

GURPS

Fourth Edition

PSYCHIC POWERS



By JASON LEVINE

STEVE JACKSON GAMES

THE POWER OF THE MIND

If you want psychic powers but don't feel like using *GURPS Powers* to build them, you're in luck! *GURPS Psionic Powers* does all the work for you, crafting advantages and modifiers into ready-to-go abilities for espers, telepaths, and other psis. This one-stop shop for mental mastery includes:



- Notes on how existing advantages and modifiers behave when used to build psi abilities, plus many entirely *new* modifiers.
- Stats and descriptions for over 100 psi abilities, from classics like Clairvoyance and Levitation to weirdness like Mold Flesh and Netrunning – many offered in levels, making it easy to fine-tune individual power.
- More than 70 new perks for psis.
- Optional rules for psionic *skills* and *techniques*, allowing psis to get tricky with individual abilities or feats without being broadly talented.
- Ten complete psionic power groups: Anti-Psi, Astral Projection, Ergokinesis, ESP, Probability Alteration, Psychic Healing, Psychic Vampirism, Psychokinesis, Telepathy, and Teleportation.
- Rules for *using* psi, including detection, extra effort, and linking minds into a “gestalt.”
- Options, variants, and advice on custom abilities and powers.

You can use these elements individually or wholesale, confident that they're entirely compatible with the *GURPS Basic Set, Fourth Edition* and *GURPS Powers*.

GURPS Psionic Powers requires the *GURPS Basic Set, Fourth Edition*.
GURPS Powers is recommended but not required.

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INTRODUCTION

Psi is incredibly versatile. Given free rein, players can customize appropriate advantages into an unlimited number of potential abilities. *GURPS Powers* gives GMs dozens of pre-designed psionic powers to choose from and the tools they need to create more.

But sometimes it's nice to not have to go to the trouble.

GURPS Psionic Powers serves two purposes. First, it is a worked example, both as a showcase for what one can accomplish with *GURPS Powers* and as a time-saver for beleaguered GMs and overwhelmed players. The pregenerated abilities can be used as-is, with no knowledge of power-building necessary, and they have been arranged into levels whenever appropriate. If you want a telepath who can read distant minds and influence nearby ones, you can simply buy *Telereceive 5* and *Suggestion 3*.

In addition, this book presents psi as a unified system. All of the psi-related special options and rules from *GURPS Powers* (see p. 177), along with a few new ones, have been merged into a single framework in which every psionic ability is a combination of power and skill. Readers who don't care for this system can skip Chapter 1 and simply ignore any references to "Psionic Skills" and "Psi Techniques"; further chapters are not dependent upon this framework.

USING THIS SUPPLEMENT

While each chapter builds upon the subsequent one, readers may wish to start off by skipping to Chapter 3 and looking

at one or two sample abilities. These worked examples will help put the rules in Chapter 1 into perspective.

GURPS Psionic Powers requires the *GURPS Basic Set* to use. In addition, *GURPS Powers* is highly recommended, as this book uses several of its traits and modifiers. However, each ability contains a complete description of what it does, so readers can use this supplement with just the *Basic Set* for everything except dissecting the way certain abilities are built.

PUBLICATION HISTORY

This is the first edition of *GURPS Psionic Powers*. However, many of the powers and abilities found in Chapter 3 are updated from or inspired by the *GURPS Third Edition* book *GURPS Psionics*.

ABOUT THE AUTHOR

Jason Levine, better known to most as "Reverend Pee Kitty," has been a gamer for most of his life and a die-hard *GURPS* fan since the release of *Third Edition*. He enjoys making music, collecting Transformers, and praying to "Bob" for eternal salvation through alien intervention. His previous work includes co-authoring the *GURPS Creatures of the Night* series and writing *GURPS Dungeon Fantasy 5: Allies*. He maintains a *GURPS* fan-site at www.mygurps.com.

About GURPS

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Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all *GURPS* releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the *GURPS Basic Set, Fourth Edition*. Page references that begin with B refer to that book, not this one.

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CHAPTER ONE

PSYCHIC

FUNDAMENTALS

While every psionic ability has its own specific mechanics, psionic powers as a whole follow certain fundamental rules that govern how they are purchased and used. The following

guidelines apply to every psionic power and ability (including Anti-Psi) unless explicitly stated otherwise.

PSIONIC POWERS

Every psionic *ability* is purchased as an *advantage* (or sometimes multiple advantages) and an associated *Hard skill*. These abilities are collected into *powers*, with each power defining a single “flavor” of psi. Every power has its own *power modifier* and *Talent*. The former makes it clear which abilities belong to which power, while the latter gives a bonus to the power’s skills and is optional. These concepts are discussed in detail herein.

THE POWER

While psi can manifest in an almost unlimited number of ways, it tends to fall into one of several common categories, known as *powers*. For example, any ability involving shared thoughts is generally considered “telepathy,” while any use of thought to impart energy to matter in some way is categorized as “psychokinesis.” They’re both psionics (i.e., they share the same *source*, that of mental energy), but each has a distinct *focus* (*GURPS Powers*, p. 7). The most common powers are found in Chapter 3.

A power is not a trait; you wouldn’t buy “Psychokinesis” as an advantage. Instead, once you buy one or more of the *abilities* in that power, you are said to “have” that power (or “know” that power). For example, if you buy a few levels of Cryokinesis and TK Grab, you know Psychokinesis – you *are* a psychokinetic psi.

It’s easier to build a skilled psi if you focus on one or two powers. This makes it possible to afford high levels of Talent (p. 5), which leads to better skill levels (p. 5) for your abilities.

The Power Modifier

Each power has a power modifier (p. B254), a special -10% limitation named after the power. This limitation is applied to *every* advantage in the power, to mark it as belonging to that particular power. For example, if Linda has “Intuition (ESP, -10%; Inspired, +100%)”

written on her character sheet, the power modifier makes it clear that her Intuition is an ESP ability.

In addition to marking the advantage, the power modifier *changes* the advantage in three important ways. First, it can now be affected by Anti-Psi – if someone nearby is Screaming (p. 25), Linda has to fight through it to use her Intuition. Second, *psychotronics* (technology designed to affect psionics) can interfere with Linda’s abilities – if she gets injected with a psi-blocking drug, she may temporarily lose access to her Intuition. Finally, it becomes subject to the rules under *How Psi Works* (pp. 6-12) – Linda has to deal with penalties for multiple feats (p. 6), repeated attempts (p. 6), etc., but on the bright side, she can also learn psi techniques (p. 8), form a gestalt (pp. 9-11), and so on.

Psionic Advantages

When setting up a new campaign that will feature psi, the GM must decide which advantages can be taken freely (sometimes known as “wild” traits) and which can *only* be taken as part of a psionic ability. For some (e.g., Mind Reading), this is an easy call, but others (e.g., Danger Sense) may vary from setting to setting. Players will generally assume that they can take any mundane advantage (see *Types of Advantages*, p. B32), but that exotic or supernatural ones are only available as psionics; the GM must inform them of exceptions to this.

Example: Beth is starting a new space opera game. She informs the players that they can take any mundane advantages as “wild” traits except for 3D Spatial Sense, Danger Sense, and Empathy. Danger Sense and 3D Spatial Sense are only available as ESP abilities – the latter as a new “Pilot Sense” ability that she’s created to justify psionic bloodlines of hotshot fighter pilots. Likewise, Empathy is only available as a Telepathy ability. The characters can have them, but only as psionic abilities.

Anti-Psi is different: Its power modifier is -0%, and neither Anti-Psi *nor* psychotronics can affect it. It is subject to the rules under *How Psi Works*, however. See *Anti-Psi* (pp. 23-26) for more.

ABILITIES

The abilities within a power determine what a character can actually *do*. Two telepaths might be identical, or one may know Mental Stab, Mind Clouding, and Instill Fear while the other chose to learn Telereceive, Mind Shield, and Mental Surgery. A complete list of available psionic abilities, organized by power, can be found in Chapter 3. These are purchased like any other advantage – choose which one to learn, choose the power level (if applicable), and pay the cost (in character points) for it.

The *Additional Abilities* section at the end of each power offers some suggested “starting point” advantages for those who wish to build their own abilities. If the GM allows this, he should make sure that each new ability has the appropriate power modifier (pp. 4-5), determine the skill (below) needed, and optionally come up with some interesting *psi techniques* (see *Under the Hood: Psi Techniques*, p. 9). The Hard skill should be based on the controlling attribute for the advantage (i.e., what you roll against to use it). If the advantage doesn't require a roll, assign it a Will/Hard skill, to be used for extra effort rolls, psi techniques, and so on.

SKILLS

Arguably as important as being able to do something is being able to do it well. Every psionic ability has an associated skill, used to activate and control it (see *How Psi Works*, pp. 6-11). This is always a Hard skill that is based on the controlling

attribute and defaults to that attribute-6. (See *Skills for Everyone*, **GURPS Powers**, p. 162, for more information.)

You only need to buy one skill per ability, even if the ability comprises multiple advantages. The advantages should all be based on the same attribute. If not, use the variant of Based on (Different Attribute) from **GURPS Powers** (p. 100) to fix it.

Example: Telereceive is built from the advantages Mind Reading and Mind Probe. Both traits require an IQ roll to use; therefore, the Telereceive skill is IQ/Hard and defaults to IQ-6.

TALENT

Like mundane Talents (p. B89), psionic Talents give a bonus to all of the skills in a given power. For example, a psi with Telepathy Talent 3 and all of the telepathic abilities would add +3 to his Telereceive skill, +3 to his Telesend skill, +3 to his Suggestion skill, and so on. If he had abilities from other powers, his Telepathy Talent would not add to any of their skills. See pp. 18-19 for a list of common power Talents.

Power Talents do not provide a reaction bonus or give a discount on study time. However, they do explicitly “keep the door open” for additional abilities. Psis with at least one level in a power Talent can use earned character points to learn additional abilities within that power. Having Talent in a power without knowing any abilities in it is often referred to as having a “latent power” – you have a knack for it, but have not yet developed your abilities.

No character may normally have more than four levels of Talent. The GM may raise this limit to fit the campaign – in a cinematic game, six levels is a reasonable ceiling, while an over-the-top game of “super psis” may work well with up to 10!

Building a Psi: An Example

In a modern counterterrorism game set in the United States, Samantha Jo (p. 77) is an agent of the Department of Homeland Security, working in its unofficial “psi branch.” She's a 275-point character, but after all of her mundane traits, only 158 points remain for psionics. Looking over the available powers, ESP seems like a logical choice for pre-emptive actions, and Astral Projection could be useful for further intelligence gathering. It's tempting to add even more powers for the versatility, but the player is on a budget and doesn't want to spread Samantha's abilities too thinly.

The player decides that Samantha Jo will focus on ESP. Looking through the sample ESP abilities, she adds Visions (Aspected, National Threats) [8] to be warned of upcoming attacks. Both Retrocognition and Psychic Hunches look useful for crime scenes, but neither is cheap; the player opts to make the former her “signature ability” and buy Retrocognition 3 [30] and Psychic Hunches 1 [14]. Finally, from *Additional ESP Abilities* (p. 43), Oracle [14] looks useful.

With Astral Projection being secondary, it's best to keep things limited to a few low-powered abilities. Astral Travel 1 [28] is reasonably priced and incredibly useful for short-range investigations, while Astral Sight 1 [6] will help to prevent other projectors from sneaking up on her. Adding Projection Clock [1] helps her track her time away.

It's time to add Talent and skills. Samantha is very ESP focused, so ESP Talent 4 [20] is bought, at the max allowed in this campaign. The +4 to her four ESP skills will end up saving quite a few points. Astral Projection isn't quite as important, but taking Astral Projection Talent 1 [5] allows the player to plan for future needs.

With IQ 13 and Per 14, plus her Talents, Samantha Jo shouldn't have to spend much on psionic skills to be competent. Her precog and postcog abilities are crucial, and the margin of success determines the information given, so the player buys Visions-18 [8] and Retrocognition-18 [8]. Psychic Hunches generally takes a penalty, so the player adds Psychic Hunches-17 [4]; Oracle doesn't, so Oracle-15 [1] should do. Looking at the related psi techniques (pp. 38 and 42), Event Search (Retrocognition) seems like a no-brainer; spending the full 6 points improves it from 13 (its default) to 18.

On to the astral skills. Samantha won't be going to the inner plane often, so she just takes Astral Travel-14 [4]. That gives her an astral Move of 7, which should be fast enough. The Piggyback (Astral Travel) psi technique looks useful, but with only one point left, that gets spent on Astral Sight-13 [1], which, given the rarity of astral foes, should be adequate.

How Psi Works

Making an advantage into a psionic ability doesn't change the fundamental way it works. However, psionic abilities *are* affected by specific modifiers and situations that don't apply to normal advantages, and can often stretch the definition of what the advantage can do. See *Powers and Options* (p. 6) for more on the differences between psionic abilities and normal advantages.

USING PSIONIC SKILLS

Most psionic abilities are active; they require a conscious effort to use, and they typically involve a success roll. Even passive abilities can be used "actively," requiring a roll, when getting tricky (pp. 7-11). Modify effective skill for any of the following situations.

Multiple Feats: -1 for every other ability in the same power being used already. The exceptions are the few abilities specifically noted as being "passive," which neither receive nor cause a penalty for multiple feats. Note that this penalty is within a single power; your use of Pyrokinesis will never cause a penalty to your Telereceive skill.

