

Brainstorm

Psionics for Nova



Powers of the mind for Nova

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AFTER THE MAGIK SOURCEBOOK, BRAINSTORM EXPLORES WHAT HAS BEEN CALLED "SCIENTIFIC MAGIC". PSIONICS, THE INVISIBLE POWERS OF THE MIND, ARE REVEALED, ALONG WITH THOSE WHO WIELD THEM AND THE CREATURES THAT PREY ON THEM.

<i>Psionic basics</i>	4	<i>Enslave</i>	9	<i>Transcendence</i>	15
<i>Who is a psychic?</i>	4	<i>Extra sensory perception</i>	10	<i>Disciplines</i>	16
<i>Psionic powers</i>	4	<i>Hallucinogen</i>	10	<i>Cancel</i>	16
<i>Intiation</i>	5	<i>Haywire</i>	10	<i>Exceed</i>	16
<i>The cost of psionics</i>	5	<i>Heal</i>	11	<i>Focus</i>	16
<i>Psionic disciplines</i>	5	<i>Magnet</i>	11	<i>Joker</i>	16
<i>Experience</i>	5	<i>Mastery</i>	11	<i>Physique</i>	16
<i>Powers</i>	7	<i>Metabolism</i>	11	<i>Potency</i>	16
<i>Adrenaline</i>	7	<i>Mole mastery</i>	12	<i>Splice</i>	16
<i>Ambience</i>	7	<i>Photokinesis</i>	13	<i>Gifts n' drawbacks</i> .18	
<i>Barrier</i>	7	<i>Premonitions</i>	13	<i>Metapsionic entities</i> 19	
<i>Claw</i>	8	<i>Resistance</i>	14	<i>Robbers of dreams</i>	19
<i>Counterpsionic</i>	8	<i>Sound</i>	14	<i>Spectres</i>	19
<i>Drain</i>	8	<i>Telekinesis</i>	15	<i>Will o wisp</i>	20
<i>Electrokinesis</i>	9	<i>Telepathy</i>	15		
		<i>Thermakinesis</i>	15		

The term psionic powers is used to describe the mysterious abilities possessed by some gifted individuals. These abilities, which enable them to perform acts surpassing human limitations or defying the laws of nature, seem to derive from their minds. In other times, psionics would be called witchcraft, but perhaps there isn't anything magical about them except from their mysterious ability to elude any serious research attempt so far.

The origin of psionics remains unknown. The only thing certain is that whatever they are, they're very rare. During researches, only one out of ten thousand individuals has exhibited psionic potential and true psionic talent is even rarer. Perhaps some form of mutation is responsible for the development of psionics. Or maybe psychics (that's how the users of psionics are called) have

found a way to utilise the 90% of the human brain which remains unused by most people.

Envy for their special super-human abilities, fear of the different or just simple distrust often plague a psychic. Psychics are not normal people and thus, they become targets of every kind of negative feelings. This is the reason why most of them keep their powers secret from other people. Most people would view a revealed psychic much differently than they did before, ostracising him to the border of society in their own way and psychics are smart enough to know that. Besides, there are a lot of people who would want to take advantage of a psychic's special abilities for their own reasons...

Who is a psychic?

Who is a psychic? For NPCs, the answer is easy: everyone the GM

wants him to be (taking in notice the rarity of psychics, so that the players are not the only humans in a world of psionic users). For players, the answer is equally easy: everyone that takes either of two special gifts during character creation: psionic mastery or psionic potential. Those rare individuals with the psionic mastery gift are considered full-blown or true psychics, for they have access to a variety of powers and are not limited in one talent.

Psionic mastery (20 points): You have completely uncloaked the psionic potential of your mind. This makes you one of the very few people that possess psionic powers in multiple fields. You start with 8 points to divide on up to four powers (no power can have a rating over 3). Even though this gift costs 20 points, it doesn't count against the 10 point limit for purchasing gifts.

Psionic potential (6 points): You have gained access to untold powers of your brain. You begin the game with one psionic power of your choice which has a rating of one. With practice, you can get better at it. It is also possible for you to develop other powers, but such a thing is difficult and very slow at best.

Psionic powers

The thing which makes psychics different from the average humans is their ability to invoke certain effects. These effects are commonly divided in groups comprising the psionic powers. Each power may be used to produce a number of effects which are similar in principle or function. A wide variety of powers has been discovered over the years by researchers of psionics and even the most powerful psychics are able to use a small number of them.

Psionic Basics

5

Each power works like a skill, so it has a rating of one to four. Better ratings in a power not only affect the number of dice rolled but also the effects of the power: a high rating may be used to produce more powerful effects.

Initiation

In order to use a psionic power, the psychic needs to clear his mind and attain a certain degree of self-concentration. To find out if he can focus his mind sufficiently to use the power, he needs to roll the **initiation** check. The initiation check is a determination check using the power's rating as a skill. A failed initiation check means that the psychic is unable to focus and the power will not work.

Some psionic powers may be maintained over a number of rounds without any check if they've been successfully initiated.

Such powers are marked with a "c". The psychic however, needs to be focused and spend at least one action per round to maintain the power.

The duration of other powers is noted in their description or is instantaneous if nothing else is mentioned.

