
UNHINGE YOUR SOUL



***an unofficial psionics supplement
for MOTHERSHIP***

1/WELCOME

This mini-supplement adds psionic weirdness to the world of *Mothership*. Below, you'll find rules for psionic skills, psionic combat, and a new class: the Psion. Any *Mothership* character can learn the basic skills, and you should feel free to simply steal the skills and ditch the class (or vice versa, if you'd rather limit psionics to those who take the class).

Players and Wardens should work together to decide what defines psionics in their game. Some suggestions are provided on the right, but the details are left purposefully vague. Make up (or pick) something fun and explore it further in play.

Psions are powerful and dangerous, especially when compared to the base classes in *Mothership*. Wardens, don't be afraid to hit them with some truly horrific weirdness on critical failures.

Some Critical Failures

- 1 A thousand slaving mouths crawl through a rip in space.
- 2 Nightmares manifest before the crew, suddenly and cruelly real.
- 3 A wave of alien despair fills the crew with keening dread.
- 4 Cold blood pours from the Psion's mouth, ears, nose, and eyes.
- 5 You are blinded. Darkness closes in, suffocating and silent.
- 6 The Psion sings a song in a dead language, puppeteered by an ancient interstellar consciousness.

What is Psionics?

- 1 Space magic, an expression of some inborn talent possessed by a chosen few.
- 2 A form of dimensional meditation, allowing practitioners gain glimpses of higher dimensions in a filtered and reduced form.
- 3 The result of genetic modification carried out by a long-vanished alien empire.
- 4 A memetic virus which convinces its carriers that they are using "powers" to achieve the impossible.
- 5 Superstring entities channeling their energies through *you*
- 6 A way to rationalize the phenomena of "supersensers," those who are born with massively boosted perceptions.
- 7 A glitch in the simulated universe's code. Psychic powers are nothing more than an intuitive and unwitting exploitation of a bug in the program.
- 8 The experimentation of a curious singularity-God. Psions are quantum-entangled to a black hole and fed power through Planck-level wormholes.
- 9 A sixth sense possessed by every living being – just one that requires focus and attention to notice.
- 10 The byproduct of an alien parasite, one which feeds on emotion and excretes information, a phenomenon interpreted by our brain as the inflow of additional sensory data.

2/NEW SKILLS

These three skills are linked linearly in the order listed below (that is, you must learn Initiate before you can learn Adept, and Adept before Master). All psionic skills have the unique benefit of **psionic replacement**, which allows you to use them in place of any other skill on any roll. When using psionic abilities, you must narrate how your character uses their powers in place of the skill that would usually be used. Touching the Eternal Void takes a toll: you must take 1 Stress every time you use your psionic abilities.

Example: Kira, a psionic initiate, is forced to take the helm of the crew's shuttle after a piece of debris takes out the pilot. She describes closing her eyes and reaching out with her mind, feeling the flow of energy and gravity playing over the shuttle's hull. She takes the throttle control in her hands and rolls her Intellect, adding +10% from her Psionic Initiate skill - allowing her to effectively use Piloting despite not having trained in that skill. She then takes 1 Stress for making use of her psionic abilities.

Psionic Initiate (Trained): Your inner eye has opened. You dream of strange, impossible places and hear the whisper of the Eternal Void. Your powers are feeble but mark you as someone dangerous to those who can detect the deeper mysteries.

Psionic Adept (Expert): You have walked the Sevenfold Path. Your crew can hear you dream and you, in turn, can hear the static-whispers of their minds. The Sublimated, those who dwell within the Eternal Void, watch your progress with increasing interest.

Psionic Master (Master): You crackle with unseen power. You do not dream – you *transcend*, your consciousness wandering the Eternal Void with assured steps. Your power rings like a bell, clear, controlled, and utterly impossible to ignore.

Psionic skills cost double the usual number of skill points to learn (i.e. 2, 4, and 6 instead of 1, 2, 3).

3/PSYCHIC COMBAT

The mind of a psionic adept is a *weapon*. You can use your psionic skill with Intellect to make psychic attacks against any creature whose eyes (or closest equivalent sense-organ) you can see. You must be physically present to make a psychic attack and making contact without any intermediation – that is, no telescopes, binoculars, or CCTV cameras can stand between you and their fragile mind. Defenders roll Instinct or Sanity to resist psychic attacks.

Psychic Attack

Cost: 1 stress per use, requires two actions in combat

Ranges: 10m / 20m / 30m

Damage: 1d10

Crit: Double damage and target is incapacitated for a round (due to all the screaming and weeping).

Special: If you know what the target fears most, you gain advantage on attack and damage rolls made with this ability.

4/NEW CLASS: PSION

Psions are strange, dangerous, and broken. They have focused from birth on nurturing their impossible talents, leaving aside petty human concerns, like *friends* or *sleep*. Many places in the Rim despise Psions, forcing them to hide their talents or face the wrath of the community. Corporations, of course, have no moral compunctions against using them, although Psions are rarely trusted with actual authority. Play a Psion if you want to be an oddball, an outcast, or a mystic.

Making a Psion

Roll stats as usual. Your highest starting stat determines your psionic subtype which grants you a unique power.

Strength: Psycho-Kineticist

- You can roll Strength with your psionic skill (paying 1 Stress) to manipulate physical reality. You can move objects with your mind!

Speed: Thought-Dancer

- You can roll Speed with your psionic skill (paying 1 Stress) to make use of your psychically-boosted reflexes.
- At any time (even after failing a Save), you can use this ability to try and avoid incoming damage or otherwise react impossibly quickly.

Intellect: Soul-Watcher

- You can roll Intellect with your psionic skill (paying 1 Stress) to skim a few thoughts from the mind of someone nearby – enough to figure out a lie or see what they're planning to do in the next few moments.

Combat: Mind-Warrior

- Your battle-focus has granted you mastery over psychic attacks: they now require one action to use and can be rolled with Combat instead of Intellect.
- When you kill an enemy with a psychic attack, you can choose to have their head explode, triggering Fear checks among their allies (and anyone on your team who hasn't seen this trick before).

After noting your subtype, add +5 to Intellect.

Saves

- Sanity: 20 – the distinction between reality and madness is entirely irrelevant to most Psions.
- Fear: 60 – they have seen worse, perhaps in your dreams.
- Body: 25 – why maintain one's body when the mind is so much more fascinating?
- Armor: 35 – they can see you pull the trigger before you've even thought to do it.

Stress and Panic

- Any time a nearby friendly character would gain Stress, a Psion may choose to take that Stress in place of the friendly.
- When a Psion panics, every friendly character nearby gains 1 Stress.

Skills

- Psions begin play with the Psionic Initiate skill and 3 skill points.

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