

Chapter 8: Psionics

Being the next evolutionary step, the races of the Algo star system have begun their road into psionic development, and as the dawn of psionics comes, researchers work harder than they ever did in millennia to delve into the deepest corners of the newly modified genome in order to tap on its potential to its fullest.

For game purposes, being a psychic is considered an Advantage that costs 2 creation points per level. All sentient beings in Algo are assumed to possess the Psychic advantage at level 1 (player characters included). Rising levels in the Psychic advantage allows characters to acquire psychic disciplines and maneuvers. Characters have a limitation to the number of psionic disciplines they can acquire equal to one half their level in the Psychic advantage (rounded up). Furthermore, the highest level characters can get in the Psychic advantage is one half their Focus stat (again rounded up).

In order to be able to tap on their latent psionic potential, algoians require the proper instruction and training. Each race has its own way to further the psionic essence. Palmans pay for expensive parapsychotherapy: psionic instruction, psi-enhancer drugs, practice in secure, controlled environments, and finally being registered in the government's databases as a psychic. Once a palman has successfully finished his first course of psionic training (namely raised his Psychic level), he can begin to learn psionic techniques (disciplines and maneuvers) on his own through self-teaching courses, tutorials, etc. Palmans need to pay for additional parapsychotherapy sessions in order to keep raising their psionic potential (Psychic level). Starting the game as a palman with already developed psionics without belonging to a (Psion) class requires the character to possess the Resources advantage at level 2.



Motavians with psionic aptitudes are very rare, but those few earn much respect if they are able to discover modesty and humility. Seeing their psionic nature as part of themselves as their limbs, motavians develop their psionics freely but, given the nature of the motavian way of life, motavians' psionics are limited to techniques which are strictly physical in nature.

Native to a hostile environment and prone to a quicker evolution, dezorians' psionics are more evolved than those of the other two races. Dezorians with especially prominent psionics are recruited in the local temples to further their talents as priests for their communities. Dezorians' psionics increase sparingly during the extended meditation lapses that come with the advent of a new moon.

Psionic Disciplines

The disciplines listed here are what is available to algoian characters, as importing psionic disciplines and maneuvers from other Thrash' settings not only risks ruining the setting's atmosphere, but also proves unbalancing. New psionic disciplines and maneuvers can be implemented only with GM's approval.

Unless otherwise stated, each technique usage takes 5 Action Points in combat.

BIOKINESIS

Biokinesis is based on stimulating the body's functions at a controlled rate to produce specific effects. The most basic levels resort to basic functions like glandular and muscular control while the most advanced can produce truly miraculous effects, even being able to induce such healing effects on others.



1. **Soothe:** The psychic can suppress pain instantly. Costs 1 I.S per minute.
2. **Ner:** Through conscious control of the suprarenal glands the psychic can accomplish unusual feats of physical prowess. +1 on all psysical rolls (including combat) per level of Biokinesis. Costs 3 I.S per turn.
3. **Res:** The character can heal minor physical damage, up to his Focus modifier (or Psychic modifier for Psion careers) plus 1d6 Health. Costs 3 I.S.
4. **Stimulus:** By placing his fingers in specific parts of a patient's head, the psychic can now use any Biokinesis effect on him. The I.S cost is that of the desired effect +2.
5. **Anti:** By toying with his glandular and immunological system, the psychic is able to perform a series of changes in his body as if he was his own pharmaceutical lab. Costs 10 I.S, and each use of Anti can accomplish any of the following:
 - Paralysis, non-lethal poisons, and diseases within the range of "curable" are immediately dismissed (disease symptoms may remain for a couple of days though).
 - Lethal poisons are reduced to non lethal effects (-10 on all rolls for 2d6 turns).
 - The progress of terminal and otherwise degenerative diseases (from arthritis to cancer) is stopped for a time of 1 month per level if Biokinesis. Patients that require to adhere to some restrictions however, must still be wary of conditions that may worsen their condition (like those suffering of Diabetes).
6. **Gires:** The character can now heal deeper wounds, up to his full Focus score (or Psychic level for Psion careers) plus his level in Biokinesis. Alternatively, Gires can heal half its usual amount in lost ability points. Costs 5 I.S.
7. **Sak:** By means of both body chemistry and sensorial overload, the psychic can bring a character that has been seriously injured back to consciousness. This process, however, is as shocking to the psychic himself as to the patient, inflicting 1d10 damage on the psychic. The patient is immediately brought back to 1 Health Point regardless of the amount of red numbers he was at before the application of Sak. Sak won't work on dead characters, but it will bring a patient back from a coma. Costs 10 I.S.
8. **Nasak:** The psychic can induce unnatural regenerative abilities on himself, becoming able to grow back lost extremities or otherwise repair permanent bodily damage. Using Nasak requires complete concentration on the part of the psychic for a period of 6 hours. Using Nasak on others via the Stimulus technique can also repair damaged organs if done in a surgery where the psychic can see the damaged organ (provided the patient can survive the six hours with said damaged organ).