Repeated Attempts: If a skill roll is failed, any attempt to try the same feat on the same (or an identical) subject is at a cumulative -1 *and* the attempt has an additional flat cost of 1 FP. The definition of "identical subjects" never includes sapient beings. If two thugs are each holding a .45 pistol, the pistols are identical subjects while the thugs are not. Should a repeated attempt be successful, later attempts to do the same thing no

longer have a FP cost, but the skill penalty that was already in place remains. All penalties can be removed by waiting five minutes.

Additional Contact: Any ability that normally works at range gets +1 to skill if you are in physical contact with the subject. If the ability works at range or requires a simple touch, making skin-to-skin contact provides an *additional* +1. Finally, if the target is inanimate, restrained, or willing, allowing you to make contact in a blatant, direct manner (e.g., placing both hands on his temples and staring into his eyes for Telesend, or exposing a motherboard and cradling it in your hands for Surge), add an *additional* +1; this always takes at least 1d seconds. It is thus possible for a ranged ability to earn up to a +3 bonus (+1 for contact, +1 for skin-to-skin contact, +1 for blatant contact), while an ability that already *requires* skin-to-skin contact can receive a +1 bonus at most.

Situational Modifiers: All normal skill penalties for shock, stun, etc., apply to psionic skills. In addition, the GM should assign appropriate task difficulty modifiers (p. B345) for any particularly easy or difficult uses of an ability. At the GM's option, non-attack abilities *may* be able to use the rules for time spent (p. B346) to reduce their activation time by taking a penalty. If so, psis can also take extra time to get a skill bonus. However, as these rules are supposed to be reserved for long actions, treat the base time as one minute or the ability's activation time, whichever is *longer*. It thus takes a minimum of 30 minutes to get a +5 bonus, even for abilities that normally require a second's concentration.

Results

A *successful* roll means the ability goes off without a hitch. Keep track of the degree of success for resisted abilities. A *critical success* waives any FP cost, even for a psi technique, extra effort, etc.; the GM should also offer a small bonus – information abilities reveal more than the usual, abilities with a duration last longer than normally possible, etc. Note, however, that even a critical success does not waive the subject's resistance roll!

The results of a *failure* vary but usually just mean the ability did not work, though any FP cost must still be paid. If the same feat is attempted again within five minutes, it suffers the penalties for a repeated attempt (p. 6).

Every psi dreads a *critical failure*. In addition to the effects of failure, the GM should find some special consequence to seriously inconvenience the psi – subjects of telepathy immediately realize who is reading their mind, the Cryokinesis roll to cool an unstable chemical accidentally heats it up, etc.

On a critical failure, the psi must *also* make an immediate, unmodified Will roll. On a success or critical success, nothing extra happens. On a failure, the ability is temporarily crippled and unusable for minutes equal to the margin of failure. On a critical failure, the ability suffers lasting crippling and is unusable for 1d months! The psi can seek out help from those with Expert Skill (Psionics) or Psychology; treat it as someone with Physician skill attempting to hasten the recovery of a crippled limb (p. B422).

Powers and Options

It's worth noting that the various skill modifiers, feats, and options discussed under *How Psi Works* (pp. 6-11) are all special rules for psionic abilities, not new game rules that apply to normal advantages. The power modifier (pp. 4-5) is what opens these new options up – do not use the options with advantages that are not bought as part of a power.

Example: In a four-color supers game, Jerry buys TK 20 [100] while Mark buys TK 20 (Psychokinesis, -10%) [90]. Jerry *cannot* exert extra effort (p. 7), form a gestalt (pp. 9-11), use psi techniques (p. 8), make a power defense (pp. 8-9), or get an additional contact bonus (above). Meanwhile, Mark has to buy a skill (p. 5) to use his TK, is subject to penalties for multiple feats (above) and repeated attempts (above), and can cripple his abilities on a bad roll (p. 7).

None of this prohibits the GM from using some of these options for other (non-psionic) powers, of course! He may decide, for example, that priests with divine powers can form gestalts but are also subject to crippled abilities – and that the abilities in *any* power can make a power defense. See *Source-Specific Rules (GURPS Powers, p. 174)* for suggested options for each type of power.

If the character was *Getting Tricky* (below) with his psi at the time, any crippling effects apply to the *entire power* (not just the one ability), and even a successful Will roll may not prevent all problems – see the specific feat for any additional critical failure effects!

GETTING TRICKY

Sometimes a psi's abilities aren't quite enough for the task at hand. Fortunately, psionic abilities have no "hard limits" – they can be boosted, tweaked, and pushed . . . if the psi is willing to risk it. A critical failure when using any of these rules puts the entire power at risk instead of one ability (see *Results*, pp. 6-7); some uses have specific risks as well.

Extra Effort

If the ability you're using comes in levels, you can boost your effective power level. You must determine what level of power you're trying to attain before rolling. Then, pay 2 FP and make an *extra effort roll* – this is a Will-based skill roll, with a penalty of -1 for every 10% increase in level (or fraction thereof) that you are trying to attain. An emergency, such as saving the life of a loved one, provides a +5 bonus; the GM may allow smaller bonuses for similar but less dire situations. Do not apply any other modifiers to this roll except for those for multiple feats (p. 6), repeated attempts (p. 6), and the effects of any anti-psionic abilities or psychotronics.

If you succeed on this extra effort roll, you may use your psionic ability normally, at its new, boosted power level – this will generally require a second skill roll, which takes all normal modifiers, range penalties, etc. If you critically succeed on the extra effort roll, the FP cost is waived. If you critically fail at it, your ability cuts off completely for one second, possibly requiring you to reestablish contact, pick up dropped items, etc., in addition to the normal effects of a critical failure. If you can maintain the ability, you must pay another 2 FP and make another extra effort roll every minute.

Example: Bekki has been trying to reach Alan all day with Telesend 4. She's now convinced he's out of her normal range. She decides to use extra effort to raise her Telesend (p. 60) to level 5, a 25% increase. This costs 2 FP and requires her to succeed at a Will-based Telesend-3 roll. She succeeds, and she is treated as having Telesend 5 for her next use of the ability. Bekki now makes a second (normal) Telesend roll to actually contact Alan, with long-distance modifiers and personal familiarity penalties applying normally.

Optional Crippling Rules

At the GM's option, a crippled ability (or power) may not be completely unusable . . . instead, it may be just so badly damaged that the side effects aren't worth the effort. Whether this is the GM being "nice" or being "sneaky and evil" is up for debate, but if he goes with this option, he secretly rolls 3d on the following table whenever an ability or power becomes crippled. The psi will *not* know what the result is until he experiments! The limitations or side effects in question are applied for the entire duration of the crippling.

Roll	Result
3	The ability requires 10 times the usual preparation time to use (minimum 10 seconds).
4	The ability gains Costs Fatigue, 2 FP, and Emergencies Only.
5	The ability gains Unconscious Only and Uncontrollable.
6	The ability costs four times its usual FP cost (minimum 4 FP per use or per minute). This includes associated costs (e.g., repeated attempts, getting tricky).
7	The ability gains Trigger – choose either a highly expensive psychotronic drug or an incapacitating mundane drug (e.g., LSD, heroin) that the psi does <i>not</i> have the Ecstatic Psi (p. 19) perk for.
8	The psi is afflicted with one of the following conditions (roll 1d) while using the ability and <i>then</i> for a minute afterward, after which he can roll HT once per minute to recover: [1-2] Euphoria; [3-4] Nauseated; [5-6] Severe Pain.
9	The ability gains Unreliable (5 or less) and each activation attempt, including the initial one, costs 1 FP.
10-11	The ability is crippled and completely unusable.*
12	Any FP costs associated with the ability become HP costs instead! This includes associated costs, as for result 6 on this table.
13	The ability gains Limited Use, 1/day.
14	The psi suffers from one of the following disadvantages (roll 1d) while using the ability, and <i>then</i> for a minute afterward, after which he can roll Will once per minute to recover: [1] Total Amnesia; [2] Confused (6); [3] Major Delusion, usually involving your powers; [4] On the Edge (9); [5] Laziness; [6] Guilt Complex <i>and</i> Post-Combat Shakes (6).
15	As for result 14, but roll 1d for one of the following disadvantages: [1] Paranoia; [2] Bad Sight†; [3] Combat Paralysis; [4] Dyslexia <i>and</i> Non-Iconographic; [5] No Sense of Humor <i>and</i> Oblivious; [6] Lecherousness (6).
16	As for result 14, but roll 1d for one of the following disadvantages: [1] Epilepsy; [2] Mute; [3] Supersensitive; [4] Crippling Shyness; [5] Split Personality (9); [6] Absent-Mindedness (6).
17	The psi's skill with the ability is halved or reduced to 8, whichever is worse.
18	As for result 8, but roll 1d for one of the following afflictions: [1-2] Daze; [3-4] Hallucinating; [5] Agony; [6] Seizure.

* If this is no fun, treat this result as *Roll twice, rerolling results 10-11 and any duplicate results.*

† Uncorrectable (Blurry vision). Roll 1d again: [1-3] Nearsightedness; [4-6] Farsightedness.

Everyone has psychic abilities. It's just a matter of tapping into it.

– Mettrie L.

Psi Techniques

Most of the abilities in Chapter 3 have one or more *psi techniques* listed. These represent a particularly tricky method of using the ability to gain some sort of additional effect. Using a psi technique costs 2 FP (unless otherwise specified) and imposes the listed penalty to the skill roll.

A psi who cannot afford the skill penalty can spend extra FP. Every FP spent reduces the penalty for the technique by 1. This can *never* be used for a net bonus. The reverse is not true – the psi cannot take a greater skill penalty to avoid the minimum 2 FP cost.

Treat the results of the roll normally. On a critical failure, however, the ability being used “browns out” and is unavailable for 1d seconds, in addition to the normal critical failure effects!

Many uses of psi techniques are instantaneous; those that are not last for one minute, after which the psi can use the psi technique again to earn another minute, and so on.

Example: Varina has the Mind Shield ability (pp. 66-67) at level 13 and the skill Mind Shield-14, her four friends have no psychic defenses, and an unknown telepathic enemy keeps targeting them. To buy some time, Varina gathers her friends close and attempts Expansion. The -6 penalty is steep, so she spends a voluntary 4 FP in addition to the required 2 FP to take the penalty down to -2. Rolling against a skill of 12, she succeeds. For the next minute, the five of them are all protected with (effectively) Mind Shield 6. Varina wants to continue protecting them, but is low on fatigue, so at the end of the minute she spends another 2 FP and rolls at the full -6 penalty. She fails, and her Mind Shield snaps back into her head at full strength, leaving her friends vulnerable. If she wants to try again, she has to deal with the costs and penalties for *both* the psi technique and the fact that it's a repeated attempt (p. 6)!

Psi techniques are Hard techniques (p. B229) that default to the ability's skill and can be bought up normally, not to exceed the ability's skill level. No matter how well the technique is learned, however, nothing can remove or reduce the 2 FP cost, including the Reduced Fatigue Cost enhancement.

Psi may combine techniques, as long as it makes sense to do so. In such a case, add together the technique penalties, but only charge the 2 FP once. For example, someone using TK Bullet (pp. 53-54) could combine Flat Edge and Rapid Fire, to throw a handful of pebbles for maximum wounding potential; to do so, he would pay 2 FP and make a single roll against TK Bullet-9. Additional FP may be spent to offset the combined penalty, as above.

GMs should feel free to come up with their own psi techniques, and encourage players to suggest new ones. See *Under the Hood: Psi Techniques* (p. 9) for design guidelines.

Power Defenses

Any ability that is based on Innate Attack, Telekinesis, or a defensive advantage (e.g., Damage Resistance, Mind Shield, Resistant) may make a *power defense* to shore up defenses against an incoming “attack.” This is treated as an active defense; a psi cannot use it while making an All-Out Attack, can choose to use All-Out Defense (Increased Defense) to get +2 to the roll, etc.

A power defense roll is made against (skill/2) + 3, with an additional +1 for Combat Reflexes or Enhanced Time Sense. Note that the modifiers under *Using Psionic Skills* (pp. 6-7) apply, as always, but that they modify skill *before* halving it.

For a defensive advantage, success *doubles* the benefits from the ability – e.g., someone with Resistant to Psionics +8 (p. 26) would resist this one use of psi at +16. Failure, however, means that the defensive benefits are *ignored*; the attack slips right through it! If the attack was a physical one, note that the psi has already used an active defense against it, and does not get another one unless he took All-Out Defense (Double Defense).

Varying Difficulties

Psi requires a modest amount of effort to use. The abilities are easy to activate, though they have a chance of failure every time. Some campaigns may benefit from adjusting these assumptions . . .

Just Like Riding a Bike

Psionics, unlike spells, are built on advantages, which means that they're as much a part of the psi as his arms and legs are. Because of this, it's reasonable for the GM to waive skill rolls for especially easy tasks. In general, if the task difficulty modifier would be +3 or better, the psi's effective skill for this feat is at least 15, *and* it is an unresisted, unopposed action, the GM may wish to allow the ability to work without a roll. This allows skilled telepaths to project thoughts to their friends as easily as speaking and cryokinetics to keep cool on a warm day.