The cost of psionics

Each use of a psionic power (every successful initiation check rolled counts as a use) is especially tiresome for the psychic, requiring a great deal of effort and concentration. Therefore, it decreases his ability to invoke the power again. In game terms, whenever a power is successfully used, the psychic's score in the power is temporarily decreased by one, down to a minimum of zero. The power's original rating is restored only when the psychic has the chance to rest and relax his mind

(rating points returns at a rate of one per hour of sleep).

Psionic disciplines

Psionic disciplines are nothing like other psionic powers. In a way, they're not powers at all, since they don't have any effect on the physical or mental world on their own. Disciplines however can boost the potential of a psychic and the power and effect of his abilities to extreme levels. They are some kind of methods the psychic learns or discovers which help them to utilise his psionic capabilities to the maximum.

Much like psionic powers, disciplines have a rating of one to four. Unlike powers, they don't need an initiation check to be used. They don't even require an action to be activated. Instead, they're used in conjunction with psionic powers, offering their services automatically. Their effect

is usually instantaneous and every time they're used, they lose one point of their rating, much like psionic powers. Lost points are recovered after a good rest.

Disciplines are developed like powers through experience, but they can also be purchased by starting characters, using the points from the psychic mastery gift.

Experience

Psionic abilities, having a rating of 1-4 like skills, are also treated like skills for purposes of developing them. An experience check may be granted in the same cases as for skills (consult the **Nova** core book). Their only difference with skill is that when making the experience check, all dice must come up as 5 or greater.

Learning a new psionic power is certainly more difficult and time-consuming than in the case of

6

skills. The character must spend a lot of time meditating and decline two chances to improve one of his powers. On the third chance, he gains a rating of one in a new power of his choice.

If the character is a talent rather than a true psychic (ie he has the psionic potential and not the psionic mastery gift), the attempt to learn a new power is not automatic: he must score 4+ on a D6 roll. If this roll is failed he must wait till a new chance arises to try to develop a new power.

Disciplines are learnt exactly like skills. A psychic can decline the chance to improve one of his powers to try to improve one of his disciplines.

Adrenaline ^c

The use of this power increases the levels of adrenaline in the blood of the psychic, making him able to react faster in changing situations and enabling more blood and oxygen to reach the muscles. The psychic adds his power rating to his awareness skill (even pushing it beyond the 4-points limit) for the duration of the power. Better oxygenation also increases the psychic's Conditioning by one die per success of the initiation check (at +1 cumulative).

Ambience ^c

Ambience manipulates the aura of the psychic. This invisible yet discernible characteristic is what distinguishes the real charmer from a handful of handsome guys or the real leader from a bunch of nice-talking demagogues. The application of this power can give

charisma and Influence to a socially ineptitude psychic, enslave people by adoration for him or simply root someone to the spot out of sheer fear.

At rating 1, the use of the power can attract a member of the opposite sex by exhibiting an aura of power and passion. If the target fails an Insight check, he is affected by the projected aura and views the psychic with admiration and perhaps sexual desire. The psychic can exploit these feelings, as the victim will go to great lengths to fulfill his wishes, although he will not violate his basic beliefs or put himself in danger.

At rating 2, the psychic is able to extend his powers on a crowd of people. He will be seen as a powerful figure, gaining a -1 bonus to any Influence check he attempts. He is also able to concentrate his power on a single individ-

ual, appearing as very intimidating. If the target loses a Determination contest, he will try to avoid confronting the psychic in any way unless the situation makes such a thing unavoidable.

With a rating of 3, the psychic is able to make a victim fall hopelessly in love with him. The victim will protect him at all costs and follow most of his suggestions in order to please him if he loses a Determination contest. However, the psychic would do well to remember that there are limits even in the strongest of loves. The psychic may also project his aura containing a single, strong emotion to a crowd of people within a distance equal to the rating x 10 m. Anyone failing a Determination check is overwhelmed by the desired emotion, be it love, happiness, euphoria, hate, anger, lust etc.

The aura of a psychic with

rating 4 in ambience is so powerful it gets addictive. When the psychic uses any level of this power on someone, it acts as a drug. If the victim fails a Determination check, he gets addicted to the psychic's aura. He will seek to spend time close to the psychic just to feel his ambient power. If he is denied this, he'll present severe depression and catatonia, doing anything to get his "dose" of the drug. Recovering from this addiction requires external help and takes at least a year, the exact amount of time depending on the victim's willpower.

Barrier ^c

Creates an invisible barrier, impassable by any material object or being. Although the power can not be perceived or detected by normal senses, nothing may pass through it. It may be disrupted by weapons which inflict lethal dam-

age. The barrier is considered to have Constitution points equal to the power's rating plus one and a base unarmored rating equal to half the power's rating. Its dimensions depend on the ability of the psychic. Generally, the area of the barrier may not exceed double the successes of the initiation check multiplied by the Determination dice in square meters (the barrier is two-dimensional).

At level 3, the psychic may choose to affect only objects or only living beings with the barrier (this may lead to interesting applications of this power). At level 4 his control over the power is so great that he can choose to affect only specific objects or specific beings. The barrier may be maintained for an infinite amount of time, but the psychic may not engage in other actions while maintaining it and he can only move at half speed. If disrupted by weap-

ons, the backlash suffered by the psychic costs him one Stamina point and the barrier can not be raised again for a full day.

