is a fractional point as a result of taking the 5% for a Skill always raise to the nearest whole point.) Since this character is not yet able to have an extra-ordinary ability there is no additional storage capacity. A character's psionic energy capacity represents the maximum number of psionic energy points a character can possibly have at any given time. Since the use of psionic powers depletes this reserve and since it takes time to regenerate psionic energy, characters that are actively using their psionic capabilities will generally have less than the maximum psionic energy point level in reserve.

Generation of Psionic Energy

Up to this point a character's physical state has been irrelevant to the use of psionic powers; but in fact the condition of a character is quite important to their capability for generating psionic energy production capacity a new characteristic is needed. This new characteristic is called Condition and is calculated from the Strength and Constitution scores, the two scores are averaged together. Of course if demands are placed upon the Body's physical energy then the generation of psionic energy will be suppressed. The following is a chart showing the generation rates according to Condition score and activity- the rates are given in points per game hour.

Condition Score	1	2-3	4-5	6-7	8-9	10-11	12-13	14-15
Sleeping or Unconscious	11	14	16	18	19	20	22	25
Light Activity: Reading, Writing, Riding, etc.	4	7	10	12	14	15	16	18
Moderate Activity: Walking, Exercise, etc.	0	1	4	7	9	10	11	13
Heavy Activity: Running, Climbing, Fighting, etc.	0	0	2	4	6	7	9	10

Condition Score	16-17	18-19	20
Sleeping or Unconscious	29	34	40
Light Activity: Reading, Writing, Riding, etc.	21	25	30
Moderate Activity: Walking, Exercise, etc.	15	17	20
Heavy Activity: Running, Climbing,	12	13	15



Consuming double rations will add 50% to the appropriate generation rate.
Short rations will decrease the appropriate generation rate by 50%.
Potions that affect either the Strength or Constitution scores will have an effect on a character's generation rate commensurate with the adjustment to the condition score.

Just as large demands for physical energy affects the generation of psionic energy, the extreme depletion of a character's psionic energy reserves has an adverse effect on a character's physical condition. When a character has depleted their psionic energy reserves by 20% of the maximum, one point is temporarily subtracted from that character's Strength score. When a character has depleted their reserves by 40% of the maximum, then one point is then subtracted from their constitution score. At total psionic exhaustion -0 points of psionic energy in reserve- a character will have temporarily lost 5 points of Strength and 2 points of Constitution. These reductions

are real in their effect and continue the character has restored their psionic energy reserve up to the level at which the point was lost. (i.e. as the psi. energy reaserve reaches 20% of the maximum level the character gets back one point of both the Strength and Constitution scores, at 40% of the maximum another point of strength is restored, at 60% strength and constitution are restored by another point, and so on until all the points lost are restored.) Note: That the reductions in Strength and Constitution affect the condition score and so also affect the character's psionic energy generation rate.

Psionic Energy and Psionic Power Effectiveness:

Since the psionic powers are dependent on psionic energy to produce the desired effects, it would seem reasonable to expect that an extra expenditure of psionic energy would bring about an increase in the effect; and so it does. The psionic energy expense listed at the end of the description of each psionic power is the minimum psionic energy required to produce any effect at all. An additional expenditure causes a proportional increase in some aspect of the psionic power being used. The aspect being boosted can be range, area of effect, intensity, number of creatures affected, etc.. The increase in the effect is based on the character's personal effectiveness with the power they are using will be applied (i.e. the range, area of effect, intensity, etc..) Note: If the effects of a psionic power are reduced below a character's basic proficiency there is no commensurate reduction in the psionic energy requirements. The only real barrier to achieving a desired effect with a psionic power is how much psionic energy the character is willing to expend.

Psionic Combat:

The term "psionic combat" is a rather loose one, in that any use of any psionic power against anything could be construed as a psionic attack- and hence psionic combat. For the purposes of these rules psionic combat occurs only when a psionic power is used against something that is capable of actively resisting the attack. Any psionic power is a valid 'weapon' of choice in psionic combat.

Like other forms of combat, psionic combat takes the form of action and response. The combination of one action and a response to the action is one psionic combat phrase, or simply a phrase. Each psionic combat phrase is only one game second long. The very short duration of a phrase should be kept in mind by the judge, players should not be allowed to dither over an attack or response choice. Beyond the common time table of the psionic combat phrase, psionic combat takes on two basic form.

Psionic Combat Against Untalented or Latent Characters:

Psionically Untalented or Latent characters are by their very nature, ill equipped to deal with a psionic attack; their options are few and the exchange rather onesided. (Note: Latently psionic characters may opt. to accept challenge on an equal basis with their attacker, in that case the latent will fight under the full psionic combat rules. See the section of full psionic combat for details.) An untalented character has no defense against those psionic powers that do physical damage; just as a nonmagic user character has no defense against a fireball spell. Against mentally oriented psionic powers an untalented character has but one defensive tactic open to them, grab firm hold over their intellect and self identity and hope they can keep it intact. When an untalented character opts. to resist the attack they must roll on 1D20 and equal or exceed the attacker's psionic dominance score. The defending character adds +1 to their roll for every three points

of Intelligence they have over the median score (usually a 10 in most game systems.) For every point that the defender's roll- including adjustments- exceeds the attacker's psionic dominance, the defender is immune to the attacks. (Note: the attacker should be kept ignorant of the fact that the defender is in fact immune to their attacks, they should be lead to believe that the defender is merely lucky.) If the defender fails to equal or exceed the attacker's psionic dominance then they have lost the battle. A losing character succumbs to the effects of whatever psionic power was used against them- only the power used in the final phrase has effect. The only option open to the untalented character other than resistance is capitulation.

Examples of Psionic Combat Against Untalented Characters:

Example 1: Defender Wins

Coerul is a fairly well endowed psionic character that has a psionic dominance of 13. Zeol is a psionically untalented fighter with an exceptional (for a fighter) I.Q. score of 15.

Coerul being of rather doubtful moral character and in on of his more cruel moods, decides to have some 'sport' with Zeol. Unfortunately for Zeol, Coerul's idea of 'sport' happens to take the form of an empathic attack. On the defense roll Zeol rolls a 16, which with the +1 for intelligence gives a total defensive roll of 17. Since Coerul's psionic dominance is only 13, Zeol has successfully resisted Coerul's attack and is immune to further attacks from Coerul for 4 phrases.

Coerul, not believing that anyone can stand for long against the weight of his mental onslaught (Coerul is also more that slightly egotistical) continues to press the attack for three more phrases. After the fourth and unsuccessful attack- and considerable psionic energy expense- Coerul finally gives up the attempt and leaves in haste and disgust. Coerul hurries away lest Zeol should gather his wits and attack, Zeol is a very competent fighter.

Example 2: Defender Loses

Sahraina (Coerul's next 'victim') is a psionically latent Magic-user with an I.Q. of 19.

Coerul wandering the town after his failure to overcome Zeol, sees Sahraina and decides that she is just the thing to sooth is wounded Ego. Coerul in his usual impulsive manner, waster no time in trying to find out whether Sahraina is willing or not and simply attacks- again it is an empathic attack.

Sahraina feeling that her own psionic capability is not active at this moment, decides to resist the challenge as if she were untalented. Because of her I.Q. score Sahraina has +3 to the defensive roll, unfortunately the dice only yield up a 10 for a defensive total of 13-just barely indicating a successful resistance.

Coerul becoming extremely angry at yet another successfully resisting subject, increases his effort by tripling his psionic energy expenditure. The triple effort ups Coerul's effective dominance by +3 to 16. (See the section on effective dominance in the section of Full Psionic Combat.)

Since Sahraina only equalled Coerul's Psi. dom. last phrase she must roll again this round. This time the roll is somewhat better, a 12; but even with the +3 I.Q. adder Sahraina has only a 15- one point less than Coerul's effective dominance of 16. Sahraina loses.

Coerul, of course, wins and to say the least Coerul is overjoyed at the fact; but does not let the joy interfere with his 'sport'.

After Coerul has had sufficient 'sport' with Sahraina - the less said about just what sort of sport the batter, Coerul simply releases Sahraina from his mental grasp. Sahraina being rather annoyed- and rightly so-with Coerul, turns him into a female ferret. Coerul never bothered to find out just what Sahraina's profession is.

Full Psionic Combat: Psionic vs. Psionic

NOTE:

Latently psionic characters may, at their option, decide to accept a psionic challenge as if they were fully psionic. They may also decide to not act as a full psionic in any given phrase of the combat, so long as the decision is made before the latent psionic check roll. If a latently psionic character (with an initial roll of between 80 and 89) successfully uses their psionic capability three consecutive phrases and wins each of those phrases, then becomes a fully psionic character.

Initiating Contact:

Unlike other forms of combat, in psionic combat the character must first find their opponent and establish psionic contact with them. The attempt to establish psionic contact is done by the aggressor, this is accomplished by the aggressor merely targeting one of their psionic powers against their opponent (a simple roll against their Mental Dexterity.) If the power is successfully targeted, then the defender has the option of either accepting the challenge- putting up a suppressive field or counter-attacking- or attempting to evade the contact. Evasion is carried out by having the defender rolling against their mental dexterity (same as a roll to hit with a psionic power,) if the roll is successful then the defender has managed to obscure their location and hide from the aggressor. Of course, the aggressor can try to establish psionic contact as many times as they desire- remembering that each attempt requires the expenditure of psionic energy. A failed evasion roll has the same effect as accepting the challenge outright; the contact is sealed and no more chances at evasion are possible. When the psionic contact has been sealed the combatants no longer need to make their mental dexterity rolls for targeting the psionic powers they are using, each combatant knows precisely the location of their opponent.

Psionic combat continues until one of the combatants is unable to continue to defending their self. So long as a character is continuing to put up some sort of resistance to their opponent any mentally oriented attacks will have no effect on them. Physically oriented psionic attacks take effect immediately. Only the psionic power used in the final round of the battle has effect on the defeated character. A character is defeated when they concede, expend all of their psionic energy, or their effective dominance is reduced to zero (0).

Effective Dominance:

The only factor that determines the superior character in a psionic conflict is the effective dominance. Quite simply the character with the highest effective dominance. Quite simply the character with the highest effective dominance is the superior or dominant party. However, since effective dominance is synthesised from other factors such as psionic dominance psionic energy output, psionic energy expended, and others, a character's effective dominance will fluctuate from phrase to phrase. The general trend for effective dominance during psionic combat is downward the first character to reach zero loses.

The basic factor making up a character's effective dominance is their psionic dominance. Initially the character's effective dominance is equal to their psionic dominance. The following paragraphs describe the various ways in which the basic effective dominance can be altered during the course of combat.

Initiation Bonus:

The attacking character gets a +1 bonus to their effective dominance, simply for being the attacking party. This bonus is retained by the character only so long as they are the dominant party in the conflict. Once they lose the dominant position they also lose the initiation bonus. It can not be regained without breaking off the engagement and starting the process all over again. Only the dominant character can break off the attack with impunity.

Loss of Effective Dominance Due to Continued Subordinancy:

The subordinate character (the one with the lower effective dominance score at the end of a phrase) will begin to lose effective dominance points if they continue to be the subordinate party for more than one phrase. Beginning with the second consecutive phrase of being subordinate a character loses one point of effective dominance, at the end of the third consecutive phrase they lose two points, at the end of the fourth three points, and so on until the character either gains the dominant position or runs out of effective dominance.

