

PSIONICS

The Psionic Disciplines

Psionics are the powers of the mind and are divided into five disciplines. Each discipline has its own unique powers as well as sharing some common powers.

- Coercion** The ability to reach into a target mind and convince the target to take a specific action, or that something is happening to them.
- Creation** The ability to manipulate molecules to create objects and effects.
- Farsense** The ability to extend the senses beyond normal limits
- Kinetics** The ability to shift and control the energies in all forms of matter
- Redaction** The ability to reach into a target mind and physically stimulate it, forcing the target's body or mind to do the extraordinary.

Casting Psionics

To successfully cast a psionic power, a psionic must expend a number of LPs and Psi points. The number of Psi points a character has is equal to double the characters class LPs. The cost of casting is indicated with each power.

Psi points can only be regained through certain means. The first is by the passage of time. As with most abilities, Psi points will regenerate overnight with a good night's rest.

The other methods are:

- 1) Psi-heal: this psionic power restores both LPs and Psi points
- 2) Psi-potions: these potions restore 6 Psi points when drunk

Psi Shields

Some psionicists can also create Psi shields.

There are two types of Psi shield: Physical and Mental.

- Physical** Creates a shielding aura around the psionicist. This aura has 12LPs which can be used as protection against damage or as a battery to fuel the casting of Psionics. If used to cast psionics, the cost of the power is taken from the Shield instead of the psionicist and each life point used from the shield also provides one psi point. Dexterity AC (if it will work against the damage taken on the shield) will reduce the damage taken before the shielding takes effect.
- Mental** Creates a shielding aura around the psionicist's mind making them immune to mind affecting spells and abilities and Table 1 and 2 psionics unless otherwise stated. This shield works both ways and prevents the use of psionics by the psionicist. However, if the psionicist also uses a Physical Psi Shield at the same time, they may cast any psionics they wish off that shield while under the effect of a Mental Psi Shield.

Both shields last for 5 minutes, until depleted or until turned off – whichever is shorter.

Farsense

The Farsense ability is available to any psionicist with access to the Farsense discipline.

Farsense allows the psionicist to extend their physical senses in a number of ways

- They can place their perspective at any point within 30', as if they were actually stood there and hearing/seeing/smelling/tasting/touching.
- They can scan for any minds within 30', both on the Physical Plane and across the Watching Plane.
- They can speak directly into any mind they can sense.

The Levels of Psionic Mastery

Whilst many races are enlightened, only a few races are capable of mastering the use of psionics. Even then true master of mental powers is rare; there are varying levels of mastery or 'operancy'. These levels determine both how powerful the psionic is and what psionic powers they may try to master.

Not Operant	No hint of psionic activity at all. This character will not be able to learn any psionic abilities and will not be able to gain a higher level of mastery. This is the most common level of mastery among adventurers.
Latent	A Latent has the potential to gain psionic powers later in their career. They have no actual psionic powers but may become Operant later.
Wild Talent	A Wild Talent has psionic potential in one or two psionic disciplines. They may purchase powers in those disciplines from Table 1 (10xp/lvl) and Table 2 (20xp/lvl). If they have access to the Farsense discipline they may purchase the Farsense ability for 50xp. They may purchase a number of each type of Psi Shield equal to half their level.
Operant	An Operant has at least the potential to access all the psionic disciplines. They may purchase powers from Table 1 (10xp/lvl) and Table 2 (20xp/lvl). If they have access to the Farsense discipline they may purchase the Farsense ability for 50xp. They may purchase a number of each type of Psi Shield equal to their level.
Adeptus	An Adeptus has access to all the psionic disciplines. They gain Table 1 powers for free and may purchase powers from Table 2 (10xp/lvl). They gain the Farsense ability for free. They may purchase a number of each type of Psi Shield equal to their level. They may adventure to gain access to a single Table 3 psionic power in a specific discipline, which can then be purchased for 50xp.
Master	A Master is a specialist in one or more disciplines. They gain Table 1 and Table 2 powers in those disciplines for free. They gain and may purchase powers in the other disciplines as an Adeptus. They gain the Farsense ability for free. They gain one free Psi Shield (type as desired) every 2 levels and may purchase up to a maximum of one of each type of Psi Shield equal to their level. They may adventure to gain access to up to three Table 3 psionic powers in their discipline, which can be purchased at a cost of 50xp each.
Grand Master	A Grand Master is even more powerful in their chosen discipline. They gain Table 1, Table 2 and Table 3 powers in that discipline for free. (They must still adventure to unlock Table 3 abilities.) They are also Master in at least one other discipline and Adeptus in all other disciplines. They gain the Farsense ability for free. They gain one free Psi Shield (type as desired) every level and may purchase up to a maximum of one of each type of Psi Shield equal to their level.