Strange, Uncertain Powers

The suggestion above is out of place in a game focused on mastering one's strange new psi powers. In such a case, the GM may not only require a roll for every use of psi, but also impose the equivalent of familiarity penalties (p. B169) for particular actions until the characters have had time to adapt! For example, the GM may declare that until a psi spends eight hours training on *one* particular type of feat, he suffers an extra -2 penalty to perform it.

Under the Hood: Psi Techniques

Psi techniques (pp. 8-10) combine the concepts of *Power Techniques* and *Temporary Enhancements* (**GURPS Powers**, pp. 162 and 172). In most cases, the psi is just spending 2 FP and rolling at -1 for every +10% in enhancements being added to the underlying advantage (i.e., the normal temporary enhancement rules). He can buy this penalty off as a Hard technique (i.e., the power technique rules). As with all uses of *Getting Tricky*, the roll is against the ability's skill itself, not Will or HT, which reflects how important skill and training are to psionics. A few psi techniques are *just* power techniques instead, which serve to buy off the penalties for a common use of the ability, instead of adding new enhancements. These psi techniques are the only ones that lack the 2 FP cost, and they are clearly labeled as such.

Creating New Psi Techniques

The first step in creating a psi technique is deciding which enhancement(s) the technique will add to the underlying advantage, and how many levels (if applicable). Players will often propose new psi techniques in play, but the GM *must* approve all techniques. He should decide if adding a certain enhancement fits the spirit of the ability. If not, he can (and should) say no, whether the combination of modifiers would be "legal" or not. In particular, enhancements that would just model a higher level of the ability should be vetoed; use extra effort (p. 7) instead.

The psi technique should always add enhancements if possible, instead of removing limitations. For example, an

ability that has Short-Range 1 as an inherent limitation could not use a -1 psi technique to remove it. It would have to use a -5 psi technique to *add* Long-Range 1. This is not always efficient – so be it! The GM may allow a technique to remove a limitation, but only if there is no corresponding enhancement that would accomplish the same goal.

Once approved, add all of the enhancements. The skill penalty is -1 for every +10% (or fraction thereof) in enhancements being added to the underlying advantage. Once used successfully, the psi can buy this penalty off.

Example: Jesse, who has Telereceive 3 (pp. 58-60), has to get some files off a computer in a short time. Jesse's player asks the GM if he can use a psi technique to add the Cybernetic enhancement to the Mind Reading advantage, which is part of Telereceive. The GM says no, as Telereceive is clearly designed as an ability to read *minds*, not electronics. Someone is coming, so Jesse hides in the closet just before an authorized user sits down and logs in. Jesse's player asks the GM if he can add the Sensory enhancement (to Mind Reading) instead. The GM approves. Sensory is a +20% enhancement, so Jesse will need to pay 2 FP and roll at an extra -2 penalty to see through the user's eyes as well as read her mind. After the game session, the GM writes this up as a new psi technique, "Borrow Senses," which defaults to Telereceive-2.

See *Additional Psi Technique Guidelines* (p. 10) for more advice.

For successful defense with Innate Attack or TK, roll damage (thrust damage for TK) and reduce the damage of the incoming attack by that amount before applying DR, wounding modifiers, etc. This represents projecting the psionic energy at the incoming attack. On a failure, the psi does not normally get another chance to defend; see above.

Example: James and Mike, two psychokinetic soldiers wearing DR 25 armor, come under fire from an enemy with 4d+1 (2) pi- armor-piercing rounds. Both decide to risk a power defense instead of dodging. James has PK Shield 10 (p. 56) and the skill PK Shield-15; his power defense is $(15/2) + 3$, or 10. Unfortunately, he fails the roll! His PK Shield offers him no defense, so only his armor (halved due to the AP rounds) will protect him as he's hit with multiple bullets. Mike has TK Grab 15 (pp. 54-55), the skill TK Grab-18, and Combat Reflexes; his power defense is $(18/2) + 3 + 1$, or 13. He makes his roll and then rolls his Telekinesis thrust damage of 1d+1, for a 5. The GM rolls 16 damage for the bullets, which is reduced to 11 as they pass through Mike's TK energy. His armor (halved to DR 12) protects him from the remainder of the damage.

GMs who enjoy power defenses may allow players to buy Enhanced Power Defense (p. 18).

Gestalts

A psychic who doesn't have enough power to accomplish something on his own can join forces with his fellow psis,

forming a *psionic gestalt*. Gestalts can be used to increase any psi abilities, not just telepathic ones, as long as the members are all psis with at least one psionic power in common.

Joining Forces

To form a gestalt, the psis must "link up," which involves every member of the group being in physical contact with at least one other (e.g., holding hands in a circle or in a line). Telepaths can link up mentally instead, using Telesend and/or Telereceive to join the connection. Once everyone is linked, they must all Concentrate for one second and roll against their best psi skill; distant telepaths roll against the best skill they're using to link up. Psis with Gestalt Familiarity (p. 19) can skip this roll completely.

Modifiers: Larger gestalts are harder to coordinate: +4 for a gestalt of two, +3 for a gestalt of three, +2 for a gestalt of four, +1 for a gestalt of five, no modifier for a gestalt of six, -1 for a gestalt of seven, and so on, with no lower limit. Distant telepaths are at -2 unless using Telespeak or *both* Telesend and Telereceive to establish a two-way mental link.

Everyone who succeeds is now part of a gestalt. Those who fail can still act as a physical "bridge" between other members but cannot aid the gestalt. Critical failure requires an immediate check for crippling (see *Results*, pp. 6-7) and cuts off anyone whose contact with the group was through the failing psi. If everyone agrees, the group can try again; this counts a repeated attempt (p. 6) for those who failed.

Additional Psi Technique Guidelines

While building new psi techniques is covered in *Under the Hood: Psi Techniques* (p. 9), here are some additional rules and guidelines for special cases.

Specific Enhancements

Area Effect: Add only the first level of Area Effect in a technique. For every 5 points by which the (penalized) roll succeeds, add another level. It is up to the GM whether other leveled enhancements should work in a similar fashion when designing them as psi techniques.

Reduced Fatigue Cost: This cannot be one of the enhancements added as a psi technique. *How Psi Works* (pp. 6-11) states that *nothing* can remove the 2 FP minimum cost, and it would be cheating to have (for example) a technique for Healing that cost 2 FP while reducing the cost of healing by 4 FP.

Reliable: For similar reasons to Reduced Fatigue Cost, above, Reliable cannot be part of a psi technique.

Getting Really Tricky

The GM should set a limit on how bad the technique penalty can be. With the exception of very cinematic or high-powered games, the maximum recommended technique penalty is -10. Anything worse than this is too difficult for most psis to attempt, and it may be unbalancing if psis are allowed to buy it up. This limits standard psi techniques to adding no more than +100% in enhancements.

However, if the *underlying advantage* (not just the psi ability itself) comes in levels, the rules can be tweaked to allow larger enhancements. In this case, the skill penalty becomes -1 per +20% in enhancements added, but this *halves* the level of the base advantage when it's used. For example, Mind Shield (pp. 66-67) has the Expansion technique, which adds Affects Others (+50%), Area Effect 1 (+50%), and Force-Field (+20%). Instead of a -12 penalty, Expansion only has a -6 penalty, but the Mind Shield is at half effect while using it.

Any member can leave the gestalt at any time; there is no negative effect other than the loss of the member's participation. A group member who becomes stunned must make a Will-3 roll or drop out involuntarily, while one who becomes unconscious or dead is unlinked immediately. Being forced out of physical contact with the group also removes someone from the link. One must be able to trace a path through the connections (whether physical or telepathic) between the members for them to remain part of the same gestalt.

Combining Abilities

The psis in a gestalt can combine any abilities that two or more of them share. Normally, these must be the same ability from the same power. The GM may allow two different abilities from the same power to combine, as long as they are based on the same advantage *and* would logically work together.

Examples: Mental Surgery and Suggestion are both Telepathy powers based on Mind Control that could complement each other; the GM should allow them to combine. Cryokinesis and Pyrokinesis are both Psychokinesis powers based on Innate Attack and Temperature Control, but they are polar opposites and thus cannot combine!

Four of us have seen him in different forms. This path is a psychic link that will lead us straight to him.

– Special Agent Dale Cooper,
Twin Peaks

Generous GMs may allow an ability based on a different advantage *or* from a different power (but not both) to combine with the primary ability, if there's a compelling reason to allow

it. If so, this odd ability only adds *half* the bonuses listed below, rounded down, and the person using it cannot be the leader.

To count as "contributing," a psi must have the ability *and* be able to use it. If a member's ability has limitations that prevent it from working in this specific situation, he cannot aid the gestalt. Psis who are not contributing can remain in the gestalt; they add nothing to power or skill, but do follow the rules under *Shared Consequences* (p. 11).

For each task to be attempted, the group must decide who the leader is. All range penalties, situational modifiers, etc. are based on the leader – so with a short-ranged ability, it makes sense to choose a leader close to the target!

Shared Power

The leader's effective power level starts off as the *highest* level among those who possess it. Each remaining participant then increases this by *half* his power level, rounded up. If the ability has a fixed number of levels and this would bring it above the maximum level, any "leftover" power allows the leader to add +50% worth of enhancements to his ability for each extra level. Adding levels of Area Effect, Increased Range, and the like are popular options

If the ability does not come in levels, simplify these rules by permitting the leader to gain +50% in enhancements for each additional person contributing.

Shared Skill

The leader starts with his own skill level. Each contributing member then adds a bonus equal to *half* his relative skill level, rounded up (minimum +0). For example, a psi who knows the skill at IQ+4 adds a +2 bonus, while one who knows it at IQ+0 or worse adds nothing. Note that the bonus from Talent *does* add to relative skill level; for example, a psi with IQ 12, Telepathy Talent 4, and Telesend-17 [8] knows the skill at IQ+5 and would add a +3 bonus.

If the leader is connected to the gestalt using telepathic skills, do not count those skills for the purpose of multiple feat penalties (p. 6), as the group mind aids concentration.

Shared Consequences

If the ability being used has a FP cost (including any cost for getting tricky, pp. 7-11), it may be shared among the entire gestalt as they see fit. However, critical failure affects every member of the group as though they'd rolled one personally!

The results of the roll are treated normally. If the roll fails, note that the rules for repeated attempts (p. 6) apply, whether the psis try again as a gestalt or split apart and try again separately.

Example: Debra (IQ 11, Telesend 4, Telesend-14), Paige (IQ 11, Telesend 2, Telesend-15), Scott (IQ 11, Telesend 2, Telesend-17), and Wesley (IQ 11, Telesend 1, Telesend-16) are desperately trying to warn an alien ship several light-years away that it's on a collision course with Earth. Unfortunately, none of them has a chance of reaching that far, so they form a gestalt. The four of them hold hands in a circle. Each then rolls against his best psi skill at a +2 bonus (for four members). Everyone succeeds, so they are now in a gestalt.

The group chooses Scott as the leader, since he has the best skill. His effective power level is that of the most powerful

member (Debra), plus a bonus from everyone else equal to half his level. That's $[4 + (2/2) + (2/2) + (1/2)]$, or seven levels. Since Telesend only has six levels, the "leftover" level lets Scott add a free +50% enhancement; he chooses Universal, so the aliens will understand him.

Scott's skill gets a bonus from the other contributors. Debra (who knows Telesend skill at IQ+3) adds half of +3, or +2. Paige (IQ+4) adds +2. Wesley (IQ+5) adds +3. With this +7 bonus, Scott's effective Telesend skill is 24. No one has met the aliens, but telemetry has pinned down its location precisely, so Scott can Telesend to them at -5 to skill. To be sure that the point comes across, Scott uses the Send Senses psi technique (-4 to skill) to include visuals as well. This costs 2 FP, which Paige and Wesley agree to cover by spending 1 FP each.

Scott now has to roll against an effective skill of 15 to reach the aliens. He has Telesend 6, effectively, with no range penalties, and if he succeeds, the aliens will understand his language (due to Universal) and receive images of Earth (due to Send Senses). Fortunately, he rolls a 12, the aliens get the message, and Earth is saved.

Mental Maneuvers

These two new, *optional* maneuvers are intended for campaigns that focus heavily on mental abilities. If the GM allows them, they join the existing maneuvers (p. B363), as actions that characters can choose to take on their turn.

All-Out Concentrate

You focus on one particular mental task, as for the Concentrate (p. B366) maneuver, but with more intensity. This gives you +1 to any rolls required to perform your ability, skill, spell, etc., at the cost of your active defenses.

When using an ability that requires multiple seconds of concentration, you may alternate between Concentrate and All-Out Concentrate maneuvers, but you only get the +1 bonus if you All-Out Concentrate for the entire time. If you are knocked down, injured, or otherwise distracted,

you must make a Will-2 roll (the usual Will-3, at +1 for this maneuver) to maintain your concentration.

Movement: Step.

Active Defense: None, as for All-Out Attack (p. B365).

All-Out Defense (Mental Defense)

This is another option available for All-Out Defense (p. B366), for use when you are under psychic attack (or think you will be this turn). You add +2 to any rolls to resist psionic or similar mental attacks. This includes abilities resisted by physical attributes (e.g., HT), so long as the GM agrees that increased concentration and focus would make a difference. This bonus persists until your next turn. Your active defenses are unchanged.

Movement: Step.

Active Defense: Any.