Gain Due to Dominance:

The dominant character gains one point of effective dominance for every consecutive phrase that they are dominant, beginning with the second consecutive round.

Gain Due to Greater Psionic Effort:

Outputting more psionic energy than the minimum required for the power being used will temporarily add to a character's effective dominance. Doubling the minimum expenditure adds +1, tripling the minimum expenditure adds +2, quadruple adds +3, and so on. The addition to the effective dominance lasts only as long as the character continues to expend psionic energy at the increased rate. (Remember that the energy expenditures listed for each power must be expended each phrase during psionic combat.)

Loss Due to Psionic Energy Depletion:

As a character depletes their psionic energy reserves, they to weaken psionically and so loses effective dominance points. For every 10% of their maximum reserve capacity that a character uses up they lose one point of effective dominance. In general this form of loss is effectively permanent with respect to the duration of the typical psionic battle.

Loss Due to Hit Point Loss:

During psionic combat a character may lose some of their hit points, when they do a loss in effective dominance results. For every 10% of their maximum hit points that have been lost- even if they were lost prior to the start of psionic combat- a character loses one point of effective dominance. Again, for the purposes of psionic combat losses of this sort are effectively permanent.

Distracting an Opponent:

If a character's opponent is pressing an attack, they the character can try to distract their opponent in the hopes of causing a loss of effective dominance. A distraction attempt is successful only if it forces the opponent to change their tactics- from offensive or counter-attack to purely defensive. A successful distraction attempt results in the opposing character losing effective dominance point equal to the intensity level of the power used to distract them (i.e. if the character used triple the psionic points necessary then their opponent would lose 3 points from their effective dominance.) The loss is only temporary however, the character begins to recover the lost points at a rate of one point per phrase.

Special Forms of Psionic Combat:

Physically Oriented Psionic Combat:

Effective dominance is not as important as it is during mentally oriented psionic combat. The dominant party is still the only one that can safely break the psionic link between the combatants. When a character's effective dominance drops to zero they are still able to continue attacking their opponent as long as they still have psionic energy to expend. Physically oriented psionic combat demands such a high rate of psionic energy expenditure and does so much damage that a character usually loses because they have either become totally exhausted psionically or they have taken so much physical damage that they are either dead or unconscious. Physical combat with psionic powers has a totally different objective than that of mental psionic combat; an attack of the Mind of a character is usually done in order to use them once their Will has been broken, physical psionic combat is usually undertaken for the purpose of totally incapacitating a character.

Psionic Combat Using the Power of Illusion:

Combat with Illusion is a cross between mental and physical combat; using Illusion is an assault on the Mind but it also has physical ramifications. The peculiarities of psionic combat with illusions arise out of the fact that it becomes difficult to determine whether the incoming attack is real or merely illusion, the methods for safely dealing with an illusion are quite different from the methods needed to protect a character from a 'real' attack. Illusion is halted by the Ability of suppression, truly physical forms of attack are not. Ignoring an illusion is another way of rendering it harmless- the character must roll less than their effective dominance of 1D20 or take full damage, of course a true attack will be totally unaffected by ignoring it. Yet another method for dealing with an illusionary attack is to cast a counter-illusion that will negate the attack and so render it harmless. The important thing to remember is that mental forms of psionic combat occur on the Ethereal plane, and psionically generated illusions are real and effective entities in the Ethereal plane. The damage done by an illusion is the result of the Body reacting to the psychic damage done to the Mind of the Ethereal plane.

Full Psionic Combat Example:

Combatants:	Jason	Cory
Psionic Type:	Latent	Fully
Psionic potential:	72	95
Psionic Dominance:	16	18
Mental Dexterity:	12%	26%(Note: % is chance of miss.)
Psionic energy:	216	428
Abilities:	3	4
	Etherealness	Etherealness
	E.S.P.	Empathy
	Energy Con.	Telepathy
		Telekinesis

Note: The various Skills each character possesses has been left out in order to simplify the example and save space. Any psionic power possesses has been left out in order to simplify the example and save space. Any psionic power possessed by a character is a valid 'weapon' in psionic combat.

Cory is an extremely moral character that has dedicated his life to putting an end to character that misuses their psionic powers, he is, in effect, a self appointed psionic policeman. A rumor has come to Cory's ears that someone (Jason) has been terrorising the townspeople with what sounds to be psionic power. Cory, being Cory, goes in search of this marauder with the intent of putting him out of action- one way or another. After a very short search Cory finds and confronts Jason, in the hope of salvaging Jason for Cory's concept of morality Cory tells Jason that if Jason will change his way that he (Cory) will take Jason to someone that can open up Jason's latent capability into full use. Jason merely laughs at the offer. Cory then decides that he will have to put Jason under a psionic compulsion in order to straighten him out.

COMBAT BEGINS:

Phrase 1:

Cory attempts to lock onto Jason with a roll of 75. To Cory's surprise Jason readily accepts the challenge. Expecting an easy victory Cory initiated a telepathic attack at the lowest intensity level. Jason realising that he needs to conserve psionic energy puts up a suppressive field at a level of intensity that just barely matches Cory's attack.

Cory's effective dominance this round is 19 (18 +1 for the initiating bonus.) Jason's effective dominance is only 16. Cory is the dominant party during this phrase.

Phrase 2:

Suspecting that Jason may have something in reserve- and to sap Jason's psionic energy if not- Cory triples the intensity of his telepathic assault. Feeling that Cory might just try to wear him down, Jason falls back on the refuge of an untalented character. Jason must now roll against Cory's effective dominance for this phrase, or succumb to Cory's Will.

Cory's effective dominance is 21 ((18+1)+2 for extra intensity.) Jason manages to roll of 22; enough to save and one phrase of grace.

Phrase 3:

Cory senses Jason's effective retreat and knowing that the odds against Jason being able to maintain that position for long, maintains his assault at the same intensity. Jason continues to resist with his intellect alone.

Cory's effective dominance this phrase is still 21. Jason does not need to roll this phrase.

Phrase 4:

Unworried- as yet- by Jason's continued passive resistance, Cory still maintains his assault at the same level. Jason is starting to worry about this method of defense; but realizes that his only hope of being the victor in this conflict is to force Cory to 'waste' psionic energy at a minimum psionic effort by himself.

Cory's effective dominance this phrase is now 22 (one extra point was gained for being the dominant party for two consecutive phrases. Again Jason rolls a 20 on the dice and so has a total saving roll of 22, just barely making the save.

Phrase 5:

Cory is beginning to worry that Jason might just be able to beat the odds and manage to maintain his supposedly untenable position. However, Cory merely continues to press his attack at the same level of intensity, Cory realizes that he is using psionic energy while Jason is not. Jason realizes that he just barely managed to resist Cory's attack last phrase and doubts that he can do the same this phrase. Consequently Jason shifts to the active mode of resistance (Jason rolls a 64 on his check roll) and puts up a suppressive field at nine times the minimum necessary intensity.

Cory's effective dominance is 23 this round (another +1 was added to Cory's effective dominance for being the dominant party for the third consecutive phrase.) However Jason's effective dominance this phrase is 24 (16+8 for extra effort.) This phrase Jason has taken the dominant position.

Phrase 6:

Jason is very much aware of his good fortune; but realizes that his prospects for a counter attack are very poor. The option to break the contact and slip out of this battle now lies with Jason; however Jason now realizes that even if he did Cory would simply force him into a position where he would have to fight once again. So Jason decides to maintain his suppressive shield until he can come up with a way of incapacitating Cory long enough for him to escape. (Jason rolls a 61 on this check roll.) Cory feels that he has finally forced Jason into bringing his reserves into the conflict -although at a somewhat higher level than Cory expected, accordingly Cory sets himself for a battle of attrition -after all a Latent will not be able to maintain such a level of expenditure for long. Cory ups the intensity of his telepathic attack to five times base intensity.

Jason still has an effective dominance of 24 this phrase. Cory however has lost both the initiation bonus and the extra points he had for being the dominant party, therefore Cory's effective dominance this round is 22 (18+4 for extra psionic effort.)

Once again Jason is the dominant party.

Phrase 7:

Jason has reviewed his Abilities and come up with an idea of how he can at least incapacitate Cory long enough for him to get away. Jason has decided to try and use his ability of Energy Control to divert the electrical energy in the streetlamp to ground using Cory as a lightning rod. Jason rolls the mandatory check roll and obtains an 85, his psionic capability has failed him. As a consequence Jason can not even keep his suppressive shield up let alone divert any electrical energy.

Cory presses his attack home and takes charge of a now compliant - under telepathically enforced compunction- Jason.

Bookkeeping for the full psionic combat example:

Character (or group leader) : Cory

Psi energy: 428

10% psi level: 43

Hits Points:

Psi Dominance: 18

Mental Dexterity: 26%

Psi Phrase	Psionic Energy Expanded		Effective Dominance Losses	Reason	Effective Dominance Gains	Reason	Effective Dominance (This Phrase)
	Phrase	Total					
1	5	---	---	---	1	Initiation Bonus	19
2	15	20	---	---	1,2	Initiation and Effort	21
3	15	35	---	---	1,2	Initiation and Effort	21
4	15	50	1	Psi Energy Depletion	1,2,1	Initiation and Dominant	21
5	15	55	1	Psi Energy Depletion	1,2,1,2	Initiation and Dominant	23
6	25	80	1,1,3	Initiation Depletion Loss of Dominant	4	Effort	22
7	25	95	1,1,3	Initiation Depletion Loss of Dominant	4	Effort	22

Psi Phrase	Psionic Energy Expanded		Effective Dominance Losses	Reason	Effective Dominance Gains	Reason	Effective Dominance (This Phrase)
	Phrase	Total					
1	3	---					16
2	---	3					---
3	---	3					---
4	---	3					---
5	27	30			+8	Extra Psionic Effort	24
6	27	57	-2	Energy Depletion	+8		22
CONTEST ENDS - JASON LOSES							



Psionic Characters as a Separate Character Class:

As Players and Judges gain some idea of the potentials opened up by psionically capable characters they may decide to run a character that depends solely on their psionic capability, rather than weapons, gods, magic or machines. This section deals with the needs of that decision.

Characteristics Requirements:

The class of psionic characters is unique, in that it has no minimum characteristics scores or racial restrictions. The only requirement for this class is that the character possess the psionic capability and the only thing that governs this factor is the player's luck at rolling dice. Of course if a character is deficient in certain characteristics their psionic effectiveness will suffer.

Those characteristics that determine or reflect a character's mental attributes are of prime importance to the psionic character. However, a low score in a mental characteristic (or characteristics) does not bar a character's entry into this class, nor does it mean that the character will be totally ineffectual. (How well a character works within their limitations is far more important to the psionic character than just what those limits are.) Of the various mental characteristics Intelligence is the most important. A high intelligence score will ensure that the character will have an effective Psionic Dominance score, high Mental Dexterity, improve their chances at developing Skills, and shorten the time between the acquisition of Skills (above average intelligence will add 10% to the character's earned experience points or subtract 10% from their base learning period.)

