

DATAFORTRESS 2.0.2.0

Presents:

PSIONICS UNLIMITED

Psionic Rules For Interlock Unlimited.

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UPDATED 3-9-09



- PSIONIC POWERS -

PSIONICS RULES FOR INTERLOCK UNLIMITED

THE BASICS

Psychic Powers are called Psionic Skills, They are bought at Character Generation with the characters Starting Skill Points (see Interlock Unlimited Core Rules), and new Psionic Skills are bought and raised through IP the same as normal skills. However Psionic Skills can do things no skill ever could, they can manipulate minds, unleash a psychic onslaught, and even sunder reality. A character that decides to become Psionic will take the role Psion. It's Special Ability is called PSI.

PSION

(Psychic, Mind-Reader, Telepath, Mentalist)

You have opened your Third Eye and focused your mental abilities to a razors edge.

SA – PSI: Adds to Meditation and Human Empathy.

MEDITATION (COOL) – Meditation allows a character to empty his mind of distraction. For a Psion, freeing himself from the worldly allows him to explore his own intellect, and gain access to new Psionic Skills. Learning a new Psionic Skill requires the Psion to make a successful Meditation skill check. The DC is a base 15 if the Psion has access to the Psionic Skill (such as being taught by another Psion), 20 if the Psion has merely seen the Skill in action, 25 if the Skill is unique.

In addition, PSI is also used to determine how powerful a Psion is. PSI is multiplied by the characters INT to create Psionic Power Points (PPP).

PSIONIC POWER POINTS

Every level used of a Psionic Skill costs 1 Psionic Power Point. So using a level 5 Astral Projection would cost 5 PPP. A character may choose to use a Psionic Skill at lower level than he has to conserve PPP, for instance a character with a Psychic Blast at 6th level may choose to only do 2d6 damage, but this must be stated before any rolls are made.

PPP is replenished at a rate of 1 point per hour per level of Psi the character has. The color of a characters Psionic Aura is determined by the level of EMP a character possesses, 1-3 the Aura goes from purple to red, 4-7 the Aura goes from green to blue, 7-10 the Aura goes from white to gold.

It is possible for a character to expend his Psionic Power Points and still use Psionic Skills; however doing so takes an enormous strain on the character. For every 5 points worth of PPP they exceed their limit by, the character will take a point of damage. This Damage can not be healed through accelerated means; it must be healed at the characters natural rate.

Unless specifically stated otherwise Using a Psionic Skill is a Full Combat Action.

RESISTING PSIONIC POWERS

Most Psionic Skills can be resisted. The formula for resisting a Psionic Skill is:

**Target: COOL + RESIST TORTURE/DRUGS + 1D10
VRS**

Psion: COOL + PSIONIC SKILL LEVEL + 1D10

PSIONICS AND HUMANITY LOSS

Anytime a Psion character suffers a Fumble using Psionics that results in unintended damage to another, he must roll 1d6 and subtract the number from his Humanity. Psionics bestow great power, but it can corrupt and its use is dangerous.

PSIONICS, MAGIC, SUPER POWERS, AND CYBERNETICS

Psionics Unlimited is 100% compatible with Arcane Unlimited, and the two should work perfectly together. Magic allows a character more options, but Psions, due to the limited choices, will generally be more focused and be able to start with their Skills at higher levels than a Magic user who will spread their starting points over a wider range.

Meta-Powers unlimited works on a much grander scale than Arcane Unlimited, so while they are compatible, Super Powers generated through Meta-Powers unlimited will typically be more powerful than those allowed by Psionics Unlimited or Magic Unlimited. It is recommended that if you desire to play in a world where anything goes, that you use Meta-Powers Unlimited, with the provisions for Psionic and Magic set aside in that Rules Set.

Using the Cyberpunk 2020 rules for Cybernetic Enhancement (see the Interlock Unlimited Cyberpunk 2020 Conversion Manual) is allowable, so long as the setting supports it.

STACKING PSIONIC EFFECTS

Identical effects granted by Psionics (or those granted by cybernetics, magic, or Meta Powers) do not stack. Instead only the highest bonus is counted.



PSIONIC SKILLS

These are the Psionic Skills available to a Psion character.