DETECTING PSI

Not all psi is subtle. You can easily notice a screwdriver floating through the air or that something has set you on fire. However, the thought of "psi" usually brings to mind silent, hidden powers – and true to that, few of the abilities in this book are detectable to a casual observer. Not all observers are casual, of course . . .

NOTICING PSI USE

The target of a psionic ability may be able to realize what's going on – or at least that *something* is happening – even without any special gifts. In all cases below, a Per-

based Expert Skill (Psionics) roll can be substituted for the Per roll, if better.

There is never a roll required to notice an obvious physical effect (e.g., being teleported) or lost HP. Lost FP require a Per-2 roll to notice, at +1 for every 2 FP lost, as a bout of daytime weariness is not uncommon. Most other physical changes (e.g., the room's temperature rising) require a Per roll, with a modifier determined by the GM.



Intrusive mental effects are harder to notice *if* the psi is doing it right. Anyone whose mind is successfully affected by a psionic ability can roll Per, at a penalty equal to the amount he failed his resistance roll by (or lost the Quick Contest by), to realize that something is wrong. Of course, with abilities like Mindwipe (p. 62), this won't really matter! If the psi failed to affect the victim, the Per roll is unmodified. On a critical failure to use psi, a reasonable special effect (see *Results*, pp. 6-7) is for the subject to realize what's going on and who's responsible.

Nonintrusive mental abilities are beyond mundane detection. The average person will never know that he's been located via Telescan or that the ESPer that he just shook hands with received Visions about his future. Furthermore, failed psi rolls are undetectable – if the ability didn't even activate, there's nothing to detect. (*Critical* failures, however, can be *quite* noticeable; see *Results*, pp. 6-7.)

If a person succeeds at a Per roll to notice the effect, it doesn't mean he understands what's going on; anyone unfamiliar with psi is likely to write it off as a bad day or consult a member of the clergy. Roll against the better of Expert Skill (Psionics), Occultism-2, Psychology, or IQ-4. Apply the same modifier that the Per roll was made at. If no Per roll was required, add +5. Success means the subject knows that a psi has affected him, though his culture and knowledge will affect how he interprets this (“Some witch put the hex on me!”). A critical success gives the victim another immediate resistance roll!

Across a Crowded Room

Unless the effects are blatant and physical, a normal bystander does not get a roll to realize that someone nearby is being affected by psi. If the subject describes his pain or begins acting “funny” (which requires a Psychology or Observation roll to notice, modified for behavior and for how well one knows the subject), a trained observer can roll to realize what's going on, as above, at a -4 penalty.

Anyone with Psi Sense (p. 41) or Telepathy Sense (p. 67) gets his normal roll to realize what's happening, of course. At



Inanimate Objects and Resistance

Innate Attacks (except those causing toxic or fatigue damage) and some Afflictions (see *Afflictions and Inanimate Objects*, **GURPS Powers**, p. 40) can affect inanimate objects via Malediction. If the ability is normally resisted by an attribute the object does not have, it resists with HT instead. However, to streamline game play, the GM can assume that the psi automatically overcomes the resistance of any inanimate object if his margin of success is 3 or higher. (For large, Homogenous objects, this becomes 3+SM or higher.) The GM should only bother rolling resistance for lesser successes.

This suggestion is intended to simplify and speed play, not for balance or realism. The GM can ignore it as he sees fit, particularly if the outcome of the entire adventure hinges on whether the psi can affect a particular object. In particular, objects bought as advantages with gadget limitations (p. B116) should *always* get a resistance roll.

higher power levels, or by using an appropriate psi technique, he can learn exactly what's going on. If it is a telepathic conversation *and* he knows Telereceive, he may even choose to *eavesdrop* on it.

Eavesdropping

This requires a Quick Contest of the psi's Telereceive-4 against the skill of the telepath being eavesdropped upon. (For a two-way conversation between telepaths, roll for both and use the highest margin of success.) A failed roll means he can try again as a repeated attempt (p. 6). If the snooping psychic *wins* the Contest, he can listen in. If he succeeds at his roll but ties or loses the Contest, he can listen in but, unknown to him, the subject telepath(s) immediately realize what's happening!

Inside a Crowded Mind

Any telepath using Telereceive or its component advantages on someone's mind can make a skill roll (modified only by Low Psychic Signature, p. 20, and the Hide Signature psi technique, p. 41) to notice another psi affecting that mind. A telepath using any other ability does not get the same chance; this is why many telepaths will use Telereceive on a subject before the use of any other ability – to check for other psis hanging out in the target's mind.

The friendly telepath may choose to alert the subject to what's going on and where (in his mind) the problem is – this gives another resistance roll. He may also try to drive out the attacking psi himself with a Quick Contest of the skill the invader is using to influence the subject; the “rescuing” psi may use Telesend skill if better. Or both options can be combined, as the friendly psi alerts the subject *and* supports his resistance – the psi rolls first and adds half his margin of success *or failure* (rounded down) to the subject's resistance roll.

CHAPTER TWO

PSIONIC TRAITS

Some traits merit special discussion when viewed as potential psionic abilities. In addition to providing insight on existing traits, this chapter contains several new modifiers. The modifiers better capture the details of certain psionic abilities

and are presented for specific traits and general use. The finished powers in Chapter 3 build upon these traits, and already have their details and costs worked out.

ADVANTAGES

At heart, all psionic abilities are just modified advantages. The following section offers guidelines and additional tools to assist with that customization.

EXISTING ADVANTAGES

Some advantages require additional modifiers or guidelines to better fit psionic abilities.

Affliction

see p. B35

Instead of causing a set effect, an Affliction with the Attribute Penalty enhancement, or an enhancement that adds or removes a leveled trait, can make that enhancement *Margin-Based*. This triples the cost of the enhancement, but the effect is multiplied by the subject's margin of failure (maximum $\times 10$). For example, a victim hit by Affliction 1 (HT; Attribute Penalty, -2 to IQ, Margin Based, +60%) would lose 2 points of IQ for every point by which he failed to resist.

Special Enhancement

Cancellation: You can cancel the effects of your Affliction before the duration would expire. This requires either a touch or a second, successful activation roll with whatever range penalties (to the subject) would normally apply. +10%.

Clairsentience

see p. B42

This is one of the most common ESP abilities.

Special Limitations

Fixed Range: You cannot double your range by spending 2 FP. This does not prevent you from doing so with extra effort, stunts, etc. -5%.

Normal Sight: You cannot see in absolute darkness, and you suffer lesser darkness penalties normally (though Night Vision will offset them). This is incompatible with Clairaudience or Clairrosmia. -20%.

Compartmentalized Mind

see p. B43

This advantage is not appropriate as a psionic ability (i.e., it should never take a power modifier, require Talent or a skill, etc.), but psis will find it useful as a standalone advantage. It is the only way to model psychics who can focus on more than one psi ability simultaneously. As such, it can make them very powerful; GMs may wish to forbid it in gritty campaigns while making it a *requirement* in cinematic games (especially for TK users).

Each "compartment" wields psi independent of the others. Penalties for multiple feats and repeated attempts (p. 6) only apply to the compartment that incurs them. If one fails to pick up a thug, another can try it at no penalty. Similarly, since a psi with TK Grab 15 (BL 45 lbs.) can lift a maximum of 360 lbs., each compartment can lift up to that amount – with Compartmentalized Mind 3, he could lift four separate 360 lb. objects or a single 1,440 lb. one. (Remember to add together the BLs, *not* the power level, as per p. B353.)

Unlike Extra Attack, this advantage gives you additional mental maneuvers even when you're doing something else. In some games, this is not appropriate – psis may be capable of amazing feats, but only when concentrating exclusively on their powers. The Mentalism limitation below represents this.

Special Limitations

Limited: You can only use your additional mental maneuvers for certain abilities. If you know more than one psi ability, "Limited, One Ability" is -30%. If you have abilities in more than one power, "Limited, One Power" is worth -20%. "Limited, Psi" is worth -10% if you also know spells, chi powers, etc., otherwise it is worth -5% as it still

prevents you from taking an Evaluate maneuver, making Observation rolls, etc., with your maneuvers.

Mental Separation Only: You do not get extra mental maneuvers. This advantage only helps to protect you against mental intrusions. This is incompatible with *Limited*, *Mentalism*, and *No Mental Separation*. -80%.



Mentalism: This advantage only helps you when you take a Concentrate maneuver. If you Attack, Move, etc., you do not get additional mental actions. -10%.

No Mental Separation: Your compartments are just subconscious parts of the same mind. If someone takes over one compartment, they're all affected. -20%.

Damage Resistance

see p. B46

Damage Resistance with Force Field (+20%) and Limited, Psi (-20%) affects indirect attacks (e.g., TK Bullet) as well as direct ones. Maledictions and such are not affected without the new modifier below, however.

Special Enhancement

Malediction-Proof: Your DR also reduces the damage you take from Innate Attacks with the Malediction enhancement. This *must* be combined with a version of Limited restricting it to one power source (e.g., psi) or with the +50% defensive version of Cosmic. +50%, or +0% if it *only* protects against Maledictions.

Detect

see p. B48

Detect with the Precise enhancement allows you to “lock onto” the target to affect it with another indirect ability that works like a Malediction, such as Mind Reading. In effect, Precise turns Detect into another targeting sense, much like vision.

Special Enhancements

Lock-On: Your Detect does not tell you exactly where the subject is (you only know direction), but you may still follow up with further Malediction-like abilities. The GM rolls for these in secret, however, since you don't know the range penalty, but there is no penalty for “blind use.” This is redundant with Precise (which already includes these benefits) but may be combined with Vague, in which case you get *no* location information but may still follow up. +50%.

Precise, Nontargeting: As for Precise, but you cannot target a subject via your Detect. Knowing its exact location makes it easier to target it using your normal senses, of course. +90%.

Special Limitations

Analysis Only: You cannot use your Detect to detect the substance! However, once you've located it using your other senses, you can analyze it normally. -50%.

Cannot Analyze: You cannot make a follow-up roll to analyze what you detect. This is incompatible with Vague, which already includes this drawback. -10%.

Flight

see p. B56

For psychokinetics, buying up increased Air Move is usually more appropriate than Enhanced Move (Air), to represent “speed of thought” travel.

Special Limitation

Slow: Your base flight Move is less than your Basic Speed $\times 2$. For -25%, it equals your Basic Speed; for -45%, it is Move 1.

Healing

see p. B59

Healing the injury suffered from poison is typically enough to stop it from inflicting any additional damage. Nondamaging effects require Cure Affliction (*GURPS Powers*, p. 51).

Special Enhancement

Restore Limbs: Your patients can regrow their lost limbs. Treat it as restoring crippled limbs, but at *either* an extra -2 penalty or an extra 2 FP cost. +80%.

Illusion

see *GURPS Powers*, p. 94

The new limitation below must be combined with Mental.

Special Limitation

Hallucinations: You have no real control over what the subject sees. Instead, treat the subject as hallucinating (p. B429) while you have his mind hijacked. -50%.



Insubstantiality

see p. B62

The GM may rule that spirits and astral entities (*Spirit*, p. B263) have the Substantial Communication enhancement, below, on their Insubstantiality instead of Affects Substantial. This reduces the cost of the meta-trait by 48 points and limits them to what astral projectors can do. Of course, in some settings, spirits may have abilities far above and beyond what mere psis do!

Special Enhancements

Ghost Air: You still have to breathe while insubstantial, but it's not the air of the real world. Treat the insubstantial “plane” as having its own air supply. Thus, other insubstantial entities can still choke you, you can be affected by attacks with Affects Insubstantial and Respiratory, etc., but you can walk through solid matter without worrying about holding your breath. +10%.

Substantial Communication: This is a weaker version of Affects Substantial (+100%). You can use any of your mental abilities (psi, magic, etc.) to communicate with the real world. They take the standard -3 to skill unless they have the Affects

His generals are emotionally controlled. They cannot betray him; they cannot weaken – his most capable enemies become his most faithful subordinates.

– Colonel Pritchler, *Foundation and Empire*

Substantial (+40%) modifier. This includes abilities that generate sound or light (but not enough to blind, daze, stun, etc.), and those that allow you to project your thoughts or read thoughts. No other abilities will cross over, regardless of their enhancements. +40%.

Jumper

see p. B64

Remember the need for a Body Sense (p. B181) roll after jumping, even if projecting. Visiting the dream world (p. 73) normally costs 1 FP; Dream Projection avoids this with the Reduced Fatigue Cost enhancement.

Special Enhancements

Faster Concentration: You can ignore part of the penalty for jumping without proper concentration. Each level (up to five) lets you ignore -2 points of penalties, effectively letting you jump with 2 seconds less concentration. +5%/level.

Improved: Your jump does not fail automatically on a 14 or higher; it uses the standard success rules. +10%.

Mind Control

see p. B68

Without special enhancements, a victim will remember everything he did, but not recall *why* he did it. He may use the rules for *Detecting Psi* (pp. 11-12) to figure out what really happened.

Special Enhancements

Rationalization: The subject remembers everything he did, but he is convinced that he chose to do so. He will react to behavior too bizarre to be rationalized by pushing it out of his mind and not thinking about it. Hypnotism, Psychology, and Telepathy can be used to eventually bring out the truth. +20%.

Slow and Sure: This enhancement must be combined with Conditioning or Conditioning Only. Your conditioning attempts take one hour, but the effects are permanent (barring therapy, hypnotism, etc.). No special effect occurs on a critical success. This is an +80% enhancement if you can choose whether to use slow and sure or normal conditioning, or +40% if you must always use slow and sure.