Experience:

Experience points and individual experience levels are not intrinsically important to the psionic character. A psionic character views each experience level as the interval between the acquisition of additional powers. It is the abilities that a character possess and their degree of experience with them that is of true importance to a psionic character. The Abilities possessed by a character and their experience with them determines the psionic class that is important, since it is their psionic class that reflects their personal power and importance among other psionic characters. There are six psionic classes, they are listed below.

Psionically Capable	Novice
Apprentice	Master
Grand Master	Elder Master

The requirements for entering each class become significantly more exacting with each additional level of prestige. The following are the requirements for each psionic class.

Psionically Capable:

Merely possessing the psionic capability is sufficient to grant a character entry into this class. However, this psionic class actually represents a drop in prestige for the character since the character has openly admitted their psionic oddness to the Untalented and Non-psionic character (who will not look on them as something strange and not quite 'human') and have not gained sufficient experience as a psionic character to impress the psionic characters in the higher classes. Still to the psionically capable characters that do not have the psionic capability.

Novice:

To enter this class a character must possess either the Ability of E.S.P. or Empathy and have at least one Skill derived from either of the Abilities. When a character enters this class they regain the prestige lost when they entered the first class and openly declared themselves to be psionic.

Apprentice:

Entry into this class requires that the character has spent at least one experience level as a Novice. In addition they must also possess the Abilities of either E.S.P. or Empathy and Telepathy, The character must also have a Psionic Dominance greater than seven (7).

Master:

At least two levels of experience must be spent in the apprentice class before the character can even think of moving up to the class of Master. A Master must also have the following Abilities; Empathy, E.S.P., Telepathy, and either Telekinesis or Energy Control. The character's Psionic Dominance must be greater than 10 as well.

Grand Master:

Prior to entering this class a character must have a minimum of five levels of experience as a Master. Grand Masters are also required to possess all of the basic psionic Abilities - Empathy, E.S.P., Etherealness, Energy Control, Telekinesis, Telepathy, and (of course) Suppression- and a Psionic Dominance greater than 13.

Elder Master:

A character must have at least seven (7) levels of experience as a Grand Master before they can enter the class of Elder Master. Each Elder Master must have a Special Ability and at least two Skills for each of the basic Abilities. In addition an Elder Master must have a Psionic Dominance greater than 15.

As a character advances through the various psionic classes they gain certain bonuses due to their increasing prestige and control over their psionic capability. The various bonuses are listed below.

	Charisma, luck, etc.	Psionic Dominance	Psiamp Power level
Psi. Capable	-1	0	1
Novice	0	+1	2
Apprentice	+1	+2	3
Master	+2	+3	4
Grand Master	+4	+4	5
Elder Master	+6	+5	6

The first column of figures are bonuses to the character's Charisma score and all of their saving rolls (provided that the roll is not against some psionic event.) The second column is added to the character's psionic event.) The second column is added to the character's psionic dominance score. The last column is highest level of amplification device that the character can handle. The number listed for each class is the bonus they get for being in that class, they are not accumulated as the character moves through the classes.

Note: More information of psionic amplification devices are in the section on psionic technology.)

Multi-Class Psionic Characters:

Characters that have full conscious control over their psionic capability are not likely to have two professions- they have enough to do just trying to maintain and expand the scope of their powers. However, Latently Psionic characters are very likely to be engaged in other activities- this is probably due to the fact that their limited control over their psionic capability leaves them very little opportunity to expand the scope of their powers. Since they really do not need to spend much time developing their powers, a latent character can take up one additional profession without having to split their experience points between the two (the character uses the more difficult of the two experience point-experience level charts.) Fully psionic characters on the other hand must split their experience points between the two professions- if the opt for a multi-class character.

Note: Wherever the term "experience level" is used a judge may substitute a learning period of some specific game duration.

Research and Development of New Psionic Skills:

The list of basic Psionic Abilities is essentially complete -unless some player can come up with a totally new principle of psionic physics; however the list of Skills is by no means complete. In the possible combinations of the basic Abilities alone there are 120 potential Skills, add in the variations created by disciplining the various basic Abilities and recombinant Skills into more specialized or focused forms and the Skills and Special Abilities that are possible become virtually innumerable. Since there is such a large reserve of potential Skills and Extraordinary Abilities it seems necessary to set forth the rules by which a character can develop them.

Developing the conceptual framework necessary to combine and focus Abilities and Skills into new Skills or Extra ordinary Abilities is a time and attention consuming process. The character attempting to 'construct' a new Skill must have at least one level of experience with each of the basic Abilities, Skills, and Extraordinary Abilities that will be part of the new Skill. While the new Skill is being developed by a character they are not able to learn any other Skills. Not being able to learn other Skills while developing a new Skill is the only cost a character must pay, since the construction of the Skill is intrinsically a mental process (unlike the development of a new spell or machine which tends to be very wasteful of materials); however the time 'lost' during the development of a new Skill will not be considered inconsequential by the psionic character.

The development time of each new Skill depends on the relative complexity of the Skill. In general the development time is one experience level for each element (basic Ability, Skill, or Extra-ordinary Ability) that is involved in the construction of the new Skill. The general development time is modified by the character's degree of control over their psionic capability. The general development time is divided by the character's psionic class level (numbered 1-6, starting with Psi. Capable and going up in level to the class of Elder Master) to find the actual development time -round all fractional

experience levels up to the nearest full level. At the end of the development period the character must roll for the acquisition of the new skill, just as if they were acquiring a Skill that is already listed. If the character fails to acquire the new Skill the judge has two options; the judge may allow the character to roll again at each experience level until the character finally acquires it (the character can not acquire any other skills until the the new Skill is acquired), or the judge can have the character start over again from the beginning. Once the character that has developed a new Skill has successfully made their acquisition roll, the new Skill becomes an established Skill and the character is then able to teach their creation to others.

Note: If a judge decides that a new Skill is extremely powerful they can classify it as an Extraordinary Ability. This limits the character that develops it to teaching it to characters that do not already have an Extraordinary Ability.

Group Forms of Psionic Operations:

When there is a large, complicated, or difficult task to be done, psionic characters- that can- will often join together into a group in order to share the burden of the task. When functioning in a group a character's psionic energy reserve is pooled into a reserve common to all the other members of the group. There are a few different ways that a group can be structured; but regardless of the structure actually used each member of a group must have the ability of Telepathy. When the group is first formed it will take a fair amount of time to assemble it properly (one psionic combat phrase per person in the group is formed (the reduction is assembly time continues until it takes only one psionic combat phrase to assemble,) provided that no changes are made in the personnel of the group. The structure adopted by the group will depend on the demands of the task and the characters involved.

Group Structures:

Structure 1: Committee Form

This group form is the most basic of the possible structures, it is formed along concepts that very much resemble the concepts behind a committee; however unlike it's non-psionic counterpart this type of committee does get things done. One character -the one with the highest psionic dominance- takes a position roughly equivalent to that of a chairman. Each character in the group is telepathically linked to the 'chair' and through them to each of the other characters in the group. While each character is linked to the 'chair' they are able and do act essentially independently, using their own powers according to their informed judgment. It is the purpose and duty of the 'chair' character to see to it that each member of the group is properly informed as to what each of the other characters is doing, receives whatever support the need, and in general see to it that each member of the group is operating in concert with the other members with a minimum of wasted psionic effort. This simple group form is the most flexible and the most difficult to break up in psionic combat.

Example of a Committee Form Group:

Four characters are asked to recover a valuable statue, none of the characters have sufficient psionic powers to do the task alone. Character number three has the abilities of Telepathy and Empathy. Character four has the abilities of Telepathy, Etherealness, and Telekinesis. Character three has wholly redundant abilities and so is the optimum choice for 'chair' position, fortunately having the highest dominance of the four characters.

Character three takes the 'chair' position and makes contact with each of the other characters. Character one uses their E.S.P. skill of clairvoyance to locate the statue -which happens to be near by. Character one 'sees' that the statue is on a pedestal in a locked and sealed room, this information is telepathically passed on to the other members of the group through the 'chair'. Character four decides to teleport into the room and thereby avoid the alarms that are sure to be in the walls, this decision is also passed to the others. Character two decides to speed things up by telekinising the statue to character four's entry point. Character four having been apprised of character two's action grabs the statue as he materializes and teleports back out just as an alarm goes off and something passes by him moving at a high rate of speed (none of these characters is a professional thief so nobody thought to check the pedestal for alarms or boobytraps.) Character four then 'grabs' hold of the other three characters and teleports to a place of safety. The result of their combined effort is the smooth completion of a task -by a set of amateurs- that simply could not have been attempted if any one of them had been missing.

Structure 2: Multi-Polar Ring

This group form is both more sophisticated and more rigidly structured than the first group form. In it's simplest version this type of group has one character (again the one with the highest psionic dominance) in the central position- connected to each of the other members of the group directly. This centrally located character is called the Pole of the group (the reference is to the pole of a battery or magnet, not a long heavy stick.) Each of the other members of the group are part of the ring, the members of the ring are wholly subordinate to the Will of the Pole.

The psionic effort of this type of group is directed through the character at the Pole. It is the character at the Pole that decides which of the group's available powers are to be used and where those powers are to be directed to. Since all of the group's power is directed upwards through the Pole, the powers are targeted with the capabilities of the character at the Pole. When in psionic combat a group with only one Pole is treated as only one entity, effective dominance and targeting are all based on the psionic characteristics of the character at the Pole. Despite the fact that all the out going psionic power is handled by the Pole, the psionic energy expenditures and any damage taken is divided between the members of the group. (If the players wish to be completely accurate damage is divided among the members according to their psionic potentials. The higher their psionic potential the proportionately less damage they take. The entire amount of will be absorbed by the sum total of the characters in the group regardless of what characters receive the major portions of the damage.) If a character at the Pole should happen to fumble (fail to make their roll against their Mental Dexterity score) a psionic power they must roll against their psionic dominance on 1D20 to see if they can handle the resulting random psionic energy flows. A roll less than their psionic dominance indicates that the character is able to handle the problem. A roll equalling their psi. dom. indicates that the character has collapsed under the load and is in a coma for 1D20 minus the characters Condition score, game days. A roll that exceeds the character's psi. dom. indicates that the character has died from the chaotic energy flows. (Note: The Pole character can opt to backflow the energy to the characters in the ring, in this instance the characters in the ring, in this instance the characters in the ring must absorb a number of hit points equal to the hit points possessed by the character at the Pole for each point that exceeded their psionic dominance on the roll.) If the Pole character is using a psionic amplifier then the amplification level is added to the character's roll. Any dissension by any member of the group about one of the Pole character's decisions will result in the group's structure breaking apart.

When using more than one character at the Pole, this group form becomes a Multi-pole Ring. Each Pole character is in direct contact with each of the members of the ring; but their only contact with the other Pole characters is through their common links in the ring characters. This type of structure allows the group apply their power in more than one location. Each of the Pole characters must have equal psionic dominance scores, otherwise some Pole will end up weaker than the others (all attacks will seek the weakest of the Poles.)

Structure 3: Reflexive Star Form:

This group form represents yet another advance in sophistication, complexity, and power. There is no central character in this type of group because all of the members are central to it's structure. Every member in this type of group is in direct telepathic contact with the other members of the group. The contact is in fact so close that individual identities are lost in the greater identity of the group.