Claw

This is an aggressive form of telepathy used to affect the target's bodily functions or rip his mind apart. The attack has a range equal to the power's rating multiplied by 10 in meters. No attack roll is needed; instead a Determination contest is made between the psychic and his target (the psychic uses extra dice equal to the rating of the power at +1 cumulative). If the psychic affects the target's bodily functions, he causes the heart to beat irregularly and circulation to become insufficient. The target feels suddenly dizzy and loses one Stamina point for every success of the psychic over his. In addition, he suffers a +1 penalty to all of his

actions for 1D6 minutes if he loses even one Stamina point. If the psychic chooses to cause some massive internal damage to the target's brain, the target loses Constitution points (but doesn't suffer the +1 penalty). The psychic however, rolls the Determination dice with +1. No kind of armor protects against this damage.

Counterpsionic

This power is anathema to all other psionics, sending waves that disrupt the use of psionic powers. The power affects an area around the psychic with a radius equal to the rating in tens of meters. The successes of the initiation check determine the potency of the attempt. Any psionic power maintained via concentration inside the area of effect that had fewer successes in its initiation check is immediately terminated. Even after the instantaneous use of coun-

terpsionic, the echo of the disruptive waves in the area forces a +1 penalty to any check made to initiate a psionic power for the rest of the round.

At rating 3, the psychic is able to focus on a single maintained power within range instead of affecting all in an area.

Drain

Drain is a malevolent power producing a negative aura which saps the life force of the victim, taking away his strength, will and energy. The range of the power is only limited by the psychic's limit of sight.

At rating 1, the psychic can cause the life force of the victim to whisk away. He rolls one die with $t\# 3$ (or two dice if his rating is 3+). Every success causes the loss of one Constitution point. The life force is collected by the psychic, who is instantly healed of one

Stamina point.

At rating 2, the psychic is able to drain 3 dice from the victim's attributes if he loses in a DET contest. No more than one die may be drained from a single attribute. Drained dice are the ones with the highest t# and they become useless (they simple don't count in the game). If the drained die is the attribute's only one, it only suffers a +2 modifier to its t#. Drained dice are restored at the rate of one per day.

With a rating of 3, the psychic can drain ten years of life from a victim that loses in a DET contest. Even someone in a cocoon may be killed by repeated use of this power.

Lastly, at rating 4 the psychic can unleash a devastating attack that forces the victim to make a check in every attribute. If a check fails, one die is drained from the attribute (as in the de-

scription of rating 2). Drained dice return at a slower rate: one per week.

Electrokinesis

This power can manipulate electricity and store an electrical charge inside a metallic object. The charge is enough to cause 45-energy damage if the object touches a living being. The power can also be used instantaneously on a person if the psychic has a rating of 3+. This use doesn't cause any damage but it can short-circuit the nervous system and result in unconsciousness for 2D6 x 5 minutes if the target fails a very hard Vitality check.

Enslave^c

The psychic is able to deprive a victim of his will, making his follow his whims. As the psychic grows stronger in this power, he bends

his victims easier and more completely to his will.

At rating 1, the power can be used to force a person to follow the psychic, if he loses in a DET contest. The victim is compelled to follow the psychic but will not go over crevices or other endangering obstacles.

At rating 2, the psychic can force the victim to obey a single word, for example "hold", "sit" etc. The victim must lose a DET contest in order to follow the order.

With a rating of 3, the psychic can completely bend a person to his will, forcing him to follow any of his orders as long as he retains concentration (the victim must lose in a DET contest). Sub-conscious security triggers will put the victim in a state of confusion if he's given a command leading to obvious suicide. Another use of the power at this rating is to remove the memory of a certain

event from the victim. If a DET contest is won, a single event which happened up to a month ago can be erased from memory. If the psychic scores two successes over the victim, he can effect events up to a year ago and with three successes up to five years. With four successes the range of the power encompasses the life of the victim.

The psychic completely dominates a victim at rating 4, transforming him into an automaton. A DET contest is necessary, but if the victim loses, he will do anything the psychic asks so long as he retains concentration, including killing himself. The brain-washing is so complete that leaves the victim extremely vulnerable to subsequent attempts of mind-controlling by the psychic. Indeed, if the psychic use any enslave power on the victim, the victim's Determination is considered to be

equal to 6.

Extra sensory perception (ESP)^c

The psychic is able to sense objects that are hidden from his vision by some kind of obstacle. For example, he can sense what lies behind a closed door or the image of a card turned upside down. At rating 1, he can only have very general feelings, for example that someone is behind the door or that the card is black or red. At rating 2, he might be able to sense how tall the man behind the door is or his gender or discover that the card is trumps. With a rating of 3, he would be able to discern the man's characteristics or the card's number. At rating 4, the psychic can even read a closed book.

Hallucinogen^c

Hallucinogen is a complex power, affecting the senses and the way the mind interprets them, tricking the victims with visions that don't exist or are another version of reality. It is foremost the art of illusions and the unseen, making people believe in things that aren't there or concealing things that are there.