CLAIRVOYANCE

The power of clairvoyance enables the psychic to extend their senses to perceive occurrences in other locations, regardless of normal physical limitations. To do this, the character must make a roll on 1d10 + Psychic + Clairvoyance, the base difficulty 15 +1 for every kilometer of distance, maximum range is the character's Focus stat in km. Add +2 to difficulty if the location is indoors and another +3 is the place in question is a "microwave bunker" (places where a cell phone won't work, like the subway). Places with "Psionic Dampening" protection add a +10 to the difficulty. The character can only use one sense at a time per level of Clairvoyance. Costs 1 I.S per minute.

ELEMENTAL RAPPORT: COLD

Created by the dezorians to be able to establish relations with Motavia when it was still a 100% hot, desertic planet, this elemental affinity allows a psychic to lower a closed area's temperature as low as -20°C per level of the discipline, said area can be as big as a radius of 1-hex per level of the discipline. Characters without proper protection suffer -1 on all their rolls for

every 20°C below zero unless they succeed a Stamina + Body Hardening roll difficulty 15 every 10 minutes. Attempting to breathe under temperatures lower than -150°C without proper respiratory apparatuses causes the lungs to freeze, inflicting 1 point of Stamina damage unless they succeed a Stamina + Body Hardening roll difficulty 18 every turn. At temperatures of -200°C and lower most elements like oxygen and nitrogen become too heavy, condensing at floor's level. Characters under these temperatures without the proper protections face all of the aforementioned conditions, plus they're suffering from asphyxia.

ELEMENTAL RAPPORT: ELECTRICITY

Affinity over electric charges, the psychic can control electric currents, magnify, reduce, and otherwise manipulate it to produce specific effects. Irresponsible uses of Electricity techniques that result in damage to third parties superior to 6000mst do count as terrorism by palman government laws, making the irresponsible psychic automatically hunted by both the government and the Hunter's Guild.



1. **Energize:** By magnifying his own bio-electricity, the psychic is able to "recharge" batteries or similar devices that work with electricity. The cost of doing so is as follows:

Object	I.S cost
Single Battery	1 per 12 batteries
Energy Clip (for weapons)	1 per 1 clip
Car battery	1 per 2 batteries
High tech device	5 or higher

To recharge a battery, the character must touch its terminals (the metal bits that make contact with what it powers). The character can also do the reverse, taking energy from objects and replenishing their I.S. In this case the amount of I.S gathered being ¼ of the cost of recharging it.

2. **Electromagnetism:** The psychic charges a metallic object to imbue it with temporary magnetic properties, allowing him to perform limited feats of telekinesis. The elemental can lift the equivalent of a 1-foot cube per point of focus. The movement of such objects is slow and awkward at best, but the ability can prove critical in certain situations (plus, it always impresses the locals). Costs 4 I.S per turn.

3. **Thu:** The psychic calls down a lightning bolt from the sky, striking down an enemy. A lightning bolt attack cannot be dodged unless the defensive roll (normally a dodge) exceeds the attack roll by at least 6 points. The bolt itself is +2 to accuracy on attack rolls and does 3d6 damage. Costs 12 I.S.

4. **Broadcast:** The psychic can manipulate the images showing on any monitor or display device as well as the images being captured on a camera to show whatever images the psychic desires (his own image, real or imaginary landscapes, etc). By spending an additional I.S point, sound can be added to the broadcast and/or the sound being captured by the camera can be altered too. Costs 1 I.S per turn.

5. **Githu:** Magnifying his own bio-electrical field, the psychic can jam any and all incoming signals in a radius of 10 hexes per level of this discipline. Costs 1 I.S per minute.

6. **Blackout:** The opposite of Energize, Blackout enables the psychic to suspend the electric flow in devices no bigger than the psychic's level in this discipline in cubic feet. Devices cannot be shut down partially. Costs 2 I.S per minute.

ELEMENTAL RAPPORT: HEAT

One of the most basic psychic talents, usually developed on an instinctive level and displayed by accident, it's not uncommon to discover one's psionic nature when unvoluntarily setting an object ablaze during a moment of extreme stress (such circumstances however also use to incur the newly discovered psychic to be confined while he is instructed how to control his gifts). The psychic can raise an area's temperature as high as 50°C per level of the discipline. Starting the 70°C, characters require succeeding a Stamina + Body Hardening roll difficulty 15 not to incur 1 point of Stamina damage every ten minutes. Starting the 120°C the roll is required every minute, plus players incur a penalty of -1 to all their rolls for every 30 degrees beyond 50°C. Starting the 500°C player characters will incur all the aforementioned penalties besides being blinded and suffocating as the air is too hot to breathe or to have the eyes open. Fighting this discipline with the Cold elemental rapport will decrease the psychic's level in this discipline by a number equal to the opponent's level in the Cold elemental rapport.