ASTRAL PROJECTION:

With this Psionic Skill, a character may Astrally Project himself, leaving his body behind and becoming an embodiment of his own ego. Buying this power costs 1 point. The astral projection will be either invisible or translucent with a glowing outline the same color as the users Aura. The Astral Projection itself cannot move or manipulate physical objects, or make any physical attack. However it can speak and be heard. The Astral Projection can travel through solid objects, and has no need for air, even allowing it to travel into space. Projecting requires total concentration, and any things that touches the physical body stronger than a gust of wind will cause the user to make an immediate INT save at -2, or the projection is immediately broken and the character will be dazed and disoriented for 1d6/2 rounds, unable to perform anything but a move action. A character can Astrally Project himself instantly anywhere he has first hand knowledge of, or he may move about in his astral form at a rate equal to his MA multiplied by his Skill level. An Astral Projection will last for a number of rounds equal to the Characters INT + Skill Level, after which the character must make a COOL Save, success renews his concentration, failure immediately pulls him back to his physical body. While a character is Astrally Projecting, they are unaware of what is happening around their physical body, and leave it relatively defenseless. Psionic Skills can be used during Astral Projection, and the Astral Projection itself is susceptible to any Psionic powers or powers that effect the INT, EMP, or COOL.

EMOTIONAL DOMINATION:

Resistible

With this Psionic Skill, a character may influence the emotions of others causing rage, fear, sadness, arousal, nervousness, sadness, happiness, or any other emotion. The power comes in one of two forms (chosen at character generation). Heroes should take extreme caution using this power, as it can be considered evil, and some cases the equivalent of mental rape. If the Target successfully Resists, the Psion may not attempt Emotional Domination on the Target again for a number of hours equal to the points the Target succeeded his Resist by.

TOUCH:

The Touch version of Emotional Dominance is more limited, but also more powerful. For every level of this Psionic skill you may cause anyone in direct physical contact with you to feel one emotion of your choice. Resistance failure indicates the Target(s) feel the emotion so strongly that it provides a +1 per Psionic Skill level to the character Persuasion/Fast Talk when dealing with the target. Using the touch version of this power is a Normal Combat Action.

AURA:

Like the Touch version, except it affects anyone within range. The range of this power is equal to the Skill level in meters.

MENTAL DEFENSE:

With this power a character is able to set up defenses and strengthen their mind against mental or emotional attacks, giving them a +1 per 2 levels to any saves to resist attacks that effect INT, EMP, or COOL or a +1 to any checks opposing Psionic Attack.

PRECOGNITION:

This power allows a character to get glimpses into the future. The information gleaned from these Glimpses into the future is often very vague, but sometimes quite clear. The character may act to change the possible outcome. For every level of the Psionic Skill the Glimpse into the Future becomes stronger and more defined. The closer in time a Glimpse shows, the clearer the image. For instance a character may get a Glimpse one round in the future that tells them another character will be killed when they open the door by a masked gunmen who will shoot them with small caliber weapon. But a glimpse into a year from now may only reveal that a great disaster is going to happen somewhere. In such cases it would not become uncommon for a character to revisit a Glimpse, as they get nearer to the moment it happens, more and more details will emerge. Usually a character has no control over when a Glimpse is going to occur, it may be while they are asleep, or it may come upon them out of nowhere (in other words at GM discretion, though Psionic Skill level should have a bearing on frequency of glimpses). However if the character enters a deep meditation he may try to force a Glimpse. Attempts to receive a Glimpse are given a +1 per level to a character check, with a GM determining Difficulty based on time from event, and scale of the event (in relation to how it will effect either the character). Getting a glimpse of the future takes a full round or more (depending on the length of the events in the glimpse)

PSYCHIC BLAST:

Resistible

This Psychic skill lets the user generate a blast of pure mental energy which he can direct like a cannon at a target. Damage for this Psionic Skill is 1d6 at first Level 2D6 at fifth level, and 3d6 at tenth Level, and for every level the range increases by 10 meters. Use of this Psionic skill is a Full Combat Action. The Damage is Psychic Trauma, therefore while it is taken to the head it is not doubled. BTM however does affect damage taken.

PSYCHIC HEALING:

For every level of this skill taken, a character may heal 1 point of damage per round.

PSYCHIC INVASION:

Resistible

This Psychic Skill lets a character read minds, forcing it's way into their memories and extracting information. The Target may Resist. Character success means he gleans an answer of a number of words equal to his INT + the Skill Level. Success by more than 10 points means he is able to discern the exact details of the information he seeks. Characters should take extreme caution using this power, as it can be considered evil, and some cases the equivalent of mental rape. If the Target successfully Resists, the Psion may not attempt Psychic Invasion on the Target again for a number of days equal to the points Target succeeded his Resist by.

PSYCHIC SHIELD:

This Psionic Skill allows the character to create a layer of Psionic force around themselves that acts as a forcefield. The field is an invisible (though if the character wishes it may glow the same color as the characters Psychic Aura) shield covering the users entire body. For every level of the Psionic Skill it protects as SP:5. By sacrificing SP the character may extend his Psychic Shield to a range of 1 meter for every point of SP sacrificed. In this manner the Bubble will be a perfectly round sphere, though it may extend below ground. Creating the Psychic Shield is a Quick Combat Action, and it will last a number of rounds equal to the characters skill, though the character may use PPP to extend it.