The use of the power hijacks the victim's sensory system to create an illusion perfect in every detail. Since the senses are our only way of communication with the environment, there is no way for the target of this power to realise the illusion, as his senses will adapt to convince him that what he's facing is completely real. For example, someone who tries to walk through an illusory wall will not realise that it's not there; he will stop and be utterly convinced that he can't pass

through the wall. Even if he tries to jump through it, he will feel the pain of crashing on it and the wall will still be in front of his eyes.

The number of persons that can be affected by a single application of this power is equal to double the power's rating. To be affected, each person must lose in a contest, during which he pits his Presentiment against the psychic's Determination. The illusion is maintained through concentration.

At rating 1, the psychic can create the illusion of anything up to the size of a person. Or, he can conceal anything of that size from the target's senses.

At rating 2, the size of the illusion can be that of a large vehicle.

At rating 3, he can produce the mirage of a small building.

At rating 4, the size reaches that of a building of large proportions.

Haywire

This power disrupts the function of electrical and electronic devices by producing an electromagnetic pulse. Most devices regain functionality after a period of minutes or hours, but in the case of computers and magnetic storage media, data may be corrupted or irrevocably lost.

To see if the power successfully affects a particular device, a contest takes place after the initiation check. The psychic rolls dice equal to the power's rating (all with t# 4). The machine rolls a number of dice according to its protection, again with t# 4. Unshielded equipment generally rolls one die. Devices hidden from the sight of the psychic by a non-metallic object roll two dice, while those that are hidden by a metallic object roll three dice. Machinery specially shielded against magnetism has a 4-dice defense.

Heal

By summoning his mental energies, the psychic can miraculously accelerate the healing rate of a wounded person he's touching. mending bones and closing wounds that could take days or weeks to heal in mere seconds. The psychic can restore Stamina or Constitution points (each requires an independent use). Every success on the initiation check restores one point (however, Constitution is more difficult to be restores and inflicts a +2 penalty).

Magnet ^c

Manipulation of the psychic's natural electromagnetism is possible with this power. The simplest use is to produce a magnetic field which can attract or repel metallic objects. The force of the attraction or repulsion is equal in dice to the rating of the power, starting

at ~~t#~~ 4 and building up (at rating 3 the force of the power is 456 for example). The magnetic force can reach out to the rating in tens of meters.

At rating 3, the psychic can radiate a field of electromagnetism which serves to repel metallic objects with considerable force. This can protect the psychic from damage, serving as armor equal to the power's rating minus one against metal slugs (ballistic) and half that against metallic hand weapons (as they're heavier).

Mastery

This power helps the psychic to achieve mastery over matter and his body. In effect, the psychic can substitute his physical attributes with his mental attributes. For every point of the rating, he can substitute one of his physical attributes with one of his mental

attributes. The duration of this substitution is 5 minutes x the power's rating.

For example, Ruger has a rating of 2 in mastery and the following attribute ratings:

Conditioning 5, Intellect 445, Influence 34, Vitality 4, Insight 44, Comeliness 5, Liteness 45, Determination 346, Reaction 5, Presentiment 5

Ruger decides to use his mastery power and substitutes his Vitality with his Intellect and Liteness with Determination. So, his Vitality becomes 445 and his Liteness 346 for a 10-minute period.

Metabolism^c

The psychic can affect his body's metabolic processes, speeding or slowing them down. This enables him to move and act faster or to reserve his strength respectively.

At rating 1, the psychic is able to react much faster when

using the power. The successes of the initiation check are used as a bonus for his initiative check (eg 3 successes on the initiation check give a -3 bonus to all initiative rolls). However, accelerating metabolism means that the body spends its resources and tires itself faster. Thus, the psychic loses one Stamina point for every two rounds he uses this power.

With a rating of 2, the psychic can slow his metabolism to preserve resources and energy. While his metabolism is slowed down, the psychic needs only half of the air, food or water a normal human requires. Initiative rolls suffer a +2 penalty.

When the psychic attains rating 3 in this power, he can push his metabolism to its limits. He is lightning-fast but he also expends energy at incredible rates. The successes of the initiation check determine the number of extra

actions the psychic can perform each round, in addition to his normal ones. All of these extra actions are played at initiative 0. However, he loses one Stamina point every round this power is in use.

At rating 4, the psychic is able to combine the powers attained in rating 1 and 3, dividing successes between them. For example, if he rolls three successes on his initiation roll, he may choose to take two extra actions and have a -1 bonus to his initiative roll. This use always drains one Stamina point per round.

Another use of rating 4 is to slow metabolism to the point that the heart barely beats and the psychic is in a comatose state. Only a careful examination will prove that the psychic is not truly dead. In this state, the psychic can survive in extremely low temperatures (down to -80 C) with a

minimal amount of oxygen (he takes one breath every two minutes). Although he's not aware of his surroundings, he can exit the coma at any time he chooses so.

A psychic with rating 4 is also able to use effects of a lower rating (1-3) on other persons, if they are within his range of sight. However, a person affected in this way may choose not to utilise this benefit (especially if he doesn't want to lose any Stamina).

Mole mastery

This power makes the psychic able to control and manipulate the microscopic blocks of matter, moles.