GRAVITY CONTROL

An attunement to the planet's gravitational field allows the psychic to perform a series of phenomena. While early levels only grant control to the gravity's pull towards the psychic, the more advanced levels grant control over bigger areas and produce impressive effects.

1. **Negate Fall:** The psychic can slow down his fall from any height, negating all damage. Costs 1 I.S.
2. **Reduce Weight:** Enables the character to reduce their own body weight by as much as 85%. This will reduce damage from falls to one fifth (damage can be soaked to zero), enables the character to jump *ten times* higher than usual, adds +10 to any climbing rolls, and enables the character to tread lightly in general (+4 to stealth rolls), walking over fragile bridges, teacups, etc. without causing damage. Reduce Weight can be maintained indefinitely, though it requires a roll on 1d10 + Focus + Style each turn to maintain concentration; failure means that the character returns to their usual weight. Costs 1 I.S per turn.
3. **Reduce Gravity:** The psychic can reduce the gravity in an area no bigger in diameter than his Psychic level in hexes. The psychic rolls Psychic + Gravity Control, the difficulty based on how drastic the reduction, as follows:

Reduction	Difficulty
Half	12
1/6 (Earth's moon)	15
Zero gravity	18

Opponents trapped in a zero-g area have a -4 on all attacks except for those maneuvers with the Aerial Usage modifier and can't use any Evasion maneuvers. The reduced gravity lasts for as many turns as half the character's Psychic level. Costs 10 I.S and 10 APs. Alternatively, the psychic can focus on a single object and touch it to make it gravity-neutral just as a Weight Neutralizer (see Equipment) would. This application costs only 3 I.S, 4 APs and doesn't require a Psychic roll, but is limited to objects no larger than the character's Psychic level in cubic feet.

4. **Deban:** Following the same steps of a gravity inducer, the psychic can generate around his person a non-directional graviton field very few things can go through. The force field grants a Soak bonus of 7 (armor quality), but the graviton field prevents the psychic from touching anything he wasn't already holding at the moment of calling Deban (no physical objects short of a speeding bullet can attempt to get within the same hex as the psychic). Costs 3 I.S and 2 APs per turn.

5. **Increase Gravity:** The inverse of Reduce Gravity, this time the psychic rolls Psychic + Gravity Control and subtracts 10 from the total, the remaining number is the number of g's the psychic has increased in the area. Characters trapped inside the affected area have a penalty to all combat rolls equal to the new total. If the new total equals an affected opponent's Strength score he is effectively immobilized. I.S cost and area of effect are the same as Reduce Gravity.

6. **Gravity Flight:** Manipulating the planet's gravitational field around his person, the psychic can levitate and fly, double the character's move in combat. Costs 1 I.S and 1 AP per turn.



PRECOGNITION

This is probably one of the most fickle of psychic powers. It is the ability to catch glimpses of the future. However, the psychic has almost no control of this whatsoever. In general, the GM may allow a roll on the character's Precognition level. If the roll is successful, the character has gained some small insight into the *possible* future. This is usually a feeling about something—a hunch that will probably turn out to be correct.

PSYCHOKINESIS

Literally translated as “movement with the mind”, and also known as Telekinesis, or “movement from a distance”. Psychokinesis is the fabled and archetypical psychic ability to lift and move things by sheer force of will. The creation points cost of Psychokinesis is 3 points per level at character creation. Compare the psychic's level in Psychokinesis in the weight lifting

table under the Strength attribute (chapter 2) to find his maximum weight limitation. However, each 100kgs drain the psychic of 1 I.S per turn.

PSYCHOMECHANICS

An extremely refined form of Psychokinesis and Telepathy, Psychomechanics enable psychics to interact with all kind of machines and electronics as if merging with them. Psi-mechanics using this discipline can do themselves the work of whole tech-teams, figure out the workings of technology completely unknown to them in seconds, and even control them from a distance. The danger such psionic discipline poses in a society such as palman, however, makes it to be extremely regulated. As of AM 1746, only Thermi Robotics and Star Laboratories have license to train psi-mechanics besides of the government itself, and player characters that want to be trained in Psychomechanics must work for one of these three groups. Unless otherwise specified, applications which are psychokinetic in nature are limited to objects under 5kg. in weight.