Paramount

A Paramount is a Grand Master in **every** discipline. They gain all Table 1, Table 2 and Table 3 powers for free. They gain the Farsense ability for free. They gain two free Psi Shields (type as desired) every level and may purchase up to a maximum of one of each type of Psi Shield equal to twice their level.

Paramounts are incredibly rare and such powers reach into the realms of deific power. No normal mortal mind could contain such power.

Gaining Psionics

Only certain races and classes can utilise psionics. The most notable psionics are Darkendari, Psi Scouts, Drowh, Alfar and Ar Spirits. All humans have a small chance of being psionic.

Psionic races and humans may, at 1st level, roll to see if they are more operant than normal. The first roll is a 2d6 and a double 1 is required to gain better operancy.

Further d6 can be rolled and each time a 1 increases operancy.

Operancy Level	1 st Success	2 nd Success	3 rd Success
Not Operant	Wild Talent in 1 st Discipline	Wild Talent in 2 nd Discipline	Become Operant
Latent	Become Operant		
Operant	Table 1 Free in 1 st Discipline	Table 1 Free in 2 nd Discipline	Become Adeptus
Adeptus	Table 2 Free in 1 st Discipline	Table 2 Free in 2 nd Discipline	Become Master in 1 st Discipline
Master	Mastery in 2 nd Discipline	Mastery in 3 rd Discipline	Grand Master in 1 st Discipline

Each time a Wild Talent or enhancement in Discipline is gained, roll a d6 to find out in which field it is. If a duplicate is rolled, roll again

1 – Coercion, 2 – Creation, 3 – Farsense, 4 – Kinetics, 5 – Redaction, 6 – Roll Again

It is possible for a human to become a Grand Master by rolling 13 1s in a row!

Enhancing Operancy Level

There are many ways in which a psionist may become more operant. Usually those ways will enhance someone as if they had been able to roll a further 1 on the above table.

e.g. Michael is Latent and has enhanced his operancy twice.

Michael is now Operant and gains Table 1 Psionics Free in a single discipline.

Two more enhancements in his operancy would make him Adeptus.

Purchasing Psionics

Note that no matter what the level of operancy, a psionist must purchase all powers they have access to in that Table in order and may not purchase any power of a level higher than their own. For example: A Wild Talent in Farsense and Redaction must have purchased Auric Colour and be 2nd level before purchasing Neuropen.

Table 1

Rank	Psionic	Vocal	Disciplines	Range	Duration	Cost	Effect
1	Auric Colour	Farsense Auric Colour	Farsense	30'	Instant	2LPs 2PPs	Shows target's aura, which indicates alignment colour Lawful Good - Gold Neutral Good - White Chaotic Good - Sky Blue Lawful Neutral - Royal Blue Neutral - Grey Chaotic Neutral - Red Lawful Evil - Purple Neutral Evil - Black Chaotic Evil - Green
2	Neuroopen	Psycho * Neuronic Penetration	Coercion, Creation, Kinetics, Redaction	30'	Instant	3LPs 3PPs	Deals 6LPs (3 hits) psionic damage to target's head
3	Artefact Study	Farsense Auric Artefact Study	Farsense	Touch	5 minutes	6LPs 6PPs	Speak with an inanimate object. The object does not have to answer!
4	Neuro Balance	Psycho * Neuro Balance	Kinetics, Redaction	Self	5 minutes	6LPs 6PPs	Gives perfect balance, allowing the psionicist to walk across anything solid without losing balance (even a thread). Allows resistance of knock downs, knock backs, slips, trips, etc.
5	Cosmic Flare	Psycho * Neuro Cosmic Flare	Coercion, Creation, Kinetics, Redaction	30', 120° arc	Instant	9LPs 9PPs	Deals 6LPs (3 hits) psionic damage to target's head + 10' knock back to all in arc.
6	Empathic Projection	Psycho Coercive Empathic Projection	Coercion	30'	5 minutes	12LPs 12PPs	Instils a chosen emotion in target
7	Neuron Mastery	Psycho * Neuron Mastery	Creation, Kinetics	Self	5 minutes	15LPs 15PPs	Protects against a specific element. (Up to Mantic 2)
8	D-Jump	D-Jump	Creation, Farsense, Kinetics	Self, 30'	Instant	15LPs 15PPs	Effectively disassembles the psionicist's body and recreates it at the target point. This allows a change of facing and position on arrival.
10	Planar Vortex	Psycho * Neuro Planar Vortex	Creation, Farsense, Kinetics	Self, special	Instant	24LPs 24PPs	Transports the psionicist to a known location on any plane.