Since the links between the members of this type of group are so close, the formation of this group form is comparatively difficult. Each prospective member for this type of group must have a psionic dominance that is within one point of the psionic dominance score of each of the other characters. To form the telepathic links to the other characters in the group, a character must roll below the psionic dominance of each of the the other members in the group on 1D20. If any character misses even one of their rolls then they are excluded from the structure of the group. If a new character is to be added to the group then the group must completely reformed (all of the characters must make new rolls.) Once the telepathic links have been established the character do not need to roll again, in fact they are always in telepathic contact with each other to a certain degree.

In action this type of group has several advantages over the other types. Not only psionic energy points and powers shared; but the group operates with the highest psionic dominance and the highest mental dexterity in the group. For each member in the group one point is added to the psionic dominance of the group. Of course where there are advantages there are usually disadvantages as well, in this case the prime disadvantage comes into evidence whenever there is some sort of dissension in the group; any dissension prevents the group from taking any action until the problem is resolved.

Note: The maximum level of amplification that a group can use is determined by each member's ability to control a psiamp. For group form 2 the limit is equal to the sum of the levels each member of the group is able to handle. The level that groups of form 3 can handle is equal to the sum of each members's ability to control a psiamp plus the number of members in the group factor. (i.e. if there are six members in the group then they are able to handle 24 additional amplification levels.)

Psionic "Technology":

The purpose of this section is to deal with those things that have some effect on the use of the psionic capability. Because of the nature of the psionic capability, the 'technologies' that are developed from and for it do not resemble the technologies derived from and for the merely physical world.

Drugs, Potions, and Other Chemical Preparations:

There are chemical preparations that have certain effects on the body, which in turn causes certain alterations in the Mind associated with that Body. Such chemicals can be said to have an effect on a character's psionic capabilities. Chemical preparations that do in fact have some effect on a character's psionic capability fall into two basic categories, characteristic altering and psi. stimulating.

Characteristic Altering:

Certain chemicals -or combination of chemicals- have an effect on a character's Intelligence, Dexterity, Strength, etc.. While these preparations do not have a direct effect on a character's psionic capability, they do have secondary effects. Chemicals that have an effect on a character's mental characteristics will cause an appropriate alteration in the character's Psionic dominance and Mental Dexterity factors. Similarly preparations that have an effect on a character's physical characteristics will alter the rate at which a character is able to generate psionic energy as well as other factors dependent on the character's physical condition. The level of increased psionic performance induced by the drug is maintained for as long as the drug remains in effect, once the drug's effects cease the character's increased performance ceases as well. (Characters should take sufficient precautions to prevent the loss of a drug's 'boost' at an embarrassing moment.)

Note: The duration of a drug is dependent on its ingredients, multiple doses only increase the magnitude of the drug's effect not its duration of effect.

Psionic Stimulating:

There are some chemical preparations that, when ingested by a character, may temporarily stimulate a character in such a manner that they are able to perform with a certain amount of psionic capability. The action of these substances is through alterations in a character's physiology, which in turn supports alterations in their individual psychology. (It should be kept in mind that the drug which is effective for one species may not be for another, in fact it may be wholly counter-productive.) The alterations brought about in a character's psychology enables them to use a stimulated psionic Ability.

Since the stimulation of an Ability is brought about through alteration of a character's psychology, there is always the chance that the character will become insane. (In fact the drug will always cause a character to go insane -defining insanity as a deviation from a normal state of Mind- but it is a very minor form of insanity and at a level barely sufficient to stimulate a psionic reaction.) To determine if the character has become permanently insane -until some cure can be effected-, the character must roll under their Intelligence score on 1D20 to save versus insanity. If more than one preparation has been taken then the character must roll under their Intelligence score divided by the number of drugs taken. If a character does happen to go insane they do not revert to their normal self when the drug wears off, their altered psychological state remains a part of their personality until it is excised.

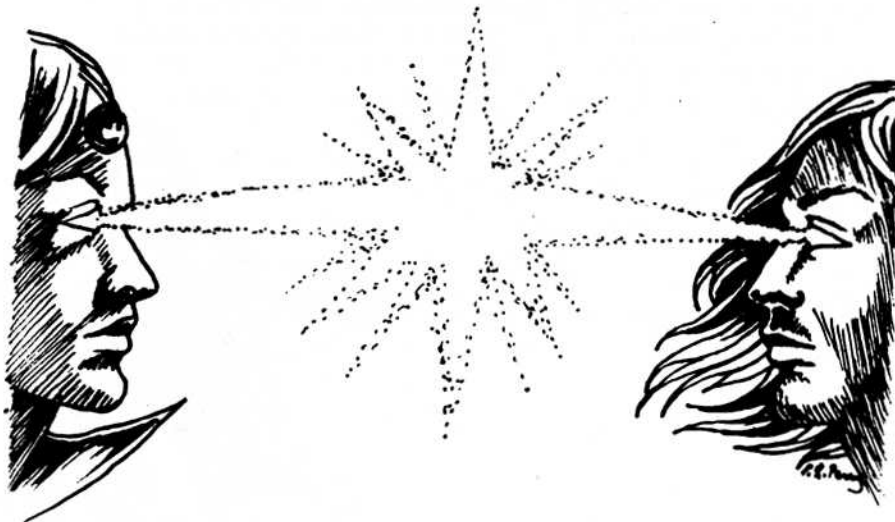
Only Abilities can be stimulated through the use of chemicals. Psionic Skills are the result of the Mind's mastery over a basic Ability and no substance can stimulate experience within an Ability where no such experience exists.

A character that attempts to retain a chemically stimulated Ability for the duration of time needed to discipline the Ability into a Skill is virtually seeking insanity. The degree of stimulation -which is roughly equivalent to comecance levels- is determined by the dosage consumed (One dose is equivalent to one level of competence with the Ability.) The duration of the effect of the substance is a matter of it's composition not the dosage.

A character's psionic status before they take the substance has a bearing on just how it will affect them. Non-psionic characters gain the use of the Ability as if they were actually latently psionic with a reliability factor of 25. Untalented characters are able to use the stimulated Ability as if they were full psionic with a psionic potential of 50. Latently psionic characters gain a boost of 25 to their reliability factor and psionic potential and they have a 25% chance of retaining the Ability that was stimulated. Fully psionic characters gain a boost of 30 to their psionic potential and a 50% chance of retaining the Ability after the substance wears off. The alteration to a character's psionic state follow through on all of the appropriate psionic factors and are only temporary, wearing off as the drug wears off.

Magic and Magical Artifacts:

Magic powers and psionic powers arise out of totally different sources and must not be confused with each other. Magic occurs as the result of a supernatural process, even those magic powers that simulate psionic powers own their existance to supernatural events. As a result of the origins of magic power, psionically capable characters are not able to directly detect the use of magic. Although they are able to detect the physical disturbances created by the use of magic and so infer the cause of the disturbance through the lack of any other cause. Magic users are able to detect the use of psionic powers through the same process. However, a magic user is able to develop the means to detect the use of psionic powers through the use of magic. (Judges should limit such spells to the detection of only one psionic Ability or the detection of the use of the psionic capability in general.) A magic user is also able to develop the means to block out psionic powers just as they are able to develop spells that block out other psysical powers. Unfortunately the psionic character is not able to develop the means to directly detect the use of magic or block out magical powers, they are only able to develop the means to deal with the psysical results of the use of magic.



Magical artifacts represent a very different problem than other forms of magic do. At the Judges option magical artifacts that are usable by all types of characters may or may not be considered to stimulate true psionic capability in the character using the artifact. The question arises out of the uncertainty of whether the character is activating the device which then does the 'work' or the device acts on the character after activation- to stimulate the psionic capability in them. This is a question that must be decided by each judge according to the individual needs of their campaign.

Note: There is no question concerning those magical artifacts that are only usable by magic users, such items are merely storage devices for spells and as previously stated spells are not the same as true psionic powers.

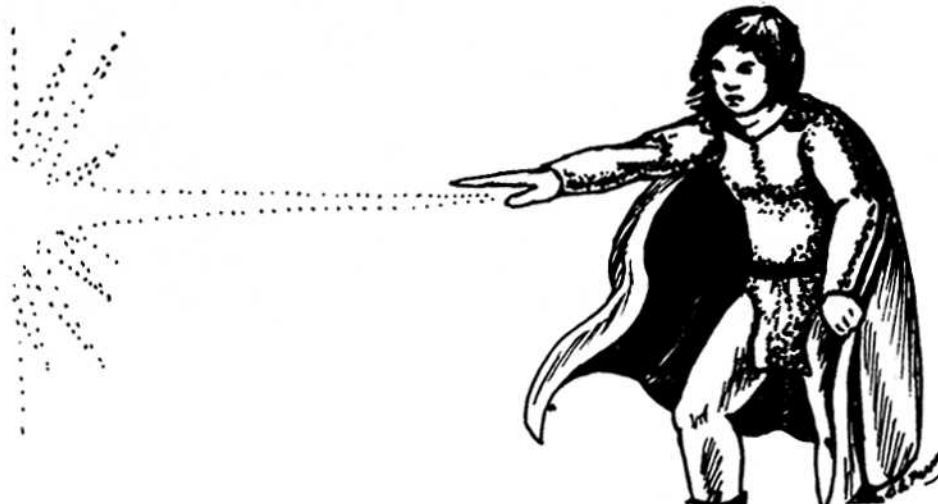
Hardware:

There really very few types of Hardware (Machines in the widest possible sense of the word) that are of any use to the psionic character. The most commonly useful 'devices' are those that are able to either amplify or suppress various psionic energy forms. (In fact amplifiers and 'filters' form the basic components of most psionic 'machines'.) The forms that such devices can take range anywhere from a very complex electronic device to an object that to non-psionic sciences- appears to be totally undifferentiated structurally and apparently inert. Regardless of the form such 'devices' can take they all have two factors in common; they are sensitive to psionic energy forms and they must be 'tuned' to their users.

Note: Intelligent and Self-aware machines may in fact possess the psionic capability. (The only requirement for the possession of the psionic capability. (The only requirement for the possession of the psionic capability is a self-aware entity that exists in both mental space and physical space simultaneously.) However, since such machines may also have a will of their own they may not be amenable to manipulation by an outside or unauthorized source.

Psionic Amplifiers (Psiamps):

The most basic of psionic 'devices' is the psionic amplifier or psiamp, all other psionic 'devices' are in some sense derived from and based on the psiamp. Psiamps fall into two basic categories, those that are intended for personal use and those that are designed to be used by the combined effort of an assembled group. The major difference between the two types is mainly the level of amplification and the corresponding level of complexity. Each psiamp has a maximum level of amplification, this maximum is indicated by the psiamp's level designation. Since there is a limit to any given being's ability to properly coordinate their thoughts and conceptualizations onto a complex structure, there is a limit to the maximum amplification that a character can expect to gain out of a psiamp (the level of complexity of a psiamp increases as the factorial $-2 \times 2 \times 3 \times 4 \dots$ - of the psiamp's level.)