1. **Eijia:** While ordinary Psychokinesis allows only for crude movements at best, psi-mechanics can use their mind with the same degree of dexterity as if they were using their hands. The psi-mechanic can use any tools from a distance as long as they're within sight. When using both his hands and Eijia in tandem, the psi-mechanic gains a bonus equal to his Psychomechanics level on any manual task. Costs 1 I.S per minute.

2. **Psi-diagnosis:** By establishing physical contact with any device, the psi-mechanic can quickly assess whether there is a malfunction. The psi-mechanic doesn't need to know how the device in question works, but in any case, answers will only be basic facts like "the power source is in good condition, but the device is not receiving enough power somehow" or "something seems to be stuck in the motor system". Knowing the device in question, however, will enable any engineer listening to this diagnosis to quickly root all possible causes, receiving a +3 bonus on the posterior Repair roll.

3. **Brose:** Limited psychokinetic control over a mechanical device allows the psi-mechanic to control the device in full or in part as if it was a puppet. Mechanical devices controlled by electronic means cannot be controlled (while the psi-mechanic can control a machinegun on a tripod from a distance or dismantle a gun in an opponent's hand, he won't be able to do the same with the arm of a Guardian EYES). The psychic needs an understanding of the device in question in order to be able to tamper with it. A machine larger in size than half the character's Psychic level in cubic feet can't be controlled. Costs 1 I.S and 3 APs per turn.

4. **Virtual Drive:** Applied psychometry enables the psychic to read any electronic media within his physical grasp (ex: he can read a 3DX, but he must extract it from the data assistant or terminal first). Data can be explored freely regardless of passwords, firewalls, and other security. Costs 6 I.S per required piece of data extracted.

5. **Gibrose:** Brose's counterpart, Gibrose grants a psychic remote control over any non-sentient electronic device. While size is not important (a large starship can be controlled from a small control panel), the GM assigns a difficulty from 10 to 25 according to the device's complexity and sophistication (the small control panel leads to an infinity of more complex systems). A prior use of Conte may be required for devices the psychic is not familiar with. Attempts to use Gibrose to manipulate a device in ways it's not supposed to work (such as overloading a vehicle's gravity induction engine when the device doesn't have the means for it) impose a penalty of -10 to the roll. Military Guardian EYES as well as most government installations (such as Paseo's Tower) have psionic field dampeners included among their security systems, becoming immune to Gibrose. Costs 1 I.S per turn.

6. **Astral Immersion:** A more advanced version of Virtual Drive which allows a psychic to transfer his consciousness inside a computer, and the net. The psi-mechanic no longer needs to touch a device to tamper with it and can affect equipment miles away as long as he has a connection to the net available. For gaming purposes, the psi-mechanic has a bonus of his Psychic level + Psychomechanics on all Computer rolls for a given task, for which all difficulties are at -5. Costs 15 I.S.

7. **Conte:** A most refined form of psychometry which grants the psi-mechanic full understanding of a device he is touching. A full turn of physical contact and 15 I.S reveal all of a device's secrets, functions, and inner workings as if the psychic had designed it from scratch. However, being an application of psychometry, Conte's only limitation is that the analysed device must have been manufactured within a maximum number of years equal the character's Psychic level.

TELEPATHY

Telepathy is both subtle and dangerous. It allows the character to sense and even alter the thoughts of others.

1. **Empathic Sense:** The character can sense the general emotional state of people and to a lesser extent, animals, within a 6 foot radius per level of Telepathy. The character can either get the overall general emotional state of all the beings within the area, or scan one specific individual, in which case their precise emotional state can be ascertained, and the range is increased to the level of their Telepathy times

20 feet. However, there is a distinct possibility of use of this power causing the telepath to actually *feel* the emotions they are sensing to some degree, which can be disturbing, and even dangerous.

2. Telepathic Sense: The character is able to read the actual surface thoughts of others. Short of a Mind Shield (see below), there is little one can do to prevent telepathic probing, save to try and think of something unimportant, and then they must be aware of the telepath's probes in the first place. The general range for telepathic sensitivity is 12 feet per level of Telepathy.

3. Projective Empathy: The character is able to project their emotions at others. Thus, if they are scared, they can put fear into the hearts of others. The range for this is equal to ten feet per level of Telepathy, and anyone on whom this is used may make a 1d10+Will roll to prevent themselves from being overwhelmed by the emotion, provided they are aware that the feeling is the result of a psionic projection. When this power is used, the psychic must spend 2 I.S per turn.

4. Projective Telepathy: The character is able to project thoughts at others. Thus, they can send mental images, words, or whatever into another person's mind. Whether they can understand the telepathic message is another matter entirely. The range for this is equal to the level of Telepathy times ten feet. When this power is used, it costs 1 I.S per turn.