* an asterisk indicates where the name of the chosen discipline being used should be inserted, e.g. "Psycho Redactive Neuronic Penetration"

Table 2

Rank	Psionic	Vocal	Disciplines	Range	Duration	Cost	Effect
1	Farsense Operant Activity	Farsense Operant Activity	Farsense	30'	Instant	2LPs, 2PPs	Indicates all psionicists within range
2	Neuro Hold	Psycho * Neuro Hold	Coercion, Creation, Kinetics, Redaction	30'	10 seconds	3LPs, 3PPs	Prevents target from moving for the duration or until struck for damage
3	Psi Heal	Psycho * Neuro Heal	Kinetics, Redaction	Self/Touch	Instant	3LPs, 3PPs, 2 power	Heals 6/6LPs and 6PPs
4	Neuro Command	Psycho Coercive Neuro Command	Coercion	30'	10 seconds	6LPs, 6PPs	Target must obey a single command of up to 3 words until it is completed or for the duration, whichever is shorter
5	Ranged Psi Heal	Psycho * Neuro Heal	Farsense, Redaction	30'	Instant	6LPs, 6PPs, 2 power	Heals 6/6LPs and 6PPs
6	Minor Creation	Minor Creation	Creation	30'	5 minutes	9LPs, 9PPs	Creates a small 1 hit object/creature. This creation cannot speak, touch or taste but the psionicist can see and hear through any eyes and ears it may have. The creation must stay within 30'. Only one minor creation can be created at any one time and any loss of concentration causes it to dissipate.
7	Rem Redact	Rem Redact	Coercion, Redaction	Touch	Instant	12LPs, 12PPs	Allows the psionicist to draw one memory from themselves or a willing target. It may be used on an unwilling target, but at double cost and this is quite painful and abusive to the target. Can also be used to slowly manipulate a willing mind to deal with such things as phobias. (See ref)
8	Major Creation	Major Creation	Creation	Line of Sight	5 minutes	12LPs, 12PPs	Creates a 10 hit object/creature. It has normal strength (3pts). If appropriate it can deal damage by weapon type, move as per type (e.g. with wings, it can fly) and the psionicist can hear/see/smell/taste/touch through it depending on whatever is created. The creation must stay within line of sight or farsense range (whichever is greater) and no spells or psionics can be cast through the creation. Only one major creation can be created at any one time and any loss of concentration for longer than 10 seconds causes it to dissipate.
10	Kinetic Drawing	Psycho Kinetic Drawing	Kinetics	30'	10 seconds	15LPs, 15PPs, 2 perm power	Level drain on the target. This affects through Mental Psi Shields.

* an asterisk indicates where the name of the chosen discipline being used should be inserted.