Optional, less “slow” versions cost more. Add an extra +30% if your attempts take 10 minutes (instead of an hour), an extra +45% if they take one minute, and an extra +75% if they take 10 seconds.

Special Limitation

Mind Tricks: You can't control the subject precisely, but you can give him general suggestions and affect his feelings. See the Suggest and Sway Emotions skills (pp. B191-192) for guidelines. This limitation comprises Suggestion and Emotion Control. -30%.

Mind Shield

see p. B70

This advantage is so useful that GMs may wish to even allow it to nontelepaths in a campaign that restricts all PCs to one power. Anyone with Mind Shield is automatically alerted to *failed* telepathic attempts against him. Successful attempts use the rules under *Detecting Psi* (pp. 11-12).

Special Enhancements

Lockdown: Your mind is a trap for unwary mind readers. Any time you successfully resist a mental attack, roll a Quick Contest of your Mind Shield skill against the attacker's skill. If you *win*, he becomes trapped within your shield! See *A Cage of Thought* (p. 66) for details. +100%.

Profiling: When someone fails to penetrate your Mind Shield, you know what ability he was trying to use. This gives you +2 on any follow-up abilities to determine more information about the attack. +10%.

Reflection: Your shield bounces telepathic attacks back at your foes. Any time you successfully resist an attack, *if* your Mind Shield level exceeds your foe's original margin of success, he is affected by his ability instead of you! This is most effective against Mental Blow, Mental Stab, Sleep, and Psychic Vampirism abilities, but it will typically cause at least one second of mental stun (after which roll Will every second to snap out of it) for anything more aggressive than Telereceive. +100%.

Special Limitations

Active: Your Mind Shield requires (sub)conscious effort to maintain. It drops automatically when you are asleep or if you fail a Will roll when drugged or drunk. This is incompatible with Always On. -25%.

Always On: You cannot drop your shield. Even if you choose to waive your resistance roll, your shield will try to resist *for* you, using its level+5 (or your normal resistance roll, if lower). This is incompatible with Active. -10%.

Feedback: Your shield interferes with your own Psychic Vampirism and Telepathy abilities, imposing a -1 penalty per level unless you lower it. This is only a meaningful limitation for those who have these abilities, of course. -25%, or -50% when combined with Always On.

Modular Abilities

see p. B71

The following Modular Abilities follow the guidelines from *GURPS Powers* (p. 63):

Slotted Cosmic Power: Like regular Cosmic Power, you simply wish new abilities into being. However, this Modular Ability comes in “slots,” and you can only assign *one* trait to a slot. This takes one second. Due to the pricing structure, a 1-point slot should be bought as normal Cosmic Power instead. *Cost per slot: 7 points base + 5 points per point of abilities.*

Telepathic Learning: You can “tap into” the minds of people nearby and borrow their knowledge. The points in each slot can be used only to add skills and learnable advantages (such as languages); this takes seconds equal to the number of character points being added. The catch is that *someone* within one mile must know the trait that you’re adding (GM’s call) – and you cannot add more points than he has in the trait. If the distance between you and the nearest “donor” becomes more than a mile, you lose the trait! *Cost per slot: 5 points base + 4 points per point of abilities.*



Neutralize

see p. B71

Note that Power Theft does not let you steal the Talents or skills for a given ability. However, while you’re stealing an ability, the skill for that ability defaults to your attribute, not your attribute-6. See Steal Power (p. 52) for more.

Special Enhancements

Derangable: You can choose to either neutralize or Derange (**GURPS Powers**, p. 97) your target when you declare your attack. +10%.

Power Theft, Weak: As for Power Theft, but if your subject has multiple psionic powers, you only Neutralize (and steal) the abilities of *one* of them, determined randomly. If he only has one power but knows multiple abilities, you only Neutralize/steal one *ability*. If he only has *one ability*, you get it, but with the Untrainable limitation added. +100%.

Special Limitation

Interruption: You cannot truly neutralize a psi’s powers, but if you win a Quick Contest of Will, you can negate one *instance* of them, canceling one psi’s abilities as they affect one specific target. For example, you could force a telepath out of someone’s head or force a teke to drop something. He can try again on his next turn, as a repeated attempt (p. 6). You must touch the psi *or* the target. If this is combined with Ranged, use the shorter of the distance to the psi or the distance to the effect being disrupted. Note that Neutralize can be used this way without this limitation. -50%.

Obscure

see p. B72

If you obscure the sense that your opponents are using to target you (usually vision), remember to subtract the sense penalty from any rolls to hit you.

Special Limitation

Anti-Targeting: Your Obscure does not make you more difficult to *perceive*, but it does make it harder to target you in combat. Do not subtract your Obscure level from Sense rolls to notice you, but anyone trying to target you in combat using the obscured sense takes a penalty equal to your Obscure level. This is usually combined with Defensive; without it, the affected sense is blocked . . . for you! -20%.

Possession

see p. B75

The Cybernetic and Cybernetic Only modifiers from Mind Reading (p. B69) are valid for Possession as well; both can be combined with Telecontrol but not Digital.

Special Limitation

Poor Control: You have difficulty getting used to your new bodies. You suffer a flat penalty to Acting (to impersonate the subject). You also receive a penalty to *every* ST-, DX-, and HT-based roll you make (with the exception of passive rolls, such as resistance or staying conscious) while possessing someone, and you get half that penalty (round down) to every active defense. This cannot be combined with Digital or Cybernetic Only, unless mobile robots are the most common forms of computer in the setting. For penalties that can be negated with eight hours of practice: -5% for a -1 penalty; -10% for -2; -15% for -4; and -20% for -8. If it takes you 40 hours to overcome these penalties, double the value of the limitation. If *no* amount of practice will negate the familiarity penalty, *triple* the value.

Precognition

see p. B77

This is a definitive ESP ability, though it is somewhat uncommon for psis to use it both actively *and* passively.

Special Limitation

Dreaming: You only have visions when you dream. This normally takes a full night’s sleep; Less Sleep is useful here. If you undercut your sleeping by one hour, you only have a 5-in-6 chance of dreaming a vision; losing two hours reduces this to 4-in-6, and so on. This is often combined with Passive Only. If not, you can set yourself to have a deliberate vision, at the usual skill penalties, and recover the FP by the time you awaken. Your ability does not include Danger Sense. -70%, or -20% if combined with Active Only or Can’t See Own Death.

Psi Static

see p. B78

This ability defines the classic anti-psi, making it a common “villain trait” in psi-oriented games. The Area Effect and Resistible modifiers usually go together, as an irresistible field of static can be overwhelming enough to unbalance the game. Note that limitations such as Costs Fatigue and Requires Concentrate are an inexpensive alternative to Switchable, but they make it nearly impossible to guard against sneak attacks!

Special Enhancement

Tiring: Anyone attempting to use a psionic ability into or through your static immediately loses 1 FP (1d FP on a critical failure), in addition to any other effects. +50%.

Special Limitation

One Power: Your static only affects the abilities of a single power, such as Psi Static (One Power, Telepathy). With GM permission, you may possess the abilities of *other* psionic powers. -50%.

Psichometry

see p. B78

The following enhancement is a weaker version of Immersive (*GURPS Powers*, p. 69).

Special Enhancement

Visions: In addition to the emotions and sense of events, you receive flashes of related visions. Though not always clear or straightforward, they do offer you visual references. A critical success provides improved visions, as for Immersive. +50%.

Scanning Sense

see p. B81

The following new Scanning Sense is tailored to ESP users.

Extra-Sensory Awareness: Your Scanning Sense uses waves of psionic energy to map the immediate area. Base range is only 20 yards, but it works in any environment. It can distinguish fine relief as perfectly as the human eye. Only psychotronic devices or people with Psi Sense (p. 41) can detect Extra-Sensory Awareness. Enhancements for Para-Radar can be applied to Extra-Sensory Awareness. 20 points.

See Invisible

see p. B83

With the True Sight (*GURPS Powers*, p. 73) enhancement, this allows you to ignore appropriate abilities based on Chameleon, Illusion, Invisibility, Obscure, Silence, and anything with the Glamour limitation.

Special Limitation

Exclusive: You must switch your sight between normal vision and the ability to see invisible things, making this an active ability (requiring a Ready maneuver to switch) instead of a passive one. If *Partially Exclusive* (-20%), the real world is a dark, muted gray while your See Invisible is on; all Vision rolls are at -4. If *Completely Exclusive* (-50%), you are effectively blind to the real world while using it.

Telecommunication

see p. B91

This advantage can never be used as an attack, or even a distraction, as the subject can choose to tune you out.

Special Enhancements

Telesend with the Sense or Video enhancements lets you send memories, daydreams, etc., as well as what you’re currently seeing.

Full Communion: Telesend only. You can lower your inner filters while sending, sharing your thoughts 10 times faster than you could speak them. You cannot lie while in full communion, however, or resist any attempt by the recipient to read your thoughts! +20%.

Telekinesis

see p. B92

Telekinesis requires continuous concentration. There is no “activation time” – it begins working when you start concentrating and stops when you do. To use TK *and* take an action on your turn, buy Compartmentalized Mind (pp. 13-14). Furthermore, modifiers such as Reduced Time and Extended Duration cannot be added to this advantage (but see below).

Special Enhancements

Animate Life-Forms: Your TK works like Animation (*GURPS Powers*, p. 83), but you aren’t limited to controlling inanimate objects. You can take control of a person’s or animal’s body. This requires a Quick Contest of your telekinetic ST against the target’s ST. If you win, the target acts with its own ST and with your DX; its Move cannot exceed your margin of victory in the Quick Contest. +100%.

Animate Life-Forms, Partial: As above, but you can control just one body part of your target. This is easier to do; use the part’s hit location modifier as a bonus to your effective telekinetic ST. See *Independent Body Parts* (*GURPS Powers*, p. 52) for the capabilities of separate body parts. +20%.

Based on (Different Attribute): Telekinesis with this enhancement uses the same attribute for all rolls. For example, a psi with TK (Based on IQ) would roll against IQ to grapple a person, to wield a sword, or to help pick a lock. He could substitute (for example) an IQ-based Broadsword skill roll, if higher, to use the sword. +20%.

Reduced Time: In a cinematic campaign, the GM *may* allow Reduced Time solely to shorten the time it takes your TK to pick something up. For example, Reduced Time 1 would allow you to lift objects up to 8×BL in two seconds, up to 2×BL in one second, and up to BL as a free action, allowing you to pick it up and throw it on the same turn.

Special Limitations

Cannot Affect Self: Due to feedback issues or a lack of action-reaction, you cannot pick yourself up with your TK. This only refers to your use of the Telekinesis *advantage*; you are still allowed to buy Flight and justify it as “teking yourself.” -20%.

Cannot Punch: Your TK is the ability to move objects, specifically. You cannot punch a foe with an invisible fist; you need to pick something up and hit him with it. -10%.

Unaging

see p. B95

Countless yogis and medicine men have been credited with living unnaturally long lives; fewer claim the power to forestall aging in others as well. With the Life Extension limitation below, this advantage fits Psychic Healing.

Special Enhancement

Halt Aging: You can prevent others from aging, if they wish. You do not need to maintain contact with them the entire time. However, you must make regular contact with them (for one minute each encounter) to maintain their Unaging. You can choose to stop acting on one person in order to target another. This costs +80% for each person you can affect simultaneously if you must make *weekly* contact; +100% per person for *monthly* contact; or +130% per person for *yearly* contact.

If combined with the Life Extension limitation, you must also make one yearly skill roll for each person to see if the hold “takes”; if not, he aged anyway. Your ability has no effect on him if you do not maintain it for a full year.

Special Limitation

Life Extension: It takes conscious effort to avoid aging. Once per year, make an IQ roll; you may not use Luck. On a success, you do not age that year; on a failure, your Unaging had no effect. Critical success sets your clock back 1d years (if you wish) while critical failure ages you twice that amount instead. This is incompatible with Age Control and is worth more than Requires IQ Roll because an entire year of results depends on one roll. -30%.

Warp

see p. B97

Remember the need for a Body Sense (p. B181) roll after teleporting. If your destination has a different relative velocity (e.g., warping into a moving vehicle, or warping safely to the ground when falling), you automatically match it, but this imposes a -5 penalty to your Body Sense roll. Autoteleport (p. 68) avoids the need for Body Sense rolls by including the new Gyroscopic enhancement.

Special Enhancement

Gyroscopic: You do not need to make Body Sense rolls after warping. +10%.

Special Limitations

Blink Only: You can *only* use your Warp to avoid incoming attacks by teleporting up to 10 yards in a random direction; roll at full skill to do so. This is incompatible with Blink (**GURPS Powers**, p. 89), Emergencies Only, and Range Limit (as it subsumes them). -60%.

Exoteleport: Your carrying capacity is figured purely from your Basic Lift, without including your body weight. Normally this means you can't go anywhere with Warp! Use this limitation to figure a diminished-cost version of Warp that can be the effect of an Affliction. By itself, this limitation lets you teleport up to your Basic Lift; use Modified Capacity (below) to alter this. If your weight limit is high enough, you can teleport yourself at a -2 penalty. -50%.

