

# PSI SCOUT

RANK	LIFE POINTS	PSI POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	SKILL POINTS	CLASS ABILITIES
1	27	54	9	3	Single	1S		+1 Dex/lvl Discern Psionic Potion Utilise Light Weapons <i>Farsense</i> <i>Farsense Auric Colour</i> <i>Farsense Operant Activity</i> Mental Psi Shield 1/2 levels Physical Psi Shield 1/level
2	29	58	10	6		2S	1	<i>Psycho * Neuronic Penetration</i> <i>* Neuro Hold</i>
3	31	62	12	9	Any 1 Skill*	2S		<i>Farsense Auric Artefact</i> <i>Psycho Redactive Neuro Heal</i>
4	33	66	13	12		3S		Metal Tolerance I <i>Psycho Kinetic Neuro Balance</i> <i>Psycho Coercive Neuro Command</i>
5	35	70	15	15	Any 1 Skill*	3S	1	<i>Psycho * Neuro Cosmic Flare</i> <i>Psycho Redactive Neuro Heal II</i>
6	37	74	16	18		3S		Make Psi Potion Make Psi Resist Potion <i>Psycho Coercive Empathic Projection</i> <i>Minor Creation (60xp)</i>
7	39	78	18	21	Any 1 Skill*	3S		<i>Psycho Kinetic Neuron Mastery</i> <i>Rem Redact (70xp)</i>
8	41	82	19	24		4S	2	Metal Tolerance II <i>D-Jump</i> <i>Major Creation (80xp)</i>
9	43	86	21	27		4S		Meta Concert Make <i>Farsense</i> Suppression Potion
10	45	90	22	30		5S	2	Psionic Attunement <i>Psycho * Neuro Planar Vortex</i> <i>Psycho Kinetic Drawing (100xp)</i>
11	48	96	25	35		6S		
12	51	102	27	40		7S	3	Psionic Reflexes Metal Tolerance III

\* Choice Of: Ambidextrous, Thrown, Missile, Firearms.

A Human Psi Scouts Gains 27:2 Life Points

## Class Restrictions/Limitations

- Psi Scouts have 3 metal points at 1<sup>st</sup> level
- Psi Scouts cannot wear armour
- Psi Scouts may **only** be Evermorian Human
- Cannot learn Double-Handed weapon skill
- Skill Picks – these are picked from the normal Scout skill tables.
- Psi Scouts can have a maximum of 2 Physical Psi Shields per level
- Psi Scouts can have a maximum of 1 Mental Psi Shield per level
- Additional Psi Shields to those gained from their class can be purchased at a cost of 10xp per Shield up to the above maximums.
- Table II Psionics over 5<sup>th</sup> level cost 10 xp per level (costs are in above table)

- Psi Scouts gain the ability to make potions at specific levels. No matter how many different types of potion they can make, they cannot make more than their level in potions per weekend.
- Psi Points are always double the Psi Scouts life points. As such, they increase with TB rather than skills level as the Psi Scout becomes more experienced.

## CLASS ABILITIES

Abilities in *italics* are Psionic casting. See Psionic disciplines list for casting costs and effects.

The Psionic powers listed are gained at the level stated. Where there is an xp value, this xp cost must be paid to gain the ability.

**+1 Dex/lvl** – this gives the Psi Scout +1 point of Dexterity AC at each level gained.

**Discern Psionic Potion** – this allows the Psi Scout to discern if a potion is a Psi Resist, Psi Potion, Farsense Suppression Potion, or any other Psionic potion.

**Utilise Light Weapon** – This allows the Psi Scout to be able to use any Light Weapon.

**Mental Psi Shield 1/2 levels** – the Psi Scout gains 1 Mental Psi Shield per 2 levels, in addition to any gained for their operancy level. Creates a shielding aura around the Psionicist's mind, making them immune to mind affecting spells, abilities, and Table 1 and 2 Psionics unless otherwise stated. This shield works both ways, and prevents the use of Psionics by the Psionicist. If the Psionicist uses a Physical Psi Shield at the same time, they may cast Psionics off that while under the effect of a Mental Psi Shield. This lasts for 5min, or until turned off.

**Physical Psi Shield 1/level** – the Psi Scout gains 1 Physical Psi Shield per level, in addition to any gained for their operancy level. This creates a shielding aura around the Psionicist. The aura can be used as protection against damage, or as a battery to fuel the casting of Psionics, to a value of 12LP. If used to cast Psionics, the LP and Psi Point cost of the discipline is taken from the Shield instead of the Psionicist. Dex AC (if it will work against the damage hitting the Physical Psi Shield) will reduce the damage taken before the Shielding takes effect. This lasts for 5min, or until depleted/turned off.

**Metal Tolerance I** – gives the Psi Scout +3 additional metal points (6 total)

**Make Psi Potion** – this allows the Psi Scout to make Psi Potions (see Makes rules).

**Make Psi Resist Potion** – this allows the Psi Scout to make Psi Resist potions (see Makes rules).

**Metal Tolerance II** – gives the Psi Scout +6 additional metal points (12 total)

**Meta Concert** – this allows the Psi Scout to pick one mystic type (MI-III) and be able to Meta Concert that mystic type ***AS PER CURRENT RULES***. This mystic type MUST be picked upon gaining the ability.

**Make Farsense Suppression Potion** – this allows the Psi Scout to make Farsense Suppression Potions (see Makes rules).

**Psionic Attunement** – this special Psi Scout only ability, allows the Psi Scout to reduce the cost of casting all Psionics by half (rounded up) for Table 1 and 2 disciplines.

**Psionic Reflexes** – this is the ultimate merging of *Farsensing* and reflexes. The Psi Scout with this ability can evade Physical blows by “burning off” their Physical Psi shields. It is similar to the Full Reflexive Defence (FRD), except the Psi Scout expends one Physical Psi shield per blow dodged, rather than 1 point of Dex AC. Psionic Reflexes cost 15 LPs and 15 Psi Points to initiate, and lasts for 5 minutes or until the Psi Scout is out of Physical Psi Shields, whichever is the shorter.

**Metal Tolerance III** – gives the Psi Scout +9 additional metal points (21 total)