PSYCHOMETRY:

This Psionic Skill allows the character to read the past of an object. For every level of the Skill it will allow the character to see the face of the last two people to own the item. By making a skill check it will allow other information to be gleaned, such as the persons name and any major events that occurred while holding the item. Traumatic events will always resonate the strongest, though details may be hazy. The skill check modifier is +1 for every owner previous to the target the character wants information on, so if the character wants to find out more information about the sixth owner of an item, the difficulty would be +5. A modifier may be given in the characters favor if the event was traumatic, or the owner had such a strong bond with the item, such as the Spear Of Longinus, or Anastasia's Teddy Bear, in which case a character would instantly gain a +5 to their skill.

TELELOCATION:

This Psionic Skill allows the character to know the general direction of any person or object he has had physical contact with. Every level of this Psionic Skill increases the range by 1 Kilometer. Use of this skill requires the character to spend a full round (no other actions allowed) to focus on their target. The difficulty for locating the target is figured at the same rate as weapon range.

TELEPATHY:

Resistible

This Psionic Skill allows a character to communicate mentally with others. The character may communicate with a number of people equal to their INT plus their Skill.

TELEDOMINANCE:

Resistible

Possibly the most powerful of all Psionic Skills, this power lets you psionically implant commands into your target. The more specific command the easier it will be for the character to follow. Implanting a Psionic command first requires a Resist Check. If the Psi is successfully may implant one command for every 2 levels of skill. However if the target is ordered to do something that would cause him pain or hurt someone else, he may, at the moment he is attempting to perform said task, make a COOL save at a -1 for every point he lost the roll to resist by. After a number of days equal to the characters skill level, or under extreme circumstances such as a loved one pleading with him, he may also make the save with the same negative modifier in effect. Heroes should take extreme caution using this power, as it can be considered evil, and in some cases the equivalent of mental slavery. If the Target successfully resists, the Psion may not attempt Psychic Invasion on the Target again for a number of days equal to the points the Target succeeded his Resist by.

TELEKINESIS:

This Psionic Skill power allows the character to use his mind to move and manipulate objects. For every level the character may move or manipulate an object equal to his INT multiplied by his Skill level in Kilograms. Moving, manipulating, or positioning an object requires the character to make a Telekinesis skill check. The character can move an object a number of meters per round equal to his INT+ his Skill Level. A character can also make attacks with these objects, by simply hurling them or by using the appropriate weapon skill and adding his Intelligence instead of his Reflex. Telekinesis will also allow a character to assemble parts of an object or machine faster, a character can assemble/disassemble a number of parts equal to their Skill + Intelligence per round.

AFTERTHOUGHTS

SETTING VARIATION

The Default setting for Psionics Unlimited is fantasy, where most mundane weapons top out at 4d6. Therefore most Damage effects from Psionics are determined at a rate of 1 die increment for every 2 Psionic Skill Levels. However, in settings where firearms are prevalent, particularly in modern and beyond settings, where portable weapons can do massive damage, we advise changing listed damage increments from Psionic Skills to 1 die increment for every Single Skill Level. This will allow Psions in a Modern or Science Fiction to remain equally viable as characters who rely on more standard weaponry.

PSIONIC SKILL MANIFESTATION AND FLAVOR

We purposely left these things out, not because we are lazy, but because we feel these things should be left up to the Players and the GM. What a Psionic Skill looks, feels, sounds, and tastes like should be up to the player and GM. The cornerstone of enjoyable RPG experience is creativity, and we would like to encourage this in players. If the GM wishes spells to require flavor, then that is his purview, and we encourage that as well. But every setting is going to be different, and such things should be taken into consideration. Therefore we decided to just leave that up to Game Masters and Players.

Quite literally, everything is open to interpretation between players and game masters, and Interlock Unlimited encourages you to explore your imaginations fully when implementing these rules, or even creating new ones.

NEW PSIONIC SKILLS

While we tried to cover the basics of Psionics, but by no means are we vain or arrogant enough to think we succeeded at covering all possibilities. Instead what we would like to emphasize is that this list of Psionic Skills is a guideline. And if GM's and Players decide to create a new Psionic Skill, or a slew of them, that they will use this list as a guideline. Caution is recommended, with special attention paid to Balance and redundancy issues. As stated, we tried to cover everything, while avoiding repeating ourselves too much. Having more than one Psionic Skill that mechanically does the same thing is useless and adds little to the game. By that same token, having a Psionic Skill that makes the Psion a God when everyone else is playing at normal levels, just isn't fun for anyone.

If you do create new Psionic Skills, and we hope you do, please share them with us at the Datafortress 2020 Interlock Unlimited Forums. Who knows, if we get enough, they may appear in supplemental material.

(Created and written by Deric Bernier, all images by Deric Bernier.)

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