Personal Psiamps:

Personal psiamps have a maximum amplification level of six; this does not mean that a character can use any psiamp up to the sixth level, however. A character's ability to use a psiamp effectively is based on their degree of control over their psionic capability; for every basic ability that a character has developed they are able to use one amplification level. (Note: Judges that are running psionic characters as a separate character class should observe the psiamp level restrictions listed for each psionic class.) This restriction does not mean that a character may not possess or use a psiamp with a level higher than they can use, it merely means that the character is only able to obtain the level of amplification that they are capable of extracting from the psiamp. Of course it is not possible to exceed the maximum amplification level of the psiamp regardless of how many levels a character can handle. When a psiamp is being used by one character alone the psiamp's amplification level determines how many times the power the character is using is amplified (i.e. if the psiamp is a third level, it will amplify whatever power the character is using to three times it's normal effectiveness.) (Note: the character must expend 10% per psiamp level extra in psionic energy.)

As previously stated a psiamp (psionic device) must be tuned to it's user, with personal psiamps this is especially true. The necessity for tuning a psiamp to a specific character is both a safety factor and a danger to a character. A tuned psiamp is safe for the character because it means that only they are able to use it. The danger arises out of the fact that the character must become so in tune with the psiamp (through their psionic capacity) that they are virtually symbiotic with it. (Personal psiamps are so simple -compared to the much more complex major psiamps- that a character's Mind and Body must become essentially symbiotic with the psiamp for it to function properly.) This symbiosis is so close that a character will generally not be willing to be separated from it. Being separated from their psiamp will have a variety of effects of a character depending on the circumstances surrounding the separation.

Separation by Mischance:

If it should happen that a character should somehow manage to misplace their psiamp (a very unlikely occurrence), the result will be a general reduction in the character's effectiveness. Subtract 1 point from each of the character's characteristics, even their psionic characteristics (add 10% to their mental dexterity factor.) The reduction in effectiveness continues until the character is able to recover their psiamp. (Note: even if the psiamp is removed by force the character will suffer this reduced effectiveness.)

Forced Separation:

The forcible removal of a psiamp from a character can have dire effects on the character's well being. Physical damage, shock, and even death are all possible effects from having a psiamp forcibly removed.

Physical Damage:

1D4 per level of the psiamp is taken as physical damage by both characters when a psiamp is forcibly removed from it's owner. This damage

is a result of the disruption caused to a character's nervous system when their psiamp is removed and that character's reflexive action to protect themselves from this type of assault.

Shock:

Shock to the psiamp's owner can result from having their psiamp forcibly removed from them. The chance of shock is 15% per level of the psiamp (regardless of how many amplification levels a character can actually activate.) The shock of having their psiamp removed can cause the loss of the character's senses. In the event that a character does go into shock they must roll over their psionic dominance or lose one of their senses. If the loss of a sense is indicated the character must roll on 1D6, this determines the sense that is affected.

- 1-2 Psionic capability (reverts to the Untalented state.)
- 3-4 loss of sight (total blindness)
- 5 loss of hearing (total deafness)
- 6 loss of the sense of touch

The loss of tone of the senses is due to a hysterical reaction to the loss of the psiamp and can be corrected with a 'cure insanity' of some sort. The very least that character can expect from having their psiamp taken, is unconsciousness for 1D4 turns per level of the psiamp.

Death:

The shock of having their psiamp taken from them can even cause the character's death. The probability of death is 5% per level of the psiamp (use the roll for shock, if the roll falls within the zone of death then the other forms of shock become irrelevant.) In the event of a character's demise their psiamp 'dies' with them. (At a character's death the 'circuits' of the psiamp become far too disrupted to maintain their functional integrity.)

Large Psiamps (Networks):

Psionic amplifiers above the sixth level of amplification are too complex for one character alone to operate and use alone. These large psiamps are called networks, mainly to positively differentiate them from personal psiamps. Most networks are synthetic constructs designed for one specific purpose, although there is usually a certain degree of flexibility to them. Networks can be constructed in two different modes, non-integral and integral. The difference in the style of construction has subtle but significant effects on the way that the network performs the amplification and fulfills its function.

Non-integral networks are constructed out of several discreet sub-components, each of which amplifies a specific ability. The abilities required for the network depends on the task the network is being designed to perform. This mode of construction gives the network a certain degree of flexibility, any Skill can be amplified by this type of network -regardless of whether the network was designed with that specific Skill in mind- provided the Skill does not require an Ability that has not been included in the network's structure. The level of this type of network is determined by taking the necessary amplification level and multiplying it by the number of abilities incorporated in it. The actual amplification that a Skill or Ability gains when it has been passed through this type of network is the level of amplification that each ability incorporated in the network has, not the total level of the network. (Note:) Only Groups of form 2 or 3 can use networks -of either type. In group form 1 each character is effectively independent of the others in the group, consequently it lacks the necessary organization needed to coordinate a network.

Example of a Non-Integral Network:

This network is designed for mining, it's design presumes that the appropriate ores have been located and assayed already. Specialty this network is designed for the express purpose of bringing the metal up out of the ground. Bringing the metal up actually involves several skilled steps; "Kinetics" to melt the ore, "Molecular Manipulation" -mode two- to purify the metal, "Pass-way" to eliminate the need for removing the overburden, and "Levitation" to actually bring the metal to the surface. The abilities needed to perform all of these Skills are Telekinesis, Energy Control, and Etherealness. Since the ore is deep down and a massive amount of metal is needed the amplification needed for each Ability is six (in actuality this is a relatively large amplification factor since the amplification of a network is calculated differently from the amplification of a personal psiamp.) The level of the network is 18 (6x3,) although the effective amplification level is six.

Integral networks are constructed as a single unit. An integral network is able to take either the Abilities needed for a Skill or the Skill itself and produce an amplified version of the Skill it was designed to amplify. The advantage of this type of network is that the group using it does not need to know the Skill they need to complete a task only the Abilities that back it up. Another advantage is the entire amplification capacity of the network can be devoted to amplifying the Skill. However, despite the advantages this type of network it has very limited flexibility, in fact the only flexibility this type of network allows depends on the use the group activating it puts it to.

Example of an Integral Network:

Consider the previous example of a network for mining. There are two possible ways of constructing a network to do this task. Construct a network that is sufficiently complex that it is able to amplify each of the requisite Skills separately (this is really a hybrid between the non-integral and integral modes of a network.) Or, the network can be constructed in such a manner that all of the necessary Skills are synthesized into one Skill. The decision of which way to construct the network depends on how much flexibility the group constructing it desires.

Construction:

The actual construction of a network (regardless of whether it is integral or non-integral) is a very exacting and time consuming process. A group of either form 2 or 3 is necessary for the construction of a network (it is impossible for one person to construct a network for the same reason that they are not able to activate a network -safely- by themselves it's simply too complicated a task for the typical character.) When unassisted by a psiamp, it takes one game day per level of the proposed network to properly construct it (add one additional game day for integral networks.) If the group constructing the network is assisted by another psiamp, then the construction time is reduced by the level of the assisting psiamp. Reducing the construction time of a network is extremely desirable since fatigue becomes an increasingly important factor governing it's successful completion. The percentage chance of failure, due to fatigue, is indicated on the chart below; the roll is made on 5D20 for each day of construction, if the roll is below the percentage indicated on the chart the network has become flawed in some manner.

Fatigue-Failure Probability:

Day	1	2	3	4	5	6	7	8	9	10	11	12	13
Chance	7	7	8	9	10	18	24	30	35	40	44	48	51
Day	14	15	16	17	18	19	20	21	22	23	24	25	26
Chance	54	57	60	63	65	68	70	72	74	76	78	80	81
Day	27	28	29	30	31	32	33	34	35	36	37	38	39
Chance	83	85	86	88	89	90	92	93	94	95	97	98	99

A flawed network can not be repaired, it must be started all over.

Live Networks:

Psiamp networks above the tenth level become so complex and -by their nature- become so well developed in the spaces on Mind that there is a real chance of that network developing it's own independent personality. Networks that have in fact developed an independent personality are considered to be a separate, intelligent, and 'living' being. When a live network is sufficiently powerful that no character or group of characters is able to control it when full activated, it effectively becomes a God. The chance that a network will have it's own independent Self is indicated on the following chart; the chance indicated is the probability of the network NOT developing a independent Self, the check roll is made on percentile dice.

Personality Probability:

Level	10	11	12	13	14	15	16	17	18	19	20	21	22	23
Chance	99	89	80	72	65	58	53	47	43	38	35	31	28	25
Level	24	25	26	27	28	29	30	31	32	33	34	35	36	37
Chance	23	20	18	17	15	13	12	11	10	9	8	7	6	6
Level	38	39	40											
Chance	5	5	5											

Since live networks are independent beings certain characteristics must be determined. A live network represents the effective ultimate in a psionically capable being, so all live networks have psionic potentials of 00 and an unlimited psionic energy supply. Despite the fact that a live network is an intelligent being, it is also a machine as well, consequently the Mental Dexterity of a live network always has a 3% chance of missing. The Intelligence score of a live network is obtained by dividing the network's level by 3. Psionic dominance is calculated from the network's intelligence and the 00 psionic potential, one point of psionic dominance is then added to the base score for each Ability involved in the network's structure. The alignment (if applicable) of a live network is determined from the network's designed purpose and the alignment of it's creators.

The personality of a live network begins to assert itself when the network has been activated to the tenth level, as higher levels of the network are assessed the personality grows stronger and more dominant. At the tenth level the personality is activated at a level of one point of psionic dominance, each additional level that is activated brings an increase of another point of dominance until the networks full psionic dominance has been activated. If the network's psionic dominance is higher than that of the group activating it the network will control the group. A network that has managed to break the control of the group that has activated it is termed a runaway network (it is out of control.) The only way to regain control over a runaway network is to suppress its output to a level where a group can once again control it, or find a group with a high enough dominance to have a chance at victory over it in full psionic combat (a very very unlikely circumstance.)

Amplification Effects of a Psiamp: Classified by user type.

Personal Psiamp:

Effect amp.; Base effect multiplied by the psiamp level factorial (i.e. if the psiamp level is 4 it amplifies the basic effect by $1 \times 2 \times 3 \times 4 = 24$ times.)

Alteration to psi energy expense: an additional 10% of the initial expense multiplied by the psiamp level.

Group Form 1:

Any amplification to any effort by this type of group is accomplished by the personal psiamps possessed by the characters in the group. This group form can not use networks.

Group Form 2:

Network amplification is in addition to personal amplification.

Effect amp. (from the network); Base effect inputted multiplied by (the number in the group x (network's level): Alteration to psi energy expense; none other than what is required by personal amplification.

Note: "!" is the mathematical symbol for factorial.

Group Form 3: Network amplification is in addition to personal amplification.

Effect amp. (from the network); Base effect inputted multiplied by (number in group + network level) !

Alteration to psi energy expense: 5% of psi energy expended for effect per network level in addition.

Random Occurance of Psiamps:

Of the various working types of psiamps only those that are composed of psi. sensitive substances can occur naturally and so it is the only form of psiamp that can actually occur randomly. Any type of psiamp that is a synthetic device can not occur naturally and so will be placed by the judge (or rolled along with other types of treasure.) Psi. sensitive materials that have the ability to amplify are always highly crystalline in structure (it is the only way the necessary structure can be maintained.) Because of the requisite crystalline structure this type of psiamp is commonly mistaken for a gemstone (if the substance has been cut and faceted it may still be psi. sensitive but it's amplifying properties will most likely have been destroyed.) In any given large cache of gemstones generally one in a thousand is both psi sensitive and a psiamp. To determine if a cache of gemstones has a psiamp in it a roll is made on 3D10, the roll is made just like a percentile roll except that the extra D10 gives the hundreds digit, if the roll results in "000" then there is in fact a natural psiamp.