At rating 1, the psychic is able to excite moles enough to produce radiation. The result is a soft glow which may be used to light a dark area. A volume of one cubic meter per point of rating may be affected. The effect is

sustained for one round per point of rating.

At rating 2, he is able to increase the density of matter, affecting a volume equal to his Determination dice plus power rating in cubic meters. Gases become liquids, liquids become solids and solids become super-hard (with a decrease in size as density increases). Although the power is instantaneous, the matter affected gradually returns to its original density during the course of the power's rating in rounds. If the power is used on a living creature, it causes it to develop an armor rating of 2 against all threats. It also causes problems due to the hardening of muscles and the thickening of blood, leading to the loss of one Stamina point per round.

Decreasing an object's density becomes possible at rating 3, but only for minute amounts of

time, usually less than a second. The use of the power on a being has devastating effects however, causing the loss of Constitution points equal to half the power's rating. Most objects affected by this power are deformed and probably rendered non-functional.

The forcing of matter into plasma state is the effect of the power at rating 4. The psychic can affect only very small amounts of matter, but the plasma is unstable and has explosive properties. It explodes, doing energy damage equal to the psychic's Determination in dice (starting at a t# equal to 6 minus the power's rating and building up at +1 cumulative). If the power is used on a creature, it turns into a living explosive and it gains no protection from artificial armor (since its own mass is converted to plasma).

The aura of living beings resists the attempt to affect their

mass, so a psychic needs to win a Determination contest before any mole mastery power can affect a breathing creature.

Mole mastery is an especially rare and difficult to develop power. A starting character needs to devote double the normal amount of points in the power (two points gain one point of rating). A proficient psychic needs two successful experience checks to progress the power by one point.

Photokinesis

This power exerts control over the lighting of the nearby area (approximately 10 m x power rating in diameter). It can reduce the lighting to complete darkness or make it brighter. It can also affect light sources (one light source per point of rating). These alterations last for as long as the psychic retains his concentration.

Another use, this time instantaneous, is to cause a blinding light to erupt, blinding for 1D6 turns everyone in the area who doesn't succeed in a hard Presentiment check. This use requires the psychic to have 2+ rating).

Premonitions

This subtle but potent power extends the caster's senses to supernatural limits. The term "senses" is here used with a far broader range than the five senses of a normal human. Powerful psychics may extend their vision to the past or even the future.

Premonitions is often used to make the psychic's senses sharper, more acute. The psychic may increase the effectiveness of one of his senses to supernatural levels, matching or even surpassing those of some animals. He gains a bonus equal to his rating for any

Presentiment check involving that sense. This acuteness may be maintained via concentration.

At rating 2, the psychic can use a sixth sense which warns him of imminent danger. Although the sense only warns about the danger, not its nature or bearing, it is enough for the psychic to automatically succeed in any surprise check with maximum efficiency. This sense can also be maintained via concentration. At this level, the psychic can also sense the presence of living beings, as well as their type (humans or animals) within a range equal to the rating x 30 m.

At rating 3, the psychic is able to view the past concerning himself or an object, area or person he's in close contact with. The vision can extend to a number of years in the past equal to 4^x whereas x is the power's rating (eg at rating 3 the psychic can view

events which happened $4 \times 4 \times 4 = 64$ years before). The vision will provide useful information, although it's very difficult to control and focus on specific events. Another use of premonitions at this level is to sense the exact location of a being known to the psychic.

At rating 4, the psychic's vision extends to the future, being able to see what will happen regarding an object, person or place. He is advised to remember that the future is not set. What he sees is only a version of the future and not a fact, so the future can be altered by taking the right course of action. The psychic can view the future up to a period of hours equal to 4^x (whereas x is again the rating of the power). A more macabre but useful nevertheless application of the power is to sense a person's doom in general details. Of course, this is not an impending doom and can change

if the person takes the appropriate measures.

Resistance ^c

A psychic with this power has learnt to exert control over his whole body. Even the autonomous nervous system is under his complete control. He can keep his heart beating even when he's taken mortal injuries, use his muscles when they've sustained heavy damage or retain the functionality of his brain in cases of low oxygenation. When this power is in use, the psychic rolls a number of dice equal to the power's rating whenever he receives damage. The ~~#~~ for all dice is 4 and the first success completely negates one damage point. Every additional success converts Constitution points to Stamina points (is Stamina damage, every success negates one damage point). However, as soon as the power ends (the psy-

chic lets down his concentration), the psychic suffers an additional Stamina loss equal to the converted damage. This may cause him to collapse or even drop dead.

In cases of asphyxiation, the psychic is able to act freely for a number of minutes equal to the rating of the power before he begins to suffer any adverse effects.

Sound ^c

By using this power, the psychic is able to generate sound waves or modify existing ones. This ability has a broad range of applications.

At rating one, the psychic has yet to master sound generation. However, he is able to modify any sound in the vicinity (the source must be within 10 m per rating point), changing its frequency and volume at will. Still, he can't render a sound ultra- or subsonic or increase/decrease its

frequency and volume by more than 50%.

At rating two, the psychic can render a specific sound ultrasonic or subsonic, so that it can't be heard. He can also generate any sound within the frequency range heard by humans.