5. Mind Shield: This power allows the psychic to maintain a shield around their mind that protects from psychic attacks and probes. It is relatively easy to learn to do, and extremely useful. The level of the Telepathy Discipline is added to the psychic's Will score for rolls to resist psychic attacks that directly affect the mind. Telepathic probes used while the mind shield is up have their level effectively reduced by that of the user's Telepathy level. Mind shield can be activated in an instant (does not cost any APs), and remains up or down (however the psychic left it) whether they are asleep or awake.

6. Rapport: This is ability to enter a psionic rapport with another being. That is, a state of psionic linking, in which all surface thoughts and emotions of one are instantly sensed by another person, and vice versa. The rapport state is extremely disturbing to those who are not adjusted to it. To form the rapport, the participants must be within 6 feet per level of Telepathy of one another (the highest Telepathy level from among the participants), and it can be maintained at a range of up to 100 feet per level of Telepathy. However, every minute of rapport drains all concerned of 1 I.S. There is no real limit to how many beings can participate in a rapport, although, as a rule of thumb, if the sum of the Intelligence of all of them exceeds 50, it is getting "crowded" in there, and it becomes difficult to concentrate. If someone is pulled into a rapport and wants to get out, they must make a roll on 1d10+Will.

7. Suggestion: This power allows the psychic to mentally affect another person in such a way that their subconscious becomes open to suggestions. This can be used in two ways; either to make spoken commands more effective, or to force the victim into a trance state, where they are even more susceptible to suggestion. In the first case, the psychic can make a roll on 1d10+Telepathy+Focus and spend 2 I.S before saying something; if the listener (who must be within 4 feet per level of Telepathy) fails a contested roll on 1d10+Will, they will believe that statement, and if it compels them to do something, they will likely do it. If the psychic spends 6 I.S and makes a similar roll, they can cause the victim to enter a trance state; at this point, they will be only semi-conscious (although loud noises, or being struck physically, will bring them to full alertness), and whatever the psychic says will be firmly planted into the victim's subconscious mind. However, it is important to remember to tell the victim not to remember being in the trance; otherwise the whole thing will be ineffective. Suggestion convinces, it doesn't control, and so targets can't be suggestioned into committing actions that directly contradict their principles or common sense unless the target has a reason of his own why he would do it.

8. Deep Probe: This power allows the telepath to probe the mind of another on a much deeper level. To use this power, the telepath must be touching the subject, preferably on the forehead. If someone is aware of this and wants to prevent it, they must make a roll on 1d10+Will. When doing a deep probe, the telepath can explore the mental landscape of the subject, and even look at memories. Costs 5 I.S.

9. Open Mind: The character is able to enter a state of total telepathic sensitivity. Any surface thoughts within a 10 foot radius per level of Telepathy will be "heard" clearly by the telepath. This is handy if you want to know where someone is, but is maddening when there is a room full of active people. Costs 2 I.S per minute.

10. Alter Dreams: This power enables the psychic to forcibly take control of another person's dream (the victim must be dreaming while it is used), altering it in any way they can think of. They will be aware of what the victim is dreaming about, and can affect it in any way they wish. The psychic must be within 2 foot per level of Telepathy of the dreamer. The psychic will also be accomplished at controlling their own dreams, and rarely is troubled in their sleep. Costs 1 I.S per minute.

11. Mind Control: This power allows the psychic to totally seize control of the mind and body of a victim, controlling all mental, psychic, and physical abilities. Initiating mind control requires eye contact; the victim can make a roll to avoid being affected. Once controlled, a victim can be made to do anything normally possible for them, although all actions will be at a -4 penalty. While controlling someone in this way, they psychic cannot do anything else. While controlled, the victim will be aware of (and likely terrified by) everything that is going on around them, but powerless to do anything about it. Mind control can be maintained for up to 1 minute per level of Telepathy. Commands that threaten the target's physical integrity or that of someone close to him entitle the target a secondary save with a +6 bonus. Costs 2 I.S and 3 APs per turn.

12. Fantasy Experience: The psychic is able to take control of the perceptions of one person per 2 levels of Telepathy, and cause them to have a hallucinatory experience, over which the psychic has total control. While this is in progress, the psychic and all involved will be effectively unconscious, but apart from the psychic, all will remain so for 1d6 minutes afterwards. People in this fantasy world will be unaware of the fact that it isn't real, but if they are, or simply try to disbelieve it, they can make a roll; if successful, they will wake up. Remember the victim is a telepath himself, he'll be unable to even realize that a fantasy experience has started. Fantasy scenarios that involve the target's death require the target to succeed a Stamina roll difficulty the psychic's roll in order not to fall unconscious for the rest of the combat scene. Costs 1 I.S per turn.

Psionic Maneuvers

Alarm

A form of sixth sense which warns the psychic when he's being scried on with Clairvoyance. This is constant and automatic.