Modified Capacity: This modifier substitutes for both Extra Carrying Capacity and Naked for Warp with the Exoteleport limitation. Your exoteleport capacity is higher or lower than normal. The table below shows the multiple of your Basic Lift and the associated modifier value. At the GM's option, the “static” column may be used for a setting in which only psionic power, not physical strength, determines how much a psi can port; this is assumed for the Exoteleport ability (pp. 69-70).

Value	Lift (BL)	Lift (Static)
-30%	BL/20 lbs.	1 lb.
-25%	BL/10 lbs.	2 lbs.
-20%	BL/5 lbs.	4 lbs.
-15%	BL/3 lbs.	7 lbs.
-10%	BL/2 lbs.	10 lbs.
-5%	BL×3/4 lbs.	15 lbs.
0%	BL lbs.	20 lbs.
+5%	BL×1.5 lbs.	30 lbs.
+10%	BL×2 lbs.	40 lbs.
+15%	BL×2.5 lbs.	50 lbs.
+20%	BL×3 lbs.	60 lbs.
+25%	BL×4.5 lbs.	90 lbs.
+30%	BL×6 lbs.	120 lbs.
+35%	BL×7 lbs.	140 lbs.
+40%	BL×8 lbs.	160 lbs.
+45%	BL×9 lbs.	180 lbs.
+50%	BL×10 lbs.	200 lbs.

Every additional +5% adds another BL×2 or 40 lbs.

NEW ADVANTAGES

The following traits are variants of existing advantages, from either the **Basic Set** or **GURPS Powers**.

Enhanced Power Defense

5 or 10 points

You have +1 to your power defense (pp. 8-9) rolls for one psionic skill (5 points) or *all* psionic skills (10 points). The GM may permit multiple levels of this advantage, using the guidelines for Enhanced Defenses (p. B51).

In a game that uses the extended rules from **GURPS Powers**, note that this applies to power parries and power blocks, but not power dodges (which can be improved by buying Enhanced Dodge, p. B51).

Power Talent

5 points/level

This is not a single trait, but a different advantage for each psionic power. It is normally restricted to four levels. It adds +1 per level to every skill in the appropriate power. If you have it, at any level, you may also spend earned character points to learn new abilities of that power. See p. 5 for more.

The following power talents are available in most campaigns.

Anti-Psi Talent: Raises your Anti-Psi skills and lets you learn further Anti-Psi abilities.

Astral Projection Talent: Raises your Astral Projection skills and lets you learn further Astral Projection abilities.

Ergokinesis Talent: Raises your Ergokinesis skills and lets you learn further Ergokinesis abilities.

ESP Talent: Raises your ESP skills and lets you learn further ESP abilities.

Probability Alteration Talent (or Micro-PK Talent): Raises your Probability Alteration skills and lets you learn further Probability Alteration abilities.

Psychic Healing Talent: Raises your Psychic Healing skills and lets you learn further Psychic Healing abilities.

Psychic Vampirism Talent: Raises your Psychic Vampirism skills and lets you learn further Psychic Vampirism abilities.

Psychokinesis Talent: Raises your Psychokinesis skills and lets you learn further Psychokinesis abilities.

Telepathy Talent: Raises your Telepathy skills and lets you learn further Telepathy abilities.

Teleportation Talent: Raises your Teleportation skills and lets you learn further Teleportation abilities.

NEW PERKS

In addition to the perks described here, the powers in Chapter 3 introduce several new “power perks.” These represent weak psi abilities or supplement existing ones in some way. Only psis with the abilities or Talent for that power can have them; though none take a power modifier, all are considered part of that power. This means they can be canceled by Anti-Psi, affected by psychotronics, etc., but also that any rolls required to use them get a bonus from the power’s Talent. They do not require their own psionic skills unless the description specifically says so.

The following perks may be available in certain campaigns.

Ecstatic Psi

When you indulge in one particular drug or closely related family of drugs (choose when buying this perk), the attribute or success penalties are turned into *bonuses* for the purpose of psi use! This does not affect any other rolls; a shaman with Ecstatic Psi (Peyote) would be at +5 to psi rolls when hallucinating but still at -5 to do *anything* else.

Gestalt Familiarity

You do not have to make a skill roll to join a gestalt (pp. 9-11); merely making physical or telepathic contact is enough.

Weak Latency (Psi)

You don’t have enough psionic ability to show up on Psidar (pp. 41-42) or do *anything* useful by yourself . . . but it is *there*, nonetheless. You can join a psionic gestalt and contribute FP to any cost incurred. There is no other effect; you do not add a skill or power bonus. You must roll against the better of IQ or Expert Skill (Psionics) to join the gestalt. If you later buy psionic Talent or abilities, the GM may let you “spend” the point from this perk on them. In settings where *everyone* is a little bit psionic, this may be a ubiquitous 0-point feature instead of a perk.

Other versions of this perk exist for power sources that allow gestalts – e.g., in a world where priests can combine their powers, characters can buy Weak Latency (Divine).

Modifiers and Minimum Costs

One of the ways in which *GURPS* prevents abuse is by limiting a trait’s net modifier to no worse than -80%. An advantage with a base cost of 50 points will never cost less than 10 points, no matter how many limitations one adds.

However, sometimes an advantage is so extremely limited that it becomes hard to justify charging even 20%. In such a case, remember that the GM always has the right to set a new cost for this ability by fiat (typically 5-10% of the original cost). Visions (Aspected Dream) (*ESP Perks*, p. 42) is an example of this – a 25-point advantage with a net modifier of -140%, priced as a 1-point perk.

MODIFIERS

The following enhancements and limitations are used to build the various abilities in Chapter 3. Players and GMs building their own psionic abilities may find them useful, for psi techniques (p. 8) as well as for modifying advantages directly.

EXISTING MODIFIERS

Some modifiers require clarification when they are used as part of a psionic ability.

Can Carry Objects

see *GURPS Powers*, p. 108

The ability to carry up to your Extra-Heavy encumbrance level is worth +150%.

Contact Agent

see p. B111

This limitation can be applied to psionic abilities that require skin-to-skin contact. If the ability can normally be used at range, apply Melee Attack (p. 20) as well.

Damage Modifiers

see p. B104

Hazard: Pyrokinetic Fatigue Attacks that inflict gradual heating (as opposed to rapid burning) can add a new Hazard: Heat, +20%. FP lost to this Hazard follow the rules on p. B434.

Surge: Burning Attacks or Afflictions designed to represent powerful electric charges (such as lightning) can take a higher level of Surge, below.

Surge, Arcing: In addition to the regular effects of Surge, your attack treats any conductive, metal armor as DR 1, regardless of its actual DR. This is a “penetration modifier”; you cannot combine it with other penetration modifiers. It may be combined with Side Effect. +100%.

Extended Duration

see p. B105

Extended Duration, 3,000× Duration (i.e., one minute becomes two days), is a +140% enhancement. While this is usually a poor value compared to Extended Duration, Permanent, it can be a good fit for abilities that should never be permanent.

Glamour

see *GURPS Powers*, p. 111

It makes sense for certain abilities to allow a Per- or IQ-based resistance roll to see past the glamour, as opposed to a Will-based one. This is a special effect that does not change the value of the limitation.



Increased Range

see p. B106

Increased Range, Line-of-Sight (LOS) allows the psi to reach anything he can see. This includes the Sense-Based (Reversed) limitation; while binoculars are permissible, viewing from a remote TV feed is not. +40% for an ability that normally has a 100-yard range, or +70% for one with a 10-yard range.

Low or No Signature

see p. B106

This modifier can *either* affect the “real world” signature of your ability *or* the “psychic” signature. For clarity, this book assumes that Low or No Signature affects the mundane aspects, while using the following variant to cover the supernatural traces.

Low Psychic Signature: Your psionic ability is difficult for others to mentally detect. Every level (up to a maximum of

five) costs +5% and imposes a -2 penalty to Psi Sense (p. 41) or Signature Sniffer (pp. 38-39) rolls to perceive your ability, Telereceive rolls to notice you in someone’s mind, and so on. At -10 (+25%), your ability is undetectable. If the game allows psi techniques, *any* psi can make use of this enhancement with the Hide Signature technique (p. 41).

Melee Attack

see p. B112

Mental abilities that can normally be used at range (e.g., Mind Control, Telesend) can take this limitation (as Melee Attack, C, -30%) to turn it into a touch-only ability.

Preparation Required

see p. B114

Once an ability is prepared, the user can wait indefinitely before deciding to use it. For abilities that must be used right away, use the following variant.

Immediate Preparation Required: You cannot save your ability for later use; it must be used as soon as it’s ready. This limitation is worth 1.5 times as much as the equivalent Preparation Required (e.g., Immediate Preparation Required, 1 Hour, is -75%). Advantages that normally take one minute or longer to activate cannot take Immediate Preparation Required, 1 Minute; use Takes Extra Time instead.

Ranged

see p. B107

When applied to an ability that works as a touch-based Malediction (e.g., Mind Probe, Neutralize, and Possession), this enhancement does not turn it into a true ranged attack. Instead, it becomes a Malediction that uses standard range penalties (p. B550).

Reliable

see *GURPS Powers*, p. 109

Reliable does not interact well with Skills for Everyone (*GURPS Powers*, p. 162), a key part of building and using psionics. If allowing players to build their own psionic abilities, it is recommended not to allow Reliable except to remove inherent penalties; see *Prognostication* (pp. 37-38) for an example.

Requires (Attribute) Roll

see *GURPS Powers*, p. 112

If your ability dictates you not only to make an attribute roll, but also gives the subject a chance to resist it with a Quick Contest, add an additional -10% to the value of this limitation. For example, Invisibility (Requires IQ vs. Perception Roll, -20%) would require you to *win* a Quick Contest of your IQ vs. the Perception of anyone who might see you. This cannot be combined with Glamour or Resistible, and is incompatible with any trait that allows a resistance roll.

Advantages that already necessitate an attribute roll to work may turn that roll into a Quick Contest for a flat -10%. For example, if you must win a Quick Contest of IQ versus Will to use your Empathy, note this as Empathy (Requires IQ vs. Will Roll, -10%).

NEW ENHANCEMENTS

While the enhancements below were created for psionic abilities, GMs can apply them to normal (“wild”) advantages as well.

Decreased Immunity

+50%/level or +20%.

Some advantages offer a form of “immunity” to those who successfully resist, making it either impossible or just more difficult to use your ability on them again. Each level of this enhancement shifts this immunity down one level on the chart below. It does not affect the rules for repeated attempts (p. 6). Note that some levels have two equally limiting effects; you must choose which alternative applies when buying this enhancement.

Level	Effect
4	Permanently immune
3	Immune for one day <i>or</i> Permanent, cumulative -2 penalty
2	Immune for one hour <i>or</i> Cumulative -2 penalty lasting one day
1	Cumulative -2 penalty lasting one hour
0	No effect

Example: Mind Reading normally has a cumulative -2 penalty lasting one hour (level 1) for those who resist, while subjects gain immunity for a day (level 3) on a critical failure. A psi could buy Mind Reading (Decreased Immunity 1, +50%) to completely remove the penalty for a subject resisting. This would also let him decide (in advance, when buying this ability) whether a critical failure granted immunity for an hour *or* a cumulative -2 penalty lasting one day.

Switching between two alternatives on the same level is a +20% enhancement. Note it as “Decreased Immunity 0” along with the new effects chosen.

Use *Increased Immunity* (p. 21) to move up on the chart.

Mr. Furious: “That’s it? That’s his power? He’s mysterious?”

The Blue Raja: “Well, terribly mysterious.”

The Shoveller: “Plus he can, like, cut guns in half with his mind.”

– *Mystery Men*

Fixed Duration

+0%.

This enhancement turns a duration that depends on margin of success or failure (e.g., for Affliction) into a fixed time. Figure the duration as though the margin of success or failure was 3; for most abilities, this means three minutes. This can be modified further with Extended Duration or Reduced Duration (p. 21).

NEW LIMITATIONS

The note under *New Enhancements* (above) also applies here.

Increased Immunity

-10%/level

Each level of this limitation shifts your immunity effects up by one level, making it more difficult for you to act on subjects who resist your ability. This can be taken on any ability that is resisted with a Quick Contest (like a Malediction). See *Decreased Immunity* (above) for details.

Reduced Duration

Variable

Your ability lasts for a shorter time than it should. Note that this limitation cannot be applied to advantages with a “maintained” duration, such as Mind Control (though Mind Control with the Independent enhancement would qualify).

Multiple	Modifier	Multiple	Modifier
1/2 duration	-5%	1/20 duration	-25%
1/3 duration	-10%	1/30 duration	-30%
1/6 duration	-15%	1/60 duration	-35%
1/10 duration	-20%		

This table can be extended from the progression shown, but the *minimum* duration for an ability cannot be taken below one second. For example, Affliction (Disadvantage) has a variable duration that lasts a minimum of one minute, and is thus eligible for no more than Reduced Duration, 1/60, while unmodified Affliction has a minimum duration of one second, and could not take any level of Reduced Duration.

Weaponized

Variable

This limitation can only be applied to an ability that normally works like a ranged Malediction. In other words, it must use a Quick Contest instead of an attack roll *and* it must be unaffected by DR. Suitable advantages include Mind Control and Mind Reading. Mind Probe, Neutralize, and Possession with the *Ranged enhancement* would be valid as well.