Table 3

Aggressive Mind Ream (Redaction)	<p>This allows the psionist to read the mind of an unwilling target. This can find out who the target is, what they are, what They are/were attempting to do, what they can do, etc. During the interrogation the target is in agonising pain which lasts for 1 minute after the psionist has stopped. This does not cause any damage but does interrupt casting. Range: Touch (two hands must be placed on the target's head.) Cost: 3LPs, 3PPs per 30 seconds.</p>												
Agitation (Coercion, Kinetics, Redaction)	<p>This allows the psionist to cause a rune of pain effect (6LPs (3 hits) psionic damage for 1 minute per 2 levels of psionic). Range: 30' Cost: 12LPs, 12PPs, 1 power. Grand Master: Can extend duration to 1 minute per level for an additional 2 power.</p>												
Apport (Farsense, Kinetics)	<p>The psionist can transport anyone they can farsense or see and on their current plane to directly in front of them. Range: Greater of Line of Sight/Farsense Range Cost: 9LPs, 9PPs Grand Master: Can also apport a target they can farsense on the Watching Plane.</p>												
Auric Strength (Farsense)	<p>Similar to Auric Colour, this shows the level and basic class type (warrior, priest, scout, mana caster, etc.) of the target. Range: 30' Cost: 3LPs, 3PPs</p> <p>Level is reported as follows:</p> <table><tr><td>1st-4th</td><td>Small</td></tr><tr><td>5th-7th</td><td>Medium</td></tr><tr><td>8th-10th</td><td>Large</td></tr><tr><td>11th-12th</td><td>Huge</td></tr><tr><td>13th-14th</td><td>Unratable</td></tr><tr><td>15th+</td><td>Blindness</td></tr></table>	1 st -4 th	Small	5 th -7 th	Medium	8 th -10 th	Large	11 th -12 th	Huge	13 th -14 th	Unratable	15 th +	Blindness
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Body-A-Fire (Creation, Kinetics)	<p>Creates a 10' radius aura of flame around the psionist causing 12LPs (6 hits) fire damage per minute to everyone within radius. The aura lasts for 5 minutes. Range: Self, 10' radius Cost: 12LPs, 12PPs Grand Master: Can extend radius to 20'</p>												
Coercive Stun (Coercion)	<p>Target is stunned and unable to act for 30 seconds or until struck for damage. Range: 30' Cost: 3LPs, 3PPs Grand Master: Can stun a target for 5 seconds no matter what for an additional 2 power.</p>												

Creative Automaton (Creation)	Creates a skin-tight bubble around the target that enables the psionist to control the target's physical actions. The target is unable to use any weapon masteries or strength, and cannot be made to cast spells of any kind. If forced to fight the target does base weapon damage. The bubble lasts for 5 minutes. Range: 30' Cost: 18LPs, 18PPs, 4 power Grand Master: May use any personal weapon masteries when controlling the target and add them to the base damage.
Deport (Farsense, Kinetics)	The psionist can transport someone from directly in front of them to anywhere they can farsense or see on their current plane. Range: Greater of Line of Sight/Farsense Range Cost: 6LPs, 6PPs
Disintegrating Field (Creation)	Wraps the psionist's hand in a black field that destroys all matter coming into contact with it. If the psionist attempts to destroy something with more hits than they have LPs, they will collapse on 0LPs and the object will be unharmed. Range: Touch Cost: LPs equal to the hits of anything destroyed, 15PPs per 5 minutes
Domination (Coercion)	Acts like a possession in every way but only lasts for 24 hours. Range: Touch Cost: 15LPs, 15PPs, 4 power Grand Master: Can make Domination permanent for an extra cost of 2 perm power. Can then also cause the target to perform a self-destructive act in which case the perm power cost becomes irrevocable.
Don-Jon (Creation)	Creates an impenetrable bubble around the target that they cannot escape from, including via teleport, Gate, D-Jump, etc. The target cannot be hurt or affected while inside the Don-Jon. The Don-Jon lasts for 5 minutes. A Don-Jon is not an effect on the target, but on the environment around the target and so can affect those not normally affected by Psionics. Range: 30' Cost: 18LPs, 18PPs, 4 power
Ego Whip (Coercion)	Completely demoralises the target turning them into a gibbering wreck for 5 minutes or until struck for damage. The target is unable to do anything for the duration, similar to if they had been strength drained. Range: 30' Cost: 9LPs, 9PPs.
Enhanced Farsense (Farsense)	The psionist's farsense range is extended to 300' and it is so powerful within 30' that the psionist can even bypass full-face helms and Mental Psi Shields. This also extends the range of any non-touch psionics to 60'. Permanently active, as with Farsense.
Farsense Casting Link (Farsense)	Allows the psionist to cast any non-psionic, ranged, mystical casting type they have at their farsense range. This does NOT work for touch spells. Cost: 15LPs, 15PPs, 1 power per minute