When there is a psiamp in a 'treasure' (loot, booty, whatever) the level of the psiamp must be determined. The roll to determine the level of the psiamp is made on percentile dice, the result is indicated in the following chart.

Roll	01-34	35-55	56-72	73-85	86-94	95-99	00
Level	1	2	3	4	5	6	Reroll

If a reroll is indicated then reroll again and add the resulting level to 6 (if it keeps coming up as a reroll keep adding sixes until another level is indicated.) (There is no real upper limit to the level of a psiamp, only a character's or group's ability to cope with the psiamp.)

Suppressors:

Psionic suppressors are basically nothing more than a very special type of psiamp. A suppressor is a psiamp that is amplifying the basic Ability of "Suppression". Like other types of psiamps, suppressors can be constructed in a variety of ways. Some are designed to suppress specific abilities or combination of abilities or a specific Skill or can be constructed in such a manner that they can be set for a task and then reset for another. A suppressor can even be set bar character's that have certain psionic characteristics below a minimum score or any combination of characteristics (psionic) below set minimums. The intensity of a suppressor's action is equal to the amplification levels of a network. The interesting properties of a suppressor (and it's purpose) means that it does not need to have a character or group in constant control, all suppressor is the equivalent of a damping circuit.)

The most useful type of suppressor is the type that can be set according to the circumstances. This type of suppressor must be 'tuned' for the specific task. The elements that can be 'tuned' into this type of suppressor are any of the basic Abilities (except Suppression -that is extremely dangerous, it can cause the suppressor to discharge it's entire energy potential-) and any of the psionic characteristics, Skills are taken care of by the Ability suppression tuned in. Not only can the type of psionic signal be set, the intensity can be set as well. The time needed to set the suppressor is one psionic combat phrase per factor being programed into the suppressor. (Each Ability, characteristic, and intensity level counts as one factor to be programed.) A character or group can to some extent overcome a suppressor's effect by using a psiamp to amplify their signal a sufficient number of levels that they exceed the level set in the suppressor's 'program'. (The default setting for any factor not specified by the program is zero.)

When a suppressor is set to suppress specific psionic characteristics then that characteristic is effectively blocked from operating (except when the characteristic score exceeds the level set in the suppressor, in that instance the character is effectively operating with a score equal to their original score minus the portion suppressed by the suppressor.) When all of a character's psionic characteristics have been damped out completely then they they are immobilized within the area of the projected suppression field (see the description of the suppression Ability for details on the extent of the area of effect.) Each psiamp level that a character is able to control allows them to reduce the effect of the suppressor by on level of intensity, if they are able to overcome the suppressor's field sufficiently to 'free' any portion they have 'freed', with the appropriate psionic power the character may be able to reset the suppressor if not then they will have to wait until they can either move out of the field's area of effect or someone 'turns' it off.



Appendix II

Statistical Alterations

This rules set was designed with a system in mind that had a numerical range for characteristics of 1 to 20. Since there will certainly be at least one judge that will desire to use their own game system (that has a different numerical range for it's characteristics scores) it would seem sensible to present a conversion chart that will allow them to conveniently convert back and forth from their system to the assumed system used in these rules. (It is much easier to set up a separate conversion chart then it is to recalculate and redesign each chart for each possible system.)

Score Conversion Chart:

1-20	1	2	3	4	5	6	7	8	9	10
2D6	2	--	3	-	4	-	5	-	6	7
3D6		3	-	4	5	6	7	8	9	10
1D50	1-2	3-5	6-8	9-10	11-12	13-15	16-17	18-20	21-22	23-25
1D100	1-5	6-10	11-15	16-20	21-25	26-30	31-35	36-40	41-45	46-50
1-20	11	12	13	14	15	16	17	18	19	20
2D6	--	8	--	9	--	10	--	11	--	12
3D6	11	12	13	14	15	16	17	18		
1D50	26-28	29-30	31-32	33-35	36-38	39-40	41-42	43-45	46-48	49-50
1D100	50-55	56-60	61-65	66-70	71-75	76-80	81-85	86-90	91-95	96-00

To use the conversion chart first find the dice indicated that your system uses (or the row which has approximately the same numerical range), follow the row until the score is found, and then follow the column up to the top row the number indicated is the 1-20 range equivalent of the score in your system. Several of the rolls in this system are made on 5D20, unfortunately those rolls also happen to be the one most likely altered by a judge. Great care must be exercised when making alterations to the intervals of these rolls, a small change can have a very large effect. Even though the range of a roll on 5D20 looks like the range for percentile dice the probability of any given number -or number in a given interval- actually being rolled can be very different. On percentile dice the probability of any given number being rolled is always one in one-hundred, the probability of a number being rolled in a given interval is based on the 'length' (subtract the lower limit of the interval from the upper limit or total up the number of all the numbers in the interval) out of one hundred. When a roll is made on 5D20 the probability of any given number coming up is dependent on where the number occurs in the interval, a number in the middle is likely to occur over twice as often than a number closer to either end of the range. As an example, consider the roll to determine which of the psionic categories a character belongs.

Category	Dice Roll	Probability
Non-Psionic	5-20	10 in 100
Untalented	21-74	76 in 100
Latently Psionic	75-89	11 in 100
Fully Psionic	90-00	3 in 100

If the roll for psionics were rolled on percentile dice the probability would be very different; 20 in 100 for Non-psionics, 53 in 100 for Untalented, 14 in 100 for latently psionic, and 9 in 100 for Fully Psionic. To better illustrate the probability of rolling in a given interval on 5D20 examine the following break down which gives the probability by interval.

<u>Interval</u>	<u>Probability</u>
0-5 or 95-00	1 in 100 (1%)
5-10 or 90-95	2 in 100 (2%)
10-15 or 85-90	3 in 100 (3%)
15-20 or 80-85	4 in 100 (4%)
20-25 or 75-80	4 in 100 (4%)
25-30 or 70-75	5 in 100 (5%)
30-35 or 65-70	6 in 100 (6%)
35-40 or 60-65	7 in 100 (7%)
40-45 or 55-60	8 in 100 (8%)
45-50 or 50-55	9 in 100 (9%)

If a judge should desire to alter any of the intervals in the psionic rules they merely have to add up the probabilities for the list intervals and compare that probability to the probability for the old interval. By comparing the intervals the judge can make an educated guess as to what the change will do to the occurrence of that result in the play of the game.

Example:

A judge decides that for their campaign Elves should have a higher likelihood of gaining the psionic capability than other races. So they move the interval of Latently psionic characters (the interval was also expanded) to between 65 and 85, at the same time they expanded the interval for Fully Psionic characters to 86 to 00. The interval are now.

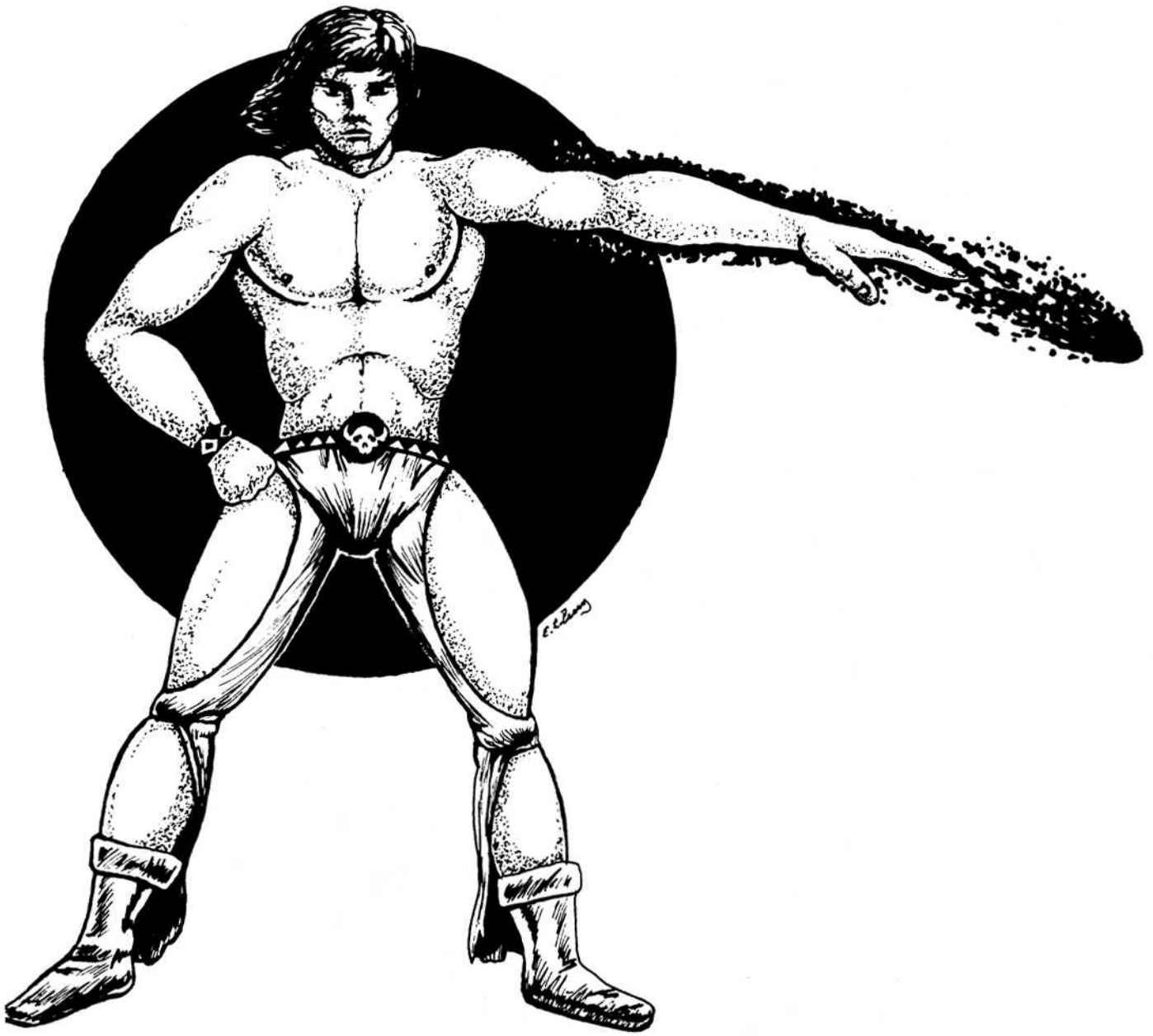
Non-psionic	5-20
Untalented	21-64
Latent	65-85
Fully	86-00

The probabilities of rolling in the new intervals is:

Non-psionic	10 in 100	
Untalented	63 in 100	(4%+5%+6%+7%+8%+9%+9%+8%+7%)
Latently	19 in 100	(6%+5%+4%+4%)
Fully	6 in 100	(3%+2%+1%)

No interval has been expanded by more than 5, yet the probabilities or rolling in each category have been changed by as much as 8 in 100.