At rating three, the psychic is able to generate a field around him with a diameter equal to his range in tens of meters, in which sound is annihilated. Silence rules this area. His mastery over ultrasonic and subsonic waves enables him to generate such waves with some interesting properties chosen by him.

Ultrasonic waves can be focused so as to cause pain and disorientation to anyone hearing them. As long as the sound persists, anyone hearing it suffers a +1 penalty to all actions and needs to make a VIT roll on every round to avoid losing a Stamina point.

Covering one's ears is successful in avoiding the roll but the penalty persists. Ear shields protect completely.

Subsonic waves are a more subtle and insidious form of attack. Anyone subject to them for at least 5 minutes becomes dizzy, slow and loses energy. Such persons have a +1 penalty on all actions and an extra +1 for the initiative check.

At rating four, imitating any sound he has heard is easy for the psychic. He can even speak with the voice of someone else and the words seem to come out of his mouth.

Clever psychics may invent clever methods to use this power. Supersonic sounds may keep dogs at bay, while subsonic sounds not strong enough to cause any discomfort to humans force insects to stay clear of the area. Really intense and focused ultrasonics may break glass

or crystal objects.

Telekinesis ^c

This psionic power enables the psychic to move and manipulate objects by force of will alone. The psychic can move an object no more than 10 m x power rating away as if he had a Conditioning equal to 3 plus one die per point of rating beyond one (at +1 cumulative). Movement is difficult and jerky at best; the psychic uses his Liveness but with a +2 penalty. As soon as the power gets going, the psychic can maintain control over the object by concentration (spending one action per round).

Telepathy ^c

The psychic is able to project his thoughts to another person over long distances. At a low level of expertise (rating 1), the psychic can only send his thoughts to the

target, while at a higher level a conversation can take place between the psychic and the target. The range of this power is not infinite; the two individuals may not be separated by a number of kilometers greater than ten times the telepathy rating.

Thermakinesis

This power enables the psychic to alter the temperature of an object. When used on metals, it can cause them to grow red hot or painfully cold within seconds. Liquids can be frozen or evaporated. Other materials are affected in a similar way. If used for producing heat on a being (something that requires rating 3+), it causes 5 damage with no armor protecting. If cold is produced, it causes 6 damage (armor also doesn't protect) plus a +1 penalty to all physical actions for two rounds because of the muscle numbing due to the

cold.

Transcendence ^c

By means of this power the psychic ascends to a higher state of consciousness, projecting his will to take an immaterial form. The caster is able to freely move towards all directions, even fly, with no restrictions, as his will is immaterial and can't be held by physical obstacles or even damaged by weapons. In turn, he can't manipulate any physical object nor can he use any of his psionic abilities through his projected will.

While immaterial, the psychic can use his full array of senses, while he can't be sensed by any means except via other psionic powers. When the psychic's concentration ends, the portion of his will that was projected returns to his body.

The maximum distance the psychic's will can be separated

from his body is one kilometer per point of rating.

Cancel

Unlike most disciplines, this one requires the use of an action. It is an instinctive defense which enables the psychic to counter a psionic power before it is used on him. "Mental dodge" would be a precise term, since its use is declared as soon as the psychic becomes the target of some power and decides the sacrifice his next action in the round (like dodge, he must have an action left). He then makes a Determination check using the cancel rating as a skill. If the successes are greater than those of the power's initiation check, the power is immediately terminated, having no effect on him.

Exceed

This potent discipline is only learnt by few master psychics. It enables them to temporarily increase the rating of their power

over four. Unlike other disciplines, the use of this one requires an action. On his next action, the psychic can expend points from the discipline to increase the rating of one of his powers for only one use. The power boosted must be owned at level 4. The increased rating doesn't give extra abilities beyond those of level 4 but it does affect the dice rolled, the area of effect and any other factor based on the rating.

Focus

This discipline enables the psychic to maintain a psionic power by concentration without having to waste an action during the round. Instead of spending an action, the psychic expends one point of the discipline to retain concentration.

Joker

Joker acts as a bank of raw men-

tal energy that can be used to activate or fuel psionic powers. The psychic can use points of this discipline to increase any power he has (at least rating one). This increase in the rating lasts for only one use of the power and may not boost the power to more than double of its original rating (and up to a maximum of 4).

This discipline has twice the normal cost to initially purchase it due to its powerful nature and is twice as hard to develop through experience as any other discipline or power (meaning that two experience checks are needed for it to be increased by one point).

Physique

Psychics that have mastered this discipline are able to handle the exertion and weariness caused by intense concentration better and in many cases ignore their results.

Disciplines

So, instead of temporarily decreasing the rating of a power which has been just used, the psychic may instead decrease this discipline's rating.

Potency

This discipline enables the psychic to use powers with greater ease and effectiveness. By spending one point, he can roll one extra die (at +1 cumulative) for the initiation check of a psionic power. By spending three points, he can roll two extra dice.

Splice

The psychic can divide his mind power among several psionic powers, something useful in emergencies. He is able to initiate more than one power in the same action (however the concentration cost must be paid for each power separately). The rating of the disci-

pline increased by one shows the maximum number of powers which can be initiated during a single action. Because the psychic distributes his mental power among several powers, each initiation check uses some but not all of his Determination t#s. He divides his Determination t#s as he sees fit among the powers he intends to use, with each power getting at least one die to a maximum of dice equal to the discipline rating.