Farsense Phantom (Farsense)	Allows the psionist to project a false psionic operancy onto another non psionic or to project their own up to twice their farsense range away from them while masking their psionic location. Cost: 12LPs, 12PPs per 5 minutes.
Kinetic Crush (Kinetics)	Target limb is reduced to 0LPs from psionic damage. Will not work on monsters not normally affected by psionics e.g. Trolls. Range: 30' Cost: 9LPs, 9PPs Grand Master: Can target the head.
Kinetic Smash (Kinetics)	Target is knocked to the ground and stunned for 5 seconds or until struck for damage. Range: 30' Cost: 3LPs, 3PPs
Kinetic Subsumption (Kinetics)	Drains a level of LPs from the target and transfers them to the psionist for the duration of 1 hour. Range: Touch Cost: 15LPs, 15PPs, 6 power. Grand Master: May extend the range to 30' for a cost of 1 additional power. May also make the subsumption of LPs permanent at an extra cost of 3 perm power and 1 irrevocable power.
Mask Farsense (Farsense)	Allows the psionist to mask themselves from other farsensors in their farsense range. Nb. Any farsensor of more than two levels of operancy greater than the psionist will be unaffected by this masking. Cost: 3LPs, 3PPs per minute
Magnificent Creation (Creation)	With this ability, the psionist can create an image of anything or anyone seen and studied before. The image has a physical presence (20HITS) and can carry things as if it had normal strength (3 points). If appropriate, it can do damage by weapon type, it can move as per type (e.g. it can fly if it has wings etc.) and the creator can see, hear, speak and feel through the creation. The creation must ALWAYS remain within Line of Sight or farsense range (whichever is greater) of the creator and the creator can cast any spells or psionics through the creation. Cost: 24LPs, 24PPs
Mass Planar Vortex (Creation, Farsense, Kinetics)	Exactly as Planar Vortex, but the psionist can also take any willing passengers who are touching them at the time of transport. Cost: 24LPs, 24PPs + 3LPs, 3PPs per passenger
Passive Mind Ream (Farsense)	Allows the psionist to read the mind of an unsuspecting target and pick up basic surface thoughts. Will also act as a Detect Lie. Range: 30' Cost: 3LPs, 3PPs Grand Master: Range is increased to Line of Sight

Pre Programming (Coersion, Redaction)	This allows the psionic to put a 3 word auto suggestion into a target's mind. This may be set to go off up to 24 hours after the programming. The duration of the programming once activated is one minute or a single action, whichever is shortest. Range: Touch Cost: 6LPs 6PPs, 1power
Psi Track (Farsense)	This allows the psionist to track a target to their location after they have disappeared from sight by whatever means (e.g. teleport, gate, disappear, invisibility, etc). This ability must be activated within a second of the disappearance or else the track will be lost. This ability also allows the psionist to use a transport ability if they wish to chase the target (e.g. D-Jump.) Full cost must still be paid for the transport ability. Range: 30' Cost: 3LPs, 3PPs
Psycho-Crush (Coercion, Redaction)	Target is reduced to effective 0lps to the head (phantom subdual) for a 5-second duration. Range: 30' Cost: 6LPs, 6PPs
Psycho-Crush Absolute (Kinetics, Redaction)	Target is reduced to 0LPs total body. Range: Touch Cost: 15LPs, 15PPs, 2 power Grand Master: Can extend the range to 30' for an additional 2 power.
Psycho-Zap (Coercion, Creation, Kinetics, Redaction)	Target takes 18LPs (9 hits) psionic damage to the head and 10' knockback. Range: 30' Cost: 9LPs, 9PPs
Redactive Mind Wipe (Redaction)	Cuts off higher brain function for the 5 minute duration, effectively lobotomizing the target who will then loosely follow the commands of the psionist. Acts as a Mind Blank Other. Range: 30' Cost 6LPs, 6PPs
Redactive Subsumption (Redaction)	Steals one levels worth of abilities from the target for 1 hour. The psionist is able to utilize 1 st level abilities of the target's class for the duration. Range: Touch Cost: 15LPs, 15PPs, 8 power (2 perm) Grand Master: Can extend the duration to 24 hours.
Self Mastery (Kinetics, Redaction)	Psionic Total Heal of either LPs or PPp. Range: Self Cost: 15LPs, 15PPs, 6 power (2 perm if healing PPp) (Nb. LP and PP must be available <i>before</i> casting and are <i>not</i> restored by casting.) Grand Master: Can extend range to touch.
Telekinesis (Kinetics)	Full telekinesis against one target at a time for a 5 minute duration. Telekinesis is not an effect on the target, but on the environment around the target and so can affect those not normally affected by Psionics. Range: 30' Cost: 6LPs, 6PPs base plus 3LPs, 3PPs per additional 3 strength required to lift/move target Grand Master: Can affect multiple targets at once.