Prerequisites: Clairvoyance 2, Telepathy 2
Character Points: 2
Accuracy: N/A
Action Points: --
I.S Cost: N/A
Damage: N/A
Move: N/A

Barta

A cone-shaped blizzard that expands from the psychic's hands. Opponents on the hex in front of the psychic are affected first, after which it fans out to cover the adjacent two in front of that; the blizzard moves forward up to the character's Will + Psychic in hexes, fanning out an additional hex each time (ie 1 hex for the first hex of advancement, 2 on the second, then three, and so on), but on each subsequent hex targets suffer 1 less point of damage. Targeted opponents are knocked down and away one hex unless they succeed a contested roll of Strength + Athletics vs the attack roll. Half of Barta's damage also goes to victim's Base APs for 1d6 turns.

Prerequisites: Elemental Rapport: Cold 3
Character Points: 6
Accuracy: +0
Action Points: 10
I.S Cost: 5
Damage: 1d10+2
Move: none

Doran

The psychic overrides control of the victim's motor system, paralysing him on the spot. Every turn the psychic rolls Will+Psychic vs the victim's Will+Focus. Success means the victim is paralysed for one full turn and failure means no paralysis attempts can be made for the next 6 turns. Paralysed victims are defenceless against attacks, but anti-climatic behavior on the part of players such as attempts at instant murders grant victims a second save roll with a +5 bonus (or higher at GM's discretion).

Prerequisites: Biokinesis 6.
Character Points: 7
Accuracy: Special
Action Points: 3/turn
I.S Cost: 4/turn
Damage: N/A
Move: N/A

Fanbi

Very popular in fitness centers, this technique's abilities over metabolism makes it into the quickest, if mighty expensive, tool for weight reduction. In combat, however, after establishing physical contact, the psychic can

deplete a target's energy reserves in the blink of an eye. Targets that fail a contested roll of Stamina + Body Hardening vs the attacker's Psychic + Biokinesis suffer 1 point of Stamina damage per turn, for as many turns as the psychic's Biokinesis level. Targets that get down to Strength down to zero are completely disabled. Lost Stamina points are recovered at a rate of 1 point per day, or three per day if the target remains in complete repose and receives the proper medical attention. Used as a weight reduction tool, the psychic can do the equivalent of an instant liposuction, patients losing 2kgs of fat instantly. However, patients can only use this kind of aid once per month for health and security reasons. Psychics can charge 200mst for this kind of treatment, but practicing it on the same patient more than once a month is punishable with 2 years of prison.

Prerequisites: Biokinesis 6
Character Points: 4
Accuracy: Special
Action Points: 6
I.S Cost: 8
Damage: N/A
Move: none

Finger

Named after a much invasive command in telecommunications, usage of this technique allows to track down a scrying clairvoyant. Once the psychic's Alarm maneuver triggers, the psychic makes a Psychic+Clairvoyance roll difficulty 15, success means he tracked down the scry to its source, getting his exact location. Once tracked, the fingering psychic can choose to make a Psychic + Telepathy roll to extract additional information on the voyeur if he wants (limited to his Telepathy level), such roll has a +4 bonus. The scrying psychic can raise a Mind Shield to foil this Telepathy attempt, but not the Finger (the maneuver merely "follows the line" to its source). Should the scrier be located beyond the psychic's own Clairvoyance range, he'll get the general direction of the scrier, but not location.

Prerequisites: Clairvoyance 3, Alarm.
Character Points: 3
Accuracy: Special
Action Points: 3
I.S Cost: 3
Damage: N/A
Move: none

Foi

A large ball of flame that bolts in an opponent's direction, exploding on impact. Full damage to everyone on the same hex as the target and half damage to targets in adjacent hexes. Affected opponents suffer knockdown and

flammable objects are set ablaze. Maximum range is the character's Psychic + Will in hexes.

Prerequisites: Elemental Rapport: Heat 3
Character Points: 7
Accuracy: +4
Action Points: 10
I.S Cost: 5
Damage: 1d10+5
Move: none

Forsa

Used often to make calibration tests on robotic sensors, in combat it can also be used to mislead combat sensors into seeing a target some feet afar from where the target lies, causing any and all aimed attacks to miss automatically. Vehicles, man-operated systems, and robots don't enjoy a saving throw, but androids do.

Prerequisites: Telemechanics 5
Character Points: 3
Accuracy: N/A
Action Points: 2/turn
I.S Cost: 2/turn
Damage: N/A
Move: none

Gibarta

This power calls forth a wall composed of ice, whose surface area in square feet cannot exceed the character's (Focus + Stamina) squared. The wall has 4 health points per square foot and lasts for a number of minutes equal to the character's Focus times three.