This limitation turns the advantage into a normal, visible, ranged attack. The GM must decide which attack skill it will use – usually a specialty of Innate Attack. The attack uses Size and Speed/Range modifiers (p. B550) and can be dodged. If it hits, the target resists by making an unopposed roll against the appropriate attribute (e.g., Will for Neutralize). If the resistance roll fails, determine the effects as usual, using the subject’s margin of failure instead of the psi’s margin of victory.

Weaponized is worth a base -50% if the subject’s DR has no effect, or -80% if his DR adds to his resistance roll, as for an Affliction (p. B35). If the subject has a fixed penalty to his resistance roll, this reduces the limitation by +10% for every -1, to a maximum of -5. For example, a Neutralize ray that ignored DR and gave the subject a Will-3 roll to resist would be a net -20% limitation.

Note: This modifier is intended for turning psionic abilities into psychotronic devices, such as Neutralization Grenades and Mind Control Rays.

CHAPTER THREE

PSIONIC

POWERS

The following 10 powers represent the spread of available psychic abilities in most games. Each includes a description and the details of the power modifier, followed by several psionic abilities. Abilities with similar themes are grouped together when appropriate.

Each power ends with a few words on *Additional Abilities*. This section covers the advantages that make fine abilities for that power “as is,” by simply adding the power modifier. For readers who wish to build their own custom traits, it also provides a list of which advantages make good starting points for new abilities. Some costs here are given in non-integer form, in the interest of space (e.g., “Metabolism Control (Psychic Healing, -10%) [4.5/level]”) – in all cases, find the cost for the level you want using the value given, *then* round up. See *Abilities* (p. 5) for more advice on customization.

For additional variety, four alternative powers are presented at the end of this chapter. Each has suggestions for how and why to use it, along with a less detailed list of psionic abilities.

Every psionic ability is written up using the format below.

Ability Name

Cost: The cost of the ability in character points. This will generally take one of the following forms. *20/40/50 points for levels 1-3* means that the ability costs 20 points to buy at power level 1, 40 points for level 2, and 50 points for level 3. These are the total costs, not cumulative costs (i.e., the player pays a 40 points for level 2, not a total of 60 points). This is a “capped” ability; there are no additional power levels past 3. Meanwhile, *25/40/50 points for levels 1-3, plus 8 points per additional level* is the open-ended version; the player would pay 25 points for level 1, 40 for level 2, 50 for level 3, 58 for level 4, 66 for level 5, and so on. Finally, *10 points/level* works similarly to the advantages in the **Basic Set**: Each level costs 10 points, and there is no upper limit unless explicitly stated or the GM sets one.

Skill: The psi skill required to use the ability. Remember that *all* psi skills default to the controlling attribute at -6 (e.g., a Per/Hard psi skill defaults to Per-6). Some abilities overlap significantly. If so, they may use the same skill – do not buy the skill twice! If you are not using the system described in Chapter 1, ignore this section completely.

Description: What the ability can do. The basic rules for the underlying trait(s) are summarized here for convenience; refer to the advantage text in the **Basic Set** or **GURPS Powers** for more detail. Unless stated otherwise, the ability requires a single Concentrate maneuver to use, or an Attack maneuver if it necessitates touching an unwilling victim. Any reference to a skill roll always refers to the ability’s psi skill (see above) unless specified otherwise. If you are not using the framework from Chapter 1, replace any reference to a skill roll with one to the attribute the skill is based on.

Statistics: The actual ability build. Those who don’t need to modify the ability can skip this section. For abilities that come in levels, the first level is described in full. Subsequent levels are usually either the same as the first or are described relative to the first level (e.g., which modifiers change) rather than being written out completely.

Psi Techniques: Most abilities are followed by one or more techniques; see p. 8 for an overview. Remember that unless explicitly stated otherwise, every use of a psi technique costs 2 FP. If you are not using the rules in Chapter 1, ignore all psi techniques.

Psionic Range Table

This table is used for several psionic abilities throughout this book. For most abilities, simply look up the power level to find the corresponding range. Some abilities require you to look up a *modified* level. For example, Radar Sense (p. 34) uses this table, but with its level+3. A character with Radar Sense 5 would look at the line for level 8 on this table, which gives a range of 200 yards.

Level	Range	Level	Range
1	1 yard	8	200 yards
2	2 yards	9	500 yards
3	5 yards	10	1,000 yards
4	10 yards	11	2,000 yards (1 mile)
5	20 yards	12	5,000 yards (2.5 miles)
6	50 yards	13	10,000 yards (5 miles)
7	100 yards	14	20,000 yards (10 miles)

Further levels continue the progression, with every three levels multiplying distance by 10. Level 23 corresponds to global range, level 40 to system-wide range (e.g., anywhere in the solar system), and level 79 to universal range.

ANTI-PSI

Anti-Psi abilities involve negating, blocking, or interfering with psi. Psi and Anti-Psi are assumed mutually exclusive; no one may have both. The GM may choose to waive this in some campaigns (perhaps charging an Unusual Background).

Power Modifier: Every ability in this power has the limitation Anti-Psi, -0%, which reflects that it is part of this power. Unlike psionic abilities, Anti-Psi ones are unaffected by psychotronics. In fact, the two complement each other nicely. Anti-Psi also lacks a psychic countermeasure. There is no “Anti-Anti-Psi” power, no version of Neutralize that works on it, and so on. It thus exists as the only power that does not offer (or need) Protected Power. Anti-Psi *does* use all of the other rules under *How Psi Works* (pp. 6-11) – Anti-Psis suffer from repeated attempts, can form gestalts, etc.

*Your negativity is really
impeding my psychic ability.*
– Shawn Spencer, *Psych*

Cancellation

20/35/50/70/95 points for levels 1-5

Skill: Cancellation (Will/Hard).

You can temporarily “turn off” *all* of a subject’s psionic abilities. Roll a Quick Contest of your skill against his best psionic skill. If you win, the subject cannot use any psi for minutes equal to your margin of victory.

At level 1, you must make skin-to-skin contact to affect someone; if you lose or tie, you cannot affect him again for a full day. At level 2, you must still make skin-to-skin contact, but can try again if you fail. At level 3, any touch will do. At level 4, you can cancel someone at a distance; apply range penalties (p. B550) to skill. At level 5, apply long-distance modifiers (p. B241) instead.

If the psi is not within your range, but his target is, you may affect the target *instead*. Use the rules for Interruption (below).

Statistics: Neutralize (Anti-Psi, -0%; Contact Agent, -30%; Increased Immunity 3, -30%) [20]. Further levels remove Increased Immunity [35], then Contact Agent [50], then add Ranged [70], and then Long-Range 1 [95].

Crippling Attack

Hard

Default: Cancellation-6; cannot exceed Cancellation.

You can cripple one of the subject’s psionic abilities. Treat this as Precision Attack (below), but if successful, the subject loses the ability for 1d months! Alternatively, you can target an entire power; this takes an extra -2 penalty that cannot be bought off. See *Results* (pp. 6-7) for more on crippled psi.

Precision Attack

Hard

Default: Cancellation-2; cannot exceed Cancellation.

You can target one specific ability that the subject knows instead of all of them. You must name the ability to be affected. Nothing happens if the target does not have it.

Interruption

10/25/45/70 points for levels 1-4

Skill: Cancellation (Will/Hard).

You can interrupt the connection between a psi and one specified target (e.g., “Joe,” “that door that I think is an illusion”). Roll a Quick Contest between your skill and the best skill the psi is using on the target at the moment. If you succeed, the psi’s hold or holds on the target end immediately. However, he may try again on his next turn, as a repeated attempt (p. 6). On a critical success, the subject is immune for an hour. If the subject is being affected by more than one psi, you will have to use this ability multiple times to drive them all out.

At level 1, you must make skin-to-skin contact with the psi *or* the subject; any firm contact with an inanimate subject will do. At level 2, skin contact is not necessary; any brief touch will do. At level 3, you can use this at a distance; your skill takes range penalties (p. B550) to the psi *or* the subject, whichever is closer. At level 4, apply long-distance modifiers (p. B241) instead.

As for the Cancellation (above) technique, there is no need to learn Interruption, as Cancellation includes it.

Statistics: Neutralize (Anti-Psi, -0%; Contact Agent, -30%; Interruption, -50%) [10]. Further levels remove Contact Agent [25], then add Ranged [45], and then Long-Range 1 [70].

Precision Attack

Hard

Default: Cancellation-2; cannot exceed Cancellation.

You can negate one specific ability while leaving others active.

Para-Invisibility

5 points/level, up to 10 levels

Skill: Para-Invisibility (IQ/Hard).

When you activate this ability (which requires a skill roll each minute), you and everything within two yards become *partially* invisible to psi. A psi using his own eyes, ears, etc., can sense you just fine, but to detect you with a *psionic* sense, he must roll against the appropriate skill at a penalty equal to your Para-Invisibility level. This includes (but is not limited to) seeing you with Clairvoyance, finding you with Telescan, feeling you coming with Danger Sense or Precognition, or tracking you with Retrocognition. At level 10, you are *completely* invisible to the sense; the psi does not even get a roll. You may exclude any known psis from this effect, if you wish.

You may use Para-Invisibility to make a variant power defense (pp. 8-9) – doubling the normal penalty on a success or dropping the Para-Invisibility completely on a failure – if you know someone is about to look for you.

Statistics: Obscure (Clairsentience; Anti-Psi, -0%; Extended, Detect, Divination, Para-Radar, +60%; Limited, Psi, -20%; Requires IQ Roll, -10%; Selective Effect, +20%; Stealthy, +100%) [5/level].

Expansion

Hard

Default: Para-Invisibility-5; cannot exceed Para-Invisibility.

You can expand your field to cover everyone within a four-yard radius, at full effect. Double this radius, cumulatively, for every 5 points by which you succeed at your (modified) skill roll.

Psionic Overload

25/40/60/85 points for levels 1-4*

Skill: Cancellation (Will/Hard).

You can overload someone's psionic abilities, causing them to manifest uncontrollably. Roll a Quick Contest of your skill against his best psionic skill. If you win, the subject loses control (as for Uncontrollable, p. B116) for minutes equal to your margin of victory.

At level 1, you must make skin-to-skin contact to overload someone. At level 2, any touch will do. At level 3, you can do it at a distance; apply range penalties (p. B550) to skill. At level 4, apply long-distance modifiers (p. B241) instead.

* If you have the Cancellation ability (p. 23), the cost for Psionic Overload becomes a flat 5 points. Use the rules for Cancellation, with the new option of choosing whether to overload or cancel the target's powers.

Statistics: Neutralize (Anti-Psi, -0%; Contact Agent, -30%; Derange, -20%) [25]. Further levels remove Contact Agent [40],

then add Ranged [60], and then Long-Range 1 [85]. Psis with Cancellation just add Derangable (p. 16) to their Neutralize [5].

Crippling Attack

Hard

Default: Cancellation-6; cannot exceed Cancellation.

As for the Cancellation technique (p. 23), but success overloads the target's psi for the same duration that it would have been crippled.

Precision Attack

Hard

Default: Cancellation-2; cannot exceed Cancellation.

As for the Cancellation technique (p. 23).

Psionic Shield

2 points/level

Skill: Psionic Shield (Will/Hard).

Add your level of Psionic Shield to your Will when resisting any *psionic* mental intrusion. In addition, you can roll against your skill, at a bonus equal to your power level, to resist any attempt to detect your mind psionically (e.g., Telescan). Successful resistance will always warn you that someone tried to enter your mind. If you fail to resist, use the rules for *Detecting Psi* (pp. 11-12).

Statistics: Mind Shield (Anti-Psi, -0%; Limited, Psi, -50%) [2/level].

Expansion

Hard

Default: Psionic Shield-6; cannot exceed Psionic Shield.

As for the Mind Shield technique (p. 67).

Anti-Psi Perks

Gaze Into the Abyss: Any psi who tries, and fails, to read your thoughts or emotions will receive only the impression of a deep, soulless void. The *first* time this happens with a given psi, he must make a Fright Check.

Hostile Dampening: Your innate ability to suppress psionic powers makes you unnerving to psis on a subconscious level. You get +2 to Intimidation and +1 to Interrogation when using them against someone with psionic abilities.

Nonthreatening: Opponents with a psionic version of Danger Sense or Precognition are at -1 to their rolls to get early warnings regarding you or your attacks.

Personal Awareness: You have trained yourself to recognize when your mind or body is acting without your permission. Any *mundane* (i.e., not psionic or anti-psionic skill) rolls you make for *Detecting Psi* (pp. 11-12) are at +2.

Simple Defense: Anyone who uses harmful psi on you must make a second skill roll (or Will roll, if better) to avoid

a headache (-1 to all DX, IQ, skill, and self-control rolls) for 1d seconds times his margin of failure. Those with High Pain Threshold ignore this; Low Pain Threshold doubles the penalty. Multiple headaches are not cumulative.

Skeptic: Your disbelief makes it harder for others to work psi. Any psi within two yards of you is at -1 to his psionic skill rolls if you are watching him. If five skeptics (i.e., people with this perk) are watching a psi in person (not over a video feed, etc.), he is at -1 to psi skills regardless of distance to the skeptics – not cumulative with the previous penalty. This becomes a -2 penalty with 10 skeptics, a -3 penalty with 20, and so on. A psi in a world where skeptics are common will have to be careful not to attract attention!

Tolerance: You have +3 to resist one specific psionic ability – e.g., Tolerance (Confuse). This is redundant with Psi Static and cumulative with Resistant to Psionics (both p. 26).