Example: Ruger has 346 Determination and one point in splice. He decides to initiate two powers in a single action. Because he only has one point in splice, this is the maximum number of powers he can initiate simultaneously and each power can have only one Determination t#. So, Ruger decides to use t# 3 for his primary power and t# 4 for the other.

The following are some gifts and drawbacks that may be appropriate in a campaign where psionic powers are present. Most of them are intended for psychics, but there are some exceptions which can be chosen by "normal" people as well.

Gifts

Psionic blast (10 points): Your psionic powers have an explosive, dangerous side that can prove lethal to your enemies and friends alike if you're not careful. In times of anger and emotional stress, you can unleash raw psychic energy with devastating effects on the surroundings. When using this ability, you expend points from your psionic powers as if you were using them. Up to 5 points may be expended in a single application (taken from different powers if you wish so). Base damage is 3, adding one die (at +1 cumulative)

for each extra point expended (so, maximum damage is 34567). The blast rating is 2 m. No attack roll is necessary; everything inside the blast area is damaged (except from you of course). The type of the damage is energy.

Psionic grounder (10 points): For some unexplained reasons, you act like a grounder for psionic energies, being almost completely immune to psionics (although you're completely incapable of exhibiting even the slightest psionic potential yourself). You get to roll three dice, all with $t\#4$, every time a power seeks to affect you. Even if one success is rolled, the power has no effect whatsoever on you.

Psionic resistance (2 points): Your mind has special defensive mechanisms against psionic powers. You have a -1 bonus on every roll you make for resisting psionic powers.

Psychic awareness (3 points): You possess a mysterious ability to sense people with access to psionic powers when near them. When a psychic is within 30 m of you, make a Presentiment check to become aware of his presence. With one success, you only have a feeling that someone of power is near you. With two successes, you can pinpoint him exactly, while with three successes you even feel how powerful he is. The check suffers a +1 penalty per 10 m of distance from the target.

Wild talent (4 points): Instead of your psionic potential remaining at a constant level, it has peaks and valleys. On the beginning of each day, you have the option of decreasing one of your powers by one point (to a minimum of one) to increase another power by one (to a minimum of our). Once that switch is made, it remains as it is for the rest of the day.

Gifts & Drawbacks

Drawbacks

Psionic beacon (7 points): This drawback is available only if you have purchased the psionic talent or psionic mastery gift. Your brain emits waves of psionic energy at all times, a procedure you're unable to control. These waves can even be felt by normal people without any psionic potential as an uneasy, strange feeling when being around you (+1 to all your Influence checks). Individuals with the psychic awareness gift have a -2 bonus on their roll to spot you. Psychics without the gift can sense you as if they have it (although they don't get the bonus).

Psionic susceptibility (2 points): You're defenseless against psionics, having a +1 penalty on any roll to resist them.

For years, investigators of paranormal activity considered psionics to be just a paradox of natural laws. They could not imagine the full consequences of the existence of psionics or realise their extent. When some psychics encountered phenomena unexplained by the old way of thinking, they grew to believe that psionic powers are based on particles, like gravity is based on gravitons and electricity on electrons and protons. And if living beings of our world are made of particles, couldn't there be entities consisting of psionic particles? These hypothetical beings were named metapsionic entities.

It's difficult to imagine the appearance of a metapsionic entity. How does a being of mental energy look like? What is its task in life, its way of thinking? Maybe psionic particles and metapsionic entities come from another dimension of existence, so that they

must seem completely alien to us. So far, there are no means of sensing and observing psionic particles except from some vague abilities like psychic awareness. Thus, there is no way of actually "seeing" these creatures. Their existence is only a theory with no definite evidence until now.

Robbers of dreams

The robbers of dreams are rare extradimensional entities with an innate disorder, which makes them unable to use the psionic energy of their world. To survive and be able to use their psionic powers, they have to steal the psionic energy of creatures from our dimension.

Robbers dwell far away from our dimension, but they have the ability to enter the dreams of a creature in our world. They steal these dreams and through them its psionic energy. The robbers need one unit of psionic energy per

three days to survive. An animal can give them half a unit per day, while a normal human may provide one unit per day. A psychic however can provide a lot more, so a robber is always on the search for one. They can detect psychics as if they had the psionic awareness gift and can examine one person per night. Psychics provide units equal to the total points of powers they have in one night.

Stealing the dreams of someone requires beating him in a determination contest. Robbers typically have 3-7 determination dice. If they fail, they can't try again during the same night.

Not having any dreams will eventually drive the victim psychotic and finally completely mad. This usually happens after 4-6 months. The only way to drive a robber away is to battle him directly. A robber can't be assaulted physically because it lies in a dif-

ferent dimension. However, it can be attacked by psionics through its connection with the victim's dreams. This can be attempted if the victim is asleep and the robber tries to steal his dreams. A robber has many psionic abilities but needs to expend units of power to use them. A typical robber has 12 points worth of powers (having to expend one unit of power to use one of them once) and 5 points of disciplines (these don't have any cost). It has 3 constitution points and stamina equal to their determination dice plus 3. If it is destroyed or flees severing the connection, it won't trouble the victim again.