Prerequisites: Elemental Rapport: Cold 2
Character Points: 5
Accuracy: N/A
Action Points: 12
I.S Cost: 8
Damage: Special
Move: None

Gifoi

This power calls forth a wall composed of fire, whose surface area in square feet cannot exceed the character's (Focus + Stamina) squared. The wall damages those touching it, inflicting damage based on the character's Focus modifier plus 1d4 for each turn of exposure and lasts for a number of minutes equal to the character's Focus times three.

Prerequisites: Elemental Rapport: Heat 4
Character Points: 5
Accuracy: N/A
Action Points: 12
I.S Cost: 8
Damage: Special
Move: None

Gra

The psychic focuses gravity into a crushing pressure on a target. This maneuver is normally done with physical contact, but can be performed from a distance, by spending one additional I.S point per hex the target is

away. Opponents struck will be knocked back 2 hexes (may be increased at a cost of 1 I.S per additional hex) and suffer a Knockdown. The damage noted below may also be increased at a cost of 1 I.S per +1 damage.

Prerequisites: Gravity Control 5
Character Points: 3
Accuracy: N/A
Action Points: 6
I.S Cost: 5
Damage: 1d6
Move: none

Jellen

This power allows the psychic to temporarily knock out a victim's optic nerves. The victim will be blinded unless they can make a roll on 1d10+Focus+Will. All rolls requiring sight are at -5 for the next 1d6+1 turns, and their Base APs are halved. This power can be used on anyone in line of sight.

Prerequisites: Biokinesis 6.
Character Points: 4
Accuracy: N/A
Action Points: 14
I.S Cost: 5
Damage: Special
Move: None

Mind Reading (Mental)

This maneuver lets the character open themselves to the opponent's mind during combat, and use that to anticipate what they are intending to do. This effectively provides a bonus of +3 to all combat rolls against that one person (it can only be used against a group by a psychic with the the Open Mind ability, gained at Telepathy level 9).

Prerequisites: Telepathy 2
Character Points: 6
Accuracy: N/A
Action Points: 2/turn
I.S Cost: 1/turn
Damage: None
Move: None

Nares

Establishing a brief mental link with closeby allies, the psychic can heal damage to himself and everyone in a 1.5 hexes radius as per the Gires technique.

Prerequisites: Biokinesis 6, Telepathy 6
Character Points: 4
Accuracy: N/A
Action Points: 8
I.S Cost: 12
Damage: N/A
Move: none

Nathu

The psychic releases a violent electromagnetic pulse (EMP) that ruins all electronic equipment in a radius equal to the psychic's level in Elemental Rapport: Electricity. Energy weapons, computer-controlled vehicles as well as miscellaneous electronic equipment are all

automatically affected and rendered inoperative. Guardian EYES and Androids must succeed a Stamina save or be affected as per an Android Disabling Gun (see equipment). Military-grade Guardian EYES and other tempest-hardened facilities which are immune to EMP attacks are likewise immune to Nathu.

Prerequisites: Elemental Rapport: Electricity 5
Character Points: 3
Accuracy: N/A
Action Points: 10
I.S Cost: 5
Damage: N/A
Move: none

Ping

Named after a most basic telecommunications command, this maneuver grants instant location and scrying of any individual the psychic has established telepathic Rapport with. The psychic makes a Clairvoyance roll as normal, but as the psychic is doing this time a focused search, he gets the range of his Clairvoyance doubled. As the Ping is based in telepathic Rapport, targets that succeed a Perception roll difficulty 18 get automatically a "watched" feeling (may or may not realise it's psionic scry).

Prerequisites: Clairvoyance 4, Telepathy 6
Character Points: 4
Accuracy: Special
Action Points: 8/turn
I.S Cost: 2/turn
Damage: N/A
Move: none

Preserve Tissue

The psychic can stop the decomposing process in dead tissue. An expenditure of 4 I.S will prevent tissue as large as a man-sized corpse from decomposing for 24 hours as long as the tissue remains in physical contact with the psychic. If the psychic leaves the corpse for longer than 20 minutes in a single day this resumes its decomposing and no further attempts can be made..

Prerequisites: Biokinesis 1
Character Points: 1
Accuracy: N/A
Action Points: 12 to activate
I.S Cost: 4
Damage: N/A
Move: none

Rimet

A technique reserve for emergency procedures when a system in a vehicle or installation must be shut down immediately to prevent further damage to the whole installation, this technique grants a forceful shutdown of a selected system other than the main power source. Only 1 system can be shut down at a time (1 weapon, 1 sensor, 1 robotic limb, etc). Shut-down systems remain

unpowered for as many turns as half the psi-mechanic's psychic level. Miscellaneous devices and robots don't enjoy a save, but Androids do.