Mind Trap

Hard

Default: Psionic Shield-5; cannot exceed Psionic Shield.

As for the Mind Shield technique (p. 67).

Reflective Shield

Hard

Default: Psionic Shield-5; cannot exceed Psionic Shield.

As for the Mind Shield technique (p. 67).

Psychic Armor

8 points/level

Skill: Psychic Armor (Will/Hard), optional, used for power defense, psi techniques, etc.

Subtract your level of Psychic Armor from any damage you take from psionic attacks. This includes physical attacks (e.g., TK Bullet) and mental attacks (e.g., Mental Stab, TK Crush). It has no effect on attacks that do not do damage. Psychic Armor is a passive ability.

This is a subtle defense; it is not immediately obvious that you've deflected or reduced the attack. The psi must make a Per-4 roll to realize this, or *win* a Quick Contest of his Per-4 against your Acting if you're pretending to be hurt by it.

Statistics: Damage Resistance (Anti-Psi, -0%; Force Field, +20%; Limited, Psi, -20%; Low Signature, +10%; Malediction-Proof, +50%) [8/level].

Expansion

Hard

Default: Psychic Armor-5; cannot exceed Psychic Armor.

You can expand your protective field to include others, though this *halves* your effective level (round down). Success protects everyone in a two-yard radius. Double this radius, cumulatively, for every 5 points by which you make your (modified) skill roll.

Screaming

9 points for level 1, plus 15 points for each additional level

Skill: Screaming (Will/Hard).

You can mentally "scream," emitting static that interferes with psi use. This requires a skill roll every minute, and it lasts for as long as you concentrate. Anyone attempting to use psionics on a subject in your area – or anyone in your area of effect attempting to use psionics at all – must win a Quick Contest of skill with you. (If the ability already requires a Quick Contest, don't roll two Contests; the target is at +5 to resist instead.)

Screaming 1 only affects you personally; there is no effect unless a psi is targeting you or anything you are carrying. Level 2 gives you a one-yard radius of effect, centered on you; further levels double this (e.g., Screaming 5 fills an eight-yard radius with static). Multiple screamers can overlap their areas of effect to increase the intensity; any psi in such a field is at -1 in the Quick Contest for each additional screamer and rolls the Quick Contest against the one with the best Screaming skill.

If you have psi abilities, you *cannot* use them while screaming. There is no point break for this and you cannot "get around it" with a psi technique – it is an inherent limitation of the ability. Additionally, as the astral plane (p. 27) is a world of pure mental energy (i.e., psi), you cannot use this ability there.

Statistics: Psi Static (Anti-Psi, -0%; Requires Concentrate, -15%; Requires Will Roll, -5%; Resistible, -50%) [9]. Further levels add Area Effect, one level at a time [+15/level].

Exemption

Hard

Default: Screaming-2; cannot exceed Screaming.

You can specifically exclude one or more people from the effects of your screaming.

Projection

Hard

Default: Screaming-4; cannot exceed Screaming.

You can "throw" your scream so that it is centered on a distant point instead of yourself. If you are not in the area of effect, you are not protected! Apply standard range penalties (p. B550) to this roll, and use the *Scatter* rules (p. B414) if you fail due to the range penalty but would have succeeded otherwise.

Tiring Scream

Hard

Default: Screaming-5; cannot exceed Screaming.

Any psi affected by your static loses 1 FP automatically (1d FP on a critical failure with his ability).

True Sight

16/21 points for levels 1-2

Skill: True Sight (Will/Hard).

You can see past any obfuscation or illusion that is psionic in nature. When confronted with a physical illusion (e.g., Hologram) or after being *successfully* affected by a mental one (e.g., Mind Clouding), you may make an immediate Quick Contest of your True Sight skill vs. the skill the psi is using. If you win, you are still *aware* of it, but can see through it completely and suffer no penalties.

True Sight 1 is as described above. True Sight 2 also allows you to see astral entities, as though you had Astral Sight 3 (pp. 27-28). Both are passive abilities.

Statistics: See Invisible (Psionic; Accessibility, Cannot see astral, -30%; Anti-Psi, -0%; Requires Will vs. Skill Roll, Variant, -15%; True Sight, +50%) [16]. The second level removes Accessibility [21].

Shared Sight

Hard

Default: True Sight-5; cannot exceed True Sight.

By touching another person, you may share your True Sight with him. He must be willing – you cannot force awareness on anyone. At the GM's option, you may take an additional -5 penalty to share with two people at once, -10 to share with three people, and so on. These extra penalties can be bought off.

ADDITIONAL ANTI-PSI ABILITIES

Fiction has often cast anti-psis in the role of “psi hunters.” If this is the case in the campaign setting, Psidar (pp. 41-42) and Psi Sense (p. 41) both become Anti-Psi abilities in addition to (or instead of) being ESP abilities. Change the power modifier from “ESP, -10%” to “Anti-Psi, -0%”; this raises the cost of each ability by 1 point (flat cost, not per level).

The following traits require no special modifiers to be Anti-Psi abilities. Both are passive abilities.

- Psi Static (Anti-Psi, -0%) [30]. No skill needed; you are permanently a psychic “null.” You cannot have psi abilities of your own, even if the setting allows it.

- Resistant to Psionics +3 (Anti-Psi, -0%) [10] or +8 [15] or Resistant to a single power +3 (Anti-Psi, -0%) [5] or +8 [7]. *Skill:* Psionic Resistance (Will/Hard), optional, used for power defense.

In addition, the following advantages make good starting points for those who wish to build new Anti-Psi abilities: Affliction (either to grant Anti-Psi abilities to others, or to remove psi abilities from or otherwise harm psis); Damage Resistance; Detect (Psis or Psionic Use, in certain games); Innate Attack (with Accessibility, Only against psis); Luck (with Wishing and Accessibility, Only against psis); Mind Shield; Neutralize; Obscure; Psi Static; Resistant; and See Invisible.

I suppose now you do not believe in corporeal transference. No? Nor in materialisation. No? Nor in astral bodies. No? Nor in the reading of thought. No?

– Professor van Helsing, *Dracula*

ASTRAL PROJECTION

Astral Projection abilities allow people to interact with the astral plane and the beings that reside there. Its users are often referred to as “projectors” for short, as most of them learn Astral Travel. This can be a useful tool for collecting information, but it carries certain risks. Unlike a clairvoyant (pp. 40-41), a projector is putting his astral body on the line. Some foes may be able to detect and even harm him . . . and any damage taken is *real* damage. See *Projection (GURPS Powers, p. 44)* for more details.

Some psis have psychic abilities that are only “unlocked” when they astrally project. Add “Accessibility, Only on the astral plane (-30%)” to any such abilities.

Power Modifier: Every ability in this power has the limitation Astral Projection, -10%. This reflects that it is part of this power, and that it uses the rules under *How Psi Works* (pp. 6-11).

Astral Armor

3 points/level

Skill: Astral Armor (Will/Hard), optional, used for power defense, psi techniques, etc.

Prerequisite: Astral Travel (pp. 28-29).

You have DR equal to your level of Astral Armor while projecting. This is a passive ability. Your silver cord is armored as well.

Statistics: Damage Resistance 1 (Accessibility, Only on the astral plane, -30%; Astral Projection, -10%) [3/level].

Expansion

Hard

Default: Astral Armor-6; cannot exceed Astral Armor.

You can extend your astral armor to encompass everyone within two yards of you; this halves its effective DR (round

down). Double this radius for every 5 points by which you succeed at your (modified) skill roll.

Astral Celerity

6 points/level

Skill: Astral Movement (DX/Hard), optional. This skill replaces Acrobatics, Hiking, and Running while on the astral plane. You may buy this skill even if you do not have levels of Astral Celerity.

Prerequisite: Astral Travel (pp. 28-29).

You can move much faster than the average projector. If you have this ability at level 1, your top speed on the astral plane is 1.5x your normal astral Move. This increases to 2x your astral Move at level 2; 3x at level 3; 4x at level 4; 6x at level 5; 8x at level 6; 12x at level 7; 16x at level 8; 24x at level 9; 32x at level 10; and so on, with the multiplier doubling for every two full levels.

This raises only your top speed on the astral plane. Your base astral Move is used as your acceleration – see *High-Speed Movement* (p. B394) for details. This is a passive ability; it does not require a skill.

Statistics: Enhanced Move 0.5 (Ground; Accessibility, Only on the astral plane, -30%; Astral Projection, -10%) [6/level].

Piggyback

Hard

Default: Astral Movement-5; cannot exceed Astral Movement.

When traveling with a slower projector, you can loan him your Astral Celerity. For every additional -5 penalty (which can be bought off), you can enhance another person simultaneously. (Astral Celerity does not “stack” – if he already has this ability, he would use the higher of his level or yours.)

Spectral Dodge

Hard

Default: Astral Movement-4; cannot exceed Astral Movement.

You can already use Astral Movement to make an Acrobatic Dodge at +2 (p. B375); using this technique adds an *additional* +1 for every two levels of Astral Celerity, with no extra penalty (beyond the standard -2 to Dodge) for failure. This *can* be combined with Extra Effort (Feverish Defense, p. B357).

Astral Sight

6/10/13 points for levels 1-3*

Skill: Astral Sight (Per/Hard).

You can see entities on the outer astral plane even when you're in the real world. You must tell the GM when you are using this ability, however, as it involves partially projecting your eyes onto the astral plane – making them vulnerable to

attack from any astral denizens! In all cases, use your skill (not your Perception), to make out any astral details. Any trait that modifies Vision rolls (e.g., Acute Vision, Bad Sight) applies to your skill as well.

With Astral Sight 1, you can either look at the astral plane *or* the real world; you are blind to whichever one you are not focusing on. Level 2 allows you to make out vague details (-4 to Vision rolls) on the secondary plane. At level 3, you can view them both simultaneously with no penalties.

* For an additional 4 points (flat cost, not per level), you can hear the entities as well. Use your Astral Sight skill to make out whispers, but apply the effects of any trait that modifies Hearing rolls (instead of Vision rolls).

Statistics: See Invisible (Astral; Astral Projection, -10%; Completely Exclusive, -50%; Nuisance Effect, Eyes vulnerable while using it, -5%) [6]. Further levels change Exclusive to Partially Exclusive [10]; then remove Exclusive [13]. The ability to hear is Medium (Astral Projection, -10%; Specialized, Astral, -50%) [4].

The Astral Plane

The astral plane is divided into two sections: the *outer astral plane*, which overlaps our world; and the *inner astral plane* (p. 28), which is a distinct place, with abstract geography and unique denizens. Psis always project into the outer astral plane by default, but they may pierce the veil between the two with the Astral Crossing psi technique. Anyone leaving the inner plane always reappears in the outer plane right where he left.

Projectors (but not native astral denizens) are attached to their body by a slim silver cord, which fades to invisible after about 20 feet. On the outer plane, the cord always “points” in the direction of the projector’s body. On the inner plane, it floats around randomly.

Though not solid to the real world, beings on the astral plane are solid to each other. They can interact and fight normally, using appropriate skills (e.g., Judo, Brawling, or just a DX roll). Treat an attack on the silver cord as an attack to the vitals, except that it must be a *cutting* attack. There is no special penalty to defend against this attack.

The Outer Astral Plane

A character on the outer plane can see and move through the real world, invisibly and intangibly. He appears – to those who *can* see him, via Astral Sight (pp. 27-28), the Cross-World Communication technique (p. 29), specially calibrated “Kirlian cameras,” etc. – as a translucent, fuzzy, barely there “spirit version” of himself. He breathes “astral air” and does not need to eat (though his physical body must still breathe, eat, etc., while he is gone.) At any point, he can decide to snap back to his body, immediately vanishing from the outer plane and waking up.

Passive senses work just fine between the planes. All other psi abilities take a -3 penalty when applied “across the barrier,” whether it’s an astral psi affecting a person in the

real world or vice-versa. On top of that, psis on the astral plane can normally *only* rely on basic communication abilities on the real world – those that allow sending or receiving thoughts (e.g., Telesend, Telereceive, Telescan) or low-powered light and sound transmission (e.g., Hologram). To use other abilities, the projector must first succeed at the Barrier Breaking (Astral Travel) psi technique (p. 29); the follow-up abilities depended on still suffer the -3 penalty, of course. Some astral projection abilities do not follow these rules – see Astral Sword (p. 28) for an example.

Projectors (and other astral denizens, though most rarely leave the inner plane) are highly susceptible to psionic static. Any such area, whether caused by a screamer (p. 25) or a psychotronic device, requires the psi to *win* a Quick Contest of Astral Travel skill vs. effective Screaming skill (usually 12, for a device) *every second* to avoid snapping back to his body. (Native denizens instead snap back to the inner astral plane.) Any psionic field (e.g., a PK Shield, Psychic Armor, or an *expanded* Mind Shield) manifests as a physical obstacle to a projector with DR equal to its level. This can be overcome with unarmed damage or an Astral Sword (p. 28), if necessary. Doing so causes the field to drop; the psi may bring it back up, as a repeated attempt (p. 6).

Astral Movement

On the outer astral plane, a psi’s Move is equal to (Astral Travel skill/2), modified only by Astral Celerity (pp. 26-27). (Use IQ/2 for native denizens, and others not using a skill or spell to project.) He can move in any direction, though the outer plane only extends as far up as the atmosphere and becomes