Appendix III

Game Aids

Psionic Dominance Chart

	0-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81-90	91-00
1-3	-4	-2	-1	0	1	3	4	5	6	7
4-5	-2	-1	1	2	3	4	6	7	8	9
6-7	1	2	4	5	6	7	9	10	11	12
8-9	4	6	7	8	9	10	12	13	14	15
10-12	6	7	8	10	11	12	13	15	16	17
13-15	7	8	10	11	12	13	14	16	17	18
16-17	8	9	10	11	13	14	15	16	18	19
18-19	8	9	10	12	13	14	15	17	18	19
20	9	9	11	12	13	14	16	17	18	20

Manual Dexterity Chart

	0-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81-90	91-00
1-3	98	95	93	89	80	66	57	53	51	49
4-5	95	93	91	87	78	64	55	51	49	47
6-7	92	90	88	84	75	62	52	48	46	45
8-9	87	85	83	79	70	56	47	43	41	39
10-12	74	72	70	66	57	43	34	30	28	26
13-15	61	59	57	53	44	30	21	17	15	13
16-17	56	54	52	48	38	25	16	12	10	8
18-19	53	51	49	45	36	22	13	9	7	5
20	51	49	47	43	34	20	11	7	5	3



Psionic Combat Record

Character (or Group Leader): _____

Psionic Energy _____ 10% Level _____ Hit Points: _____

Psionic Dominance: _____ Mental Dexterity: _____

Psionic Combat Phrase	Psionic Energy Used	Psionic Energy Used Total	Effective Dominance Loses	Reason	Effective Dominance Gains	Reason	Effective Dominance Net
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							
12							
13							
14							
15							
16							
17							
18							
19							
20							
21							
22							
23							
24							
25							

Physical Combat Record

Character: _____

Hit Points: _____

Strength: _____

Bonuses to Hit: _____ Strength: _____

Dexterity: _____

Phrase	Incoming				Target	Outgoing		
	Attack	Evaded?	Damage	Damage		Attack	Evaded?	Damage
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								
13								

Character: _____

Hit Points: _____

Strength: _____

Bonuses to Hit: _____ Strength: _____

Dexterity: _____

Phrase	Incoming				Target	Outgoing		
	Attack	Evaded?	Damage	Damage		Attack	Evaded?	Damage
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								
13								

Player's Name: _____ Character's Name: _____
 Character's Profession: _____ Race: _____
 Experience Points: _____ Experience Level: _____
 Hit Dice: _____ Hit Points: _____

Characteristics

	INT	CHAR	STR	CON	DEX
Score					
Bonus To Attacks					
Bonus To Damage					

Weapons Carried _____ Armor: _____

Weapon					
Bonus To Attacks					
Bonus To Damage					

Spells Known: _____ Spell Points: _____

1					
2					
3					
4					
5					
6					
7					
8					
9					
10					

Psionic Capabilities

Psionic Potential: _____ Psionic Dominance: _____ Mental Dexterity: _____
 Psionic Energy: _____ Recovery Rates: _____ / _____ / _____ / _____
 Psionic Class: _____ Psiamp Level: _____

Empathy E.S.P. Ethereal E. Control Telekinetic Telepathic Suppressions

| _____ Level at which the Psionic Power was acquired _____ |

Possessions

Money	Platinum	Gold	Silver	Electrum	Copper	Gems	Credit
Amount							

Personal Hardware	Descriptions and Specifications	Weight

Weapons	Description and Specifications	Charges	Weight

Magical or Technological Devices

Device	Descriptions and Specifications	Charges	Weight

Appendix IV

Godly Psionics

Gods represent another area where magic and psionics overlap and interweave. However, there can be no doubt as to the source of a god's psionic powers, it is the same source that any being derives their psionic capability. Paradoxically, while gods derive their psionic capability from the same source as characters do and any god is the superior of any mere mortal, a god's eternality effectively bars them from developing their psionic capability to any degree greater than they already possess. Consequently each god can be -and is- placed in fixed categories of psionic power in relationship to other gods. There are eight such categories (none of which relates to the psionic classes for characters.)

The categories are as follows:

1. Non-psionic
2. Possesses 1 basic Ability (in addition to "Suppression)
3. Possesses 2 basic Abilities
4. Possesses 3 basic Abilities
5. Possesses 4 basic Abilities
6. Possesses 5 basic Abilities
7. Possesses all of the basic Abilities
8. Possesses all of the basic Abilities and an Extraordinary Ability.

Note: There is no Untalented or Latently psionic categories for gods, those two represent imperfect forms of the psionic capability (consciousness) and -by definition- all of a god's attributes must be the image of perfection. It is for this same reason of perfection that a god can not develop their psionic capability further than the degree to which they have already developed it.

On the list of the eight psionic categories the classical gods (Greek, Norse, Egyptian, etc.) can go no higher than the seventh. (The eighth category is reserved for a new order of gods which will be detailed later on in this appendix.) The psionic category that a god will fall into is dependent on the god's position in their particular pantheon (group of gods associated with a given Mythos) and the importance of the psionic capability (how often it occurs in the myths and how strongly it is represented) in the Mythos. (A major god in a pantheon where psionics are not common and weak may be in a lower class than a god in the lower ranks of gods in a pantheon where psionics occur quite frequently and strongly.)

Ranks of Gods:

0. Primary gods (Creation/Destruction gods, Mother/Father gods, gods associated with the Universe, etc.)
 1. Major Deities (gods of natural or elemental forces)
 2. Minor Deities (gods of humanistic forces; Love, Victory, Magic, scholasticism, etc.)
 3. Demi-gods (gods of human affairs; artists, thieves, artificers (technocrats), etc.)

Note: This ranking scheme is not completely rigid. In all pantheons there is at least one exception to this scheme. (e.g. the Greek God of War according to this scheme is only a rank 2 god; but the Greeks considered war to be so important that Ares is actually a rank one god in the pantheon.)

The relative importance of psionics to a Mythos is indicated in the following scheme.

1. Prime importance: Hindu (Indian), Mayan, Incan, Aztec, Norse, Celtic, any Mythos with a high degree of mysticism to it.
2. Important: Egyptian, Greek, or Roman, Phonician, Sumerian, any Mythos which includes psionic powers more by implication than explicitly.
3. Indifferent: Chinese, North American Natives, any Mythos that does not concern itself-actively- with the psionic capability.
4. Unimportant: Babylonian, any Mythos that actively uses magic in place of psionic powers or explains psionic powers in terms of magic.

Note: Even if a god is a member of a pantheon that is associated with a Mythos that does not involve the use of psionics much if that god's powers seem to indicate a high degree of psionic aptitude, then assign that god to an appropriate category.

To determine approximately which psionic category a given god belongs, subtract the rank (number) that the god belongs to and the level of relative importance of psionics in the Mythos (level number) from eight (8); the resulting number is the number of the psionic category to which the god belongs (plus or minus a level or two.)

Note: Gods that are supposed to know the hearts of men (gods of Truth, Justics, etc.) usually belong in the higher psionic categories.

Psionic gods have psionic characteristics, just as mere characters do; although the method of determining them is somewhat different. The minimum psionic potential for a god is determined by the (number of) psionic category by ten, this gives the minimum psi. pot. of 30.) The actual psionic potential is then determined by rolling percentile dice and adding the result of the roll to the god's minimum, ignore rolls that will result in a psionic potential greater than 100 (00.) The rest of a god's psionic characteristics are determined in basically the same manner that they are determined for characters. When a god's averaged mental characteristics exceed 20 add a bonus to their psionic dominance and mental dexterity scores according to the following schudule.

Mental Avg.	Psionic Dominance	Mental Dexterity
21-22	+1	-5%
23-25	+2	-10%
26-29	+3	-15%
30	+4	-20%

(The mental dexterity factor is the percentage of the score on the "20" line of the mental dex. chart that is to be subtracted from that score -round to the nearest whole number.) The Abilities that a given god will possess (in the instances where the god does not possess all of them) depend on the nature and purpose of that god (i.e. Apollo, the greek god of light, Truth, and Prophecy would have the Abilities of Energy Control, Empathy, Telepathy, and Etherrealness.) All psionically capable gods possess all of the skills appropriate to the Abilities they possess. The psionic energy reserve of a god is double that of a character that has developed their psionic capability to a similar extent.

Category eight is unique, gods that fit into this category are the ultimate psionic beings. Gods of this category possess all of the psionic Abilities and Skills as well as an extraordinary Ability. They have psionic potentials of 100 (00), a psionic dominance of 26, and a mental dexterity of 1% (due to unlimited mental characteristics.) The psionic energy of a category eight god is literally unlimited. Unlike most of the gods in the lower categories, gods in the eighth category will not use magic in any form (largely because they are so formidable psionically.)

To go along with their psionic uniqueness, gods in the eighth category will only intervene in the affairs of the world only under very specific circumstances. Only a psionically capable character can contact such gods and then only if they have the god's talisman in their possession. (Such talismans are always high level psiamp networks, live networks.) The god will always respond to a summons; however such summons are typically uncommon since the god displaces the character seeking their aid from their Body and uses the character's Body as a foothold in the physical universe until the task has been completed -or until the god is displaced by a greater force and their talisman is deactivated, if the god is so inclined to that kind of action.)

Just as most characters do not doubt a god's ability to intervene through the agencies of magic and physical presence, so they should also not doubt a god's capacity to intervene through the agency of psionic powers. Characters should not allow themselves to fall into the mistaken opinion that because they have the psionic capability -and well developed at that- and perhaps the added capacity of a psiamp that they are the equal of any god. The psionic capability is only another attribute of an intelligent being and does not necessarily make them godlike because of it. A god is still a god regardless of how well developed they are psionically.



Appendix V

Psionic Artifacts

This appendix contains the descriptions of a few high powered psionic devices. They are presented for two reasons; one, to give some examples of such powerful devices (and so give the judge some guidelines for inventing their own artifacts) and the second, to provide a few objects that a psionic character would strive to obtain.

Sword of Shadows

Network status: Live

Psi. Dom.: 18

Amp. level: greater than 10

In its appearance the Sword of Shadows (to human eyes at least) is both exquisitely beautiful and outstandingly sinister. Both the sword itself and the scabbard appear to be made out of a darkling blue shadow shot through with faint traceries of shadowy silver (the silvery threads seem to move in space and other dimensions if looked at closely.) If anyone other than a character possessing the Ability of Etherealness attempts to grasp the weapon their hand will in fact close upon nothing but shadows (i.e. They will not be able to grasp the weapon.) To a character that possesses the Ability of Etherealness the Sword of Shadows is quite 'solid'. Non-psionic characters are not ever able to see the sword and cannot be harmed by it. If a character -or other being- looks at the sword for more than a mere few moments (combat phrases) it will 'hypnotize' them into immobility. Despite this sword's shadowy appearance it does have a sort of physical reality.