Spectres

Spectres are a favorite theme of horror tales and old legends but they may exist for real after all. They can be described as remnants of a deceased person's mind

Metapsionic entities

and psychic energy which lingers to the world of mortals even after death. Even if they do exist, the creation of spectres seems to be a very rare phenomenon and triggered only by certain events: a violent, traumatic death, an important task left unaccomplished or other equally shady cases.

A spectre has no physical form or appearance. It is an immaterial force unhindered by any material.

Spectres are unable to interact with the reality of the physical world directly. Instead, they are forced to use their psionic powers. Being entities made of mental energy, spectres possess some psionic abilities even if they didn't have any during their lives. All spectres are considered to have telekinesis, claw and telepathy, all at rating one. Moreover, no matter how many times they use their powers, the rating

can never drop to zero. Spectres don't need to sleep; one point in each one of their powers is restored per hour passing.

Individual spectres may be more powerful; this is especially true for previous psychics. Their mental prowess is enhanced in most cases by their new state of existence. In addition to the classical psionic powers, spectres can possess a unique one, described here:

Possession: Some spectres are able to take control of someone's physical body. The victim must be within sight of the spectre and he must lose in a determination check. This power must not be confused with mental domination: the spectre just takes the "reins" of the victim's body, it does not control his mind as well. Any action attempted uses the victim's physical attributes but the spectre's skills. The duration of control is

equal to the rating of the power in tens of minutes. After that, the victim has the chance to break free every ten minutes by winning in a determination contest (every contest after the first is made with an increasing -1 bonus for the victim). During the possession, the spectre needs not be within sight of the victim. Indeed, the possessed person may go up to one kilometer per rating point away without losing the connection with the spectre. However, the spectre needs to concentrate completely on retaining the possession, forsaking all other actions.

Spectres are dangerous enemies, difficult to destroy. It seems that only psionic powers can harm them. Another way to get rid of them, albeit even more difficult, is to exorcise them. Every spectre has a reason for remaining in the material world. If this reason is lost, the spectre will vanish

and join the dead. For example, a spectre that was violently killed, might vanish if its death was avenged.

The transition from life to unlife seriously disturbs most people's minds. It is entirely possible that a spectre is much different than the man it used to be, even paranoid or deranged. One should be extremely cautious when dealing with such entities, for they are very unpredictable.

Will o wisp

These mysterious and elusive creatures have their name derived from a mythical faerie being of old English folklore. They are also called "ball lightning" by the scientists who have studied them over the years. Only a few of these scientists have been bold enough to declare them as sentient creatures. Most believed them to be

natural phenomena, freak ones but natural nevertheless.

Both groups are wrong. Will 'o wisps aren't natural phenomena but aren't sentient either. What they is condensations of psionic energy with limited consciousness and self-awareness. It seems that they are attracted to electrical power, perhaps because they feed on it. Great amounts of electricity allows them to enter our world. The amount of energy needed is difficult to be amassed by natural phenomena, except from the most severe storms, but can be achieved by overcharged power generators. This is believed to be the reason why ball lightnings are witnessed more often than in previous ages, when electrical power was more scarce or absent.

Will 'o wisps move through the air in a seemingly random pattern. This makes them a hazard for people and objects, as every-

thing they touch instantly ignites (if flammable) or overheats (at the rate of 400 C/round of contact). People and equipment suffer damage equal to the creature's vitality rating per round of immolation. They can pass right through physical obstacles, so most weapons are inefficient against them. Weapons that deal energy damage disrupt them, forcing them to remain motionless for one action per damage point, but otherwise have no effect.

Typical statistics for a will 'o wisp are:

conditioning -	intellect 9
litheness 34	insight -
vitality 4	determination 6
reaction 345	presentiment 6
comeliness -	influence -
constitution 2	stamina 3
defense 1	

A will 'o wisp is made of enough psionic energy to power tremendous psionic abilities, but since it's

semi-sentient it can't actually use any. It is immune to most psionic powers and attempts to communicate telepathically with it fail utterly. Indeed, psionic powers targeting it are absorbed and serve to strengthen it. Every success of the initiation check restores one lost stamina and constitution point and adds one die to vitality (at +1 cumulative) for one hour.

The only exception is the counterpsionic power. It negates the psionic energy of the will 'o wisp, causing one constitution point of damage per success of the initiation check. If the will 'o wisp is reduced to zero constitution, it explodes in a brilliant flash of light doing energy damage equal to its vitality rating with blast 5. So far, this is the only known way to destroy a will 'o wisp.

A will 'o wisp absorbs psionic energy within a radius of 15 m. Maintained powers are instantly termi-

nated and all initiation checks suffer a +3 penalty. Electrical power is also absorbed in this area with a high rate. Batteries are drained, generators fail and so on.

It has been theorised that given the natural affinity of the will 'o wisp for electricity, it could be contained by using powerful electromagnetic fields. However, this has never been attempted in practice and so can't be proven yet. Maybe the creature will just suck the power of the magnetic field or pass unhindered through it.