Prerequisites: Psychomechanics 5
Character Points: 4
Accuracy: N/A
Action Points: 8
I.S Cost: 6
Damage: N/A
Move: none

Saner

Establishing a brief mental link with closeby allies, the psychic gives an adrenal boost to himself and everyone in a 1.5 hexes radius as per the Ner technique. Said boost lasts a number of turns as the half the character's Psychic level.

Prerequisites: Biokinesis 2, Telepathy 6
Character Points: 6
Accuracy: N/A
Action Points: 10
I.S Cost: 15
Damage: N/A
Move: none

Sashu

Establishing a brief mental link with closeby allies, the psychic can harden his and his allies' bodies, making them more resistant to harm as per the Shu technique. Said enhancement lasts a number of turns equal to half the character's psychic level.

Prerequisites: Telepathy 6, Shu
Character Points: 6
Accuracy: N/A
Action Points: 10
I.S Cost: 5
Damage: N/A
Move: none

See Signal

The psychic becomes able to see travelling communication signals, be it radio/analog transmissions, microwave or infrared communications, or even the light or electricity traveling through telephone lines and optic fiber. While the elemental can see such signals, unless he has 5 or more ranks in skills like communications, he has no way of understanding them. Sighted signals can also be altered if the elemental also the *Broadcast power*.

Prerequisites: Psychomechanics 5 OR Elemental Rapport: Electricity 1.
Character Points: 1
Accuracy: N/A
Action Points: 1/turn
I.S Cost: 1/turn
Damage: N/A
Move: None

Shinb

This mental attack causes the victim's mind to be filled with fear; anyone who looks at the character when this is used must make a roll on 1d10+Will or become terrified and attempt to flee from the character.

Prerequisites: Telepathy 5
Character Points: 6
Accuracy: N/A
Action Points: 14
I.S Cost: 9
Damage: None
Move: None

Shu

Playing with adrenal and muscular control, the psychic can harden his body, making it more resistant to damage. Divide the psychic's, (Focus+Will) by three and add that to his Soak stat while Shu is in use.

Prerequisites: Biokinesis 5
Character Points: 3
Accuracy: N/A
Action Points: 1/turn
I.S Cost: 1/turn
Damage: None
Move: N/A

Shiza

By blocking specific parts of the brain, the character can inhibit psionics in nearby, rival psychics within a range of 3 hexes. Targets that fail a contested roll of Stamina + Body Hardening vs the attacker's Psychic + Biokinesis get their Psychic level reduced by an amount equal to the difference of the roll. Rival psychics protecting themselves with a Mind Shield are unaffected.

Prerequisites: Biokinesis 5
Character Points: 4
Accuracy: Special
Action Points: 6/turn
I.S Cost: 3/turn
Damage: N/A
Move: none

Sixth Sense

Same as the Danger Sense Focus maneuver. Characters can't be taken by surprise, and are immune to Backstab attacks.

Prerequisites: Telepathy 2
Character Points: 2
Accuracy: N/A
Action Points: N/A
I.S Cost: None
Damage: N/A
Move: N/A

Vol

Used mostly in genengineering research for the purposes of studying an organism's long-term behaviour to specific therapies and drugs, Vol allows the psychic to age pet-sized living creatures from the womb to the tomb in a matter of hours or even minutes depending on the success of a Biokinesis roll.

Result	Total time
10	4 days
15	24 hours
20	1d6 hours
25+	30 minutes

Using Vol on man-sized targets doesn't cause them to age, but instead causes them to lose an amount of I.S points equal to the psychic's Biokinesis roll if they fail a contested roll of Stamina + Body Hardening vs the attacker's Psychic + Biokinesis.

Prerequisites: Biokinesis 7
Character Points: 4
Accuracy: N/A
Action Points: 6
I.S Cost: 4
Damage: Special.
Move: none

Savol

The psychic sends a target's nervous system the equivalent of a massive traumatic shock, causing him to collapse on the floor instantly. Targets that fail a contested roll of Stamina + Body Hardening vs the attacker's Psychic + Biokinesis suffer instantly an amount of non-soakable damage equal to their Endurance.

Prerequisites: Biokinesis 5, Vol
Character Points: 3
Accuracy: Special
Action Points: ALL
I.S Cost: 12
Damage: Special.
Move: none

Zonde

The psychic magnifies his bio-electric field in a most destructive way, expanding it over a 2-hex radius around the psychic as a nimbus of crackling electricity. Opponents in the area of effect take damage as noted below.

Extended Use (+3): The psychic can extend Zonde turn after turn, paying an additional 3 I.S per turn for as many turns as half his Stamina score.

Prerequisites: Elemental Rapport: Electricity 5
Character Points: 5
Accuracy: N/A
Action Points: ALL
I.S Cost: 12
Damage: 1d10+14
Move: none