Unlike most of the Networks this artifact can be used in two modes, the usual -for a Network- mode of a psionic amplifier, or directly as a weapon. When used directly as a weapon the Sword of Shadows has several unique properties. Being essentially non-material ignores all types of material armor (i.e. this sword does not care whether it is being used against a naked body or heavy Adamantine plate, functionally it is all the same to this sword.) When a blow is struck with this blade it leaves no physical wound (not any mark whatsoever.) (Note: Non-psionic character can not be harmed with this weapon, to them it does not exist. A Non-psionic character can not even see the blade.) When the sword strikes a blow that would sever something it does in fact do that damage, even though there is no wound and the part remains attached. (The severed part becomes immediately useless -just as if it were normally severed- and will eventually decompose unless it is regenerated.) The final and most disquieting aspect of this sword occurs when it strikes the killing blow, the Sword of Shadows destroys the killed creature's Soul (not absorb, not steal, not transform, not sent elsewhere and elsewhere, it DESTROYS the soul) thus making resurrection or reincarnation impossible. In all its other swordlike aspects (hit probability, damage, etc.) the Sword of Shadows is just like any other sword.

Very little concretely known about this network's original purpose or powers. It is known that the Shadow Sword (Sword of Shadows) is at least a level 10 psionic network amplifier, though it is not known whether or not it is an integrated network. The Abilities of Etherealness, Energy Control, and Suppression are known to be involved with the structure of this network. The personality associated with this network is somewhat sinister in aspect -being somehow associated with the realms of the dead- however those people that have associated themselves with this network and have managed to activate it to a level where the personality begins to assert itself have always been willing to activate it to a higher degree.

Egg of the Phoenix

Network status: Live
Psi. Dom.: 18
Amp. level: Unknown

The "Egg of the Phoenix" does in fact look like an egg, it is about the size and shape of a goose's egg; however it's resemblance ends there. The network itself is primarily composed of crystalline substance with a primarily blue tint to it. Silver colored filaments are shot through the whole structure of the egg, these silvered colored filaments seem to flow and dance -like the flames of a fire- within the 'egg'. Accompanying the flow and dance of the silver threads in a inner glow (like the reflection of a large fire in a low cloud) that flickers like the flames of a fire. Oddly enough the unsettled appearance of this network is not unsettling.

While this network's original purpose is no longer known there are several facts that have been either rediscovered or were never forgotten. When activated -even at the lowest levels- the network shows a predisposition toward destruction, in all of the forms of destruction; however those people that have used this network -and survived- assert that the tendency toward destruction is not destruction for destructions sake but destruction in order to clear the way for new creation. Incorporated into the structure of this network are the Abilities of Etherealness, Energy Control, and Telekinesis, they are bound together in this matrix in the manner of an Integral network. From the facts known about this network and it's apparent association with fire, it has been construed that the Phoenix Egg was originally designed for mining metals in a one step operation.

Special Note:

When first activated this network will project an image into the minds of it's activators of a bird form composed of flame. When this network is activated beyond the tenth level of amplification the bird form will begin to change into the forms and images of all of those that have used it and the Phoenix identity will seek to induce the activators to employ yet higher levels of activation (the leading character must save verses their psi. dom. by rolling under it on 1D20.) If the network is activated to a point where the Phoenix identity's psi. dom. exceeds the controlling character's psi. dom. then the character falls under the control of the identity. The Phoenix identity will then displace the character's identity into the network and take it's place in the vacted body. Finding 'rebirth' in the bodies of those that come in contact with the Phoenix Egg is the Phoenix identities prime desire, then it will set about readying the world for a new round of creation. (This network is a prime example of a network that was designed for a legitimate task and was warped from that task when it developed an identity of it's own.)

Storm Star

Network status: Non-living
Psi. Dom.: 0
Amp. level: 18

Not suprisingly the Storm Star network is formed in the shape of a star, although it is a rather unusual star in that it has only three points. The substance of the star is a white opaline material and has a smooth glassy feel. It exhibits no unusual or distrubing phenomena.

The purpose of this network is quite well known, the creation, control, and destruction of any type of storm. (violent weather type.) Storm Star is an integral network that combines the Abilities of Telekinesis and Energy Control. This network enables a group to control the weather in an area of 1 km. radius and an intensity of one (intensity refers to the damage potential of the storm,) per level of amplification used. The psionic energy input required is the base energy expense for the Energy Control and Telekinesis Abilities combined.

Note: The control of an existing storm requires only one-half the psionic energy expense that either creation or dissipation requires. Damage to a character from a storm is 1D8 per intensity level of the storm -beginning with the second level of intensity- for each game hour that the character must spend out in the storm.

Dimensional Key

Network status: Non-living
Psi. Dom.: 0
Amp. level: 10

This artifact does not look like a normal key, it is shaped in the form of a finger ring. The ring appears to be composed of a crystalline substance that is either very dark blue or black in color. If a character should happen to gaze into the ring for a while they will begin to feel that maybe they were wrong about it's shape, that it is not really a ring after all but something else (however they are not sure just what that other shape is.)

This network is unusual in that it can be safely used by single person (under the proper conditions of course.) The Dimensional Key's designed purpose was to provide access to the various planes of existence without the accompanying psionic drain. The network is integrated and combines the Etherealness and Suppression Abilities (although Suppression is used in a very unusual manner.) This network enable any character that has the Etherealness Ability to use any of the Etherealness Skills -whether they know them or not. If a character uses this network for an Etherealness Skill that they do possess then they are able to use it in absolute security (there is no possibility of them making a mistake while they are using this network to aid them with a Skill that the character already knows.)

Note: A character that gains possession of this network -and keeps it- will gain the Ability of Etherealness as their next Ability (provided that they do not already possess this Ability.)

Universal Network

Network status: Unknown
Psi. Dom.: Unknown
Amp. level: Unknowable

The overall appearance of this network is almost as impressive as the astounding lack of information about it. It is a small jet black sphere approximately 5 cm. (2 in.) in diameter. On closer examination it can be seen that the sphere is shot through with tiny 'clouds' and 'trails' of silver and gold. Furthermore the globe seems to pulse (not with a visible glow but some other phenomenon) to a strange and essentially incomprehensible beat. The rumor about this network's appearance is that it is actually a representation of the universe (some go so far as to say that it is the universe, though no one really knows for sure.)

Virtually no concrete facts are known about this network. There are unsubstantiated rumors that this network is one of the 'live' ones; but there are no rumors of a description of the rumored identity, No adequate information about the Abilities incorporated into this network are available, yet there are no reports of the network ever being unable to perform any task that any group has ever tried to do, nor has any group ever be able to access a level of amplification that the network was unable to deliver. Needless to say the original purpose of this network is unknown; however it is known that this network has been able to Teleport anything (except a Non-psionic character) to anyplace that anyone could imagine -this is partly conjecture since some people that have tried it, and were known to have rather wild imaginations coupled with very little caution, have yet to return.) This network is truly a Mystery wrapped in an Enigma and seems destined to remain so.

Appendix VI

Useful Books

This appendix lists a number of books that deal with the subject of psionics. All of the books listed in this section are SF (Science Fiction, Speculative Fiction, Science Fantasy, etc.) books. Such books are listed because -in general- they are more illustrative of the use and actions of psionic powers -as regards role playing games- than a Non-fiction book on the subject of psionics (Parapsycology, Paranormal Science, Supernatural Powers, etc.) is likely to be. There are undoubtedly other books that also deal with psionics; but the books listed in this section are the books that are familiar to me. (A complete listing of all the books dealing with the subject matter of psionics would undoubtedly considerably more space than a mere few pages.)

All of the books are listed in alphabetical order by publishing house, then Author, and then title. In order to save space the addresses of the various publishing houses are listed at the end of this appendix (after the book listings.) The ISBN number is listed for each book immediately after the book's title. The first ISBN number listed is the number for the paper back edition, where possible the number for the hardback edition is listed it is the second ISBN number. (If the hardback edition is published by a different publisher it will be noted at the end of the listing for a given author.)

Ace Books

Bradley, Marion Z.

- | | |
|--------------------------|------------------------------|
| 1. Seven from the Stars | 0-441-75940-8-195 |
| 2. Star of Danger | 441-77945-125/ 0-8398-2512-9 |
| 3. The Bloody Sun | 441-06851-125/ 0-8398-2513-7 |
| 4. The Planet Savers | 441-67020-150/ 0-8398-2514-5 |
| 5. The Sword of Aldones | 441-79200-150/ 0-8398-2367-3 |
| 6. The Winds of Darkover | 441-89251-5 / 0-8398-2511-0 |
| 7. The World Wreckers | 441-91170-075/ 0-8398-2515-3 |

Note: Books 2-7 are all books in the Darkover 'series' of novels. The second number listed for books 2-7 are for the hardback edition, the hardback editions of the Darkover novels are published by Gregg Press (the address for Gregg Press is listed with the other publisher addresses.)

Avon

Henderson, Zenna

Pilgrimage: The Book of the People 380-02312-075
The People: No Different Flesh 380-02344-075

Zelazny, Roger

Lord of Light 380-00187-095

Ballentine/Del Rey

McCaffery, Anne

To Ride Pegasus 345-23417-125

Daw Books

Bradley, Marion Z.

Darkover Landfall 451-UQ1036-095 / 0-8398-2404-1
Storm Queen 0-87997-381-1 / 0-8398-2504-8
The Forbidden Tower 0-87997-323-4 / 0-8398-2505-X
The Heritage of Hastur 451-UW1189-150 / 0-8398-2363-0
The Spell Sword 451-UY1284-125 / 0-8398-2503-X

Note: All of the books listed under Marion Z. Bradley and published by DAW are all books in the Darkover 'series'. The second number listed after each book is the number for the hardback edition. The hardback editions of these books are published by Gregg Press (address listed with the addresses for the other publishers.)

Chilson, Robert

The Star Crowned Kings 451-UY1190-125

Dell

Swann, Ingo

Star Fire 0-440-18219-0

Publisher Information (Addresses)

Ace Books

A Division of Charter Communications, Inc.
A Grosset & Dunlap Company
360 Park avenue South
New York, New York 10010

Avon Books

A Division of the Hearst Corperation
959 Eighth Avenue
New York, New York 10019

Ballentine/Del Rey

A Division of Random House, Inc.
201 East Fifteenth Street
New York, New York 10022

DAW Books, Inc.

1301 Avenue of the Americas
New York, New York 10019

Dell Publishing Company, Inc.
1 Dag Hammarskjold Plaza
New York, New York 10017

Gregg Press
A Division of G.K. Hall & Company
70 Lincoln St.
Boston, Mass. 02111

Index of Psionic Powers
Alphabetized by Ability and then Skill

Empathy

Aura Alteration
Aura Reading
Cellular Restoration
Command
Cure Insanity
Paralyze
Scan
Truth Tell

Energy Control

Crystal Shatter
Energy 'Jar'
Levitation
Life Call
Substance
Transmutation

E.S.P.

Clairaudience
Clairvoyance
Locate
Precognition
Ventriloquism

Etherealness

Spirit Speak
History Scan
Pass-way
Read Objects
Shades
Spacewarp
Teleportation



TELEKINESIS

- Telekinetic Force Barrier
- Telekinetic Force Blade
- Invisibility
- Kineticize
- Molecular Synthesis
- Molecular Restructuring

TELEPATHY

- Alien Telepathy
- Animal Telepathy
- Eavesdrop
- Hypnosis
- Illusion
- Extraordinary Abilities:
 - Amplify
 - Forced Telepathy (Aliens)
 - Forced Telepathy (Animals)
 - Forced Telepathy (Humans)
- Impress
- Sense
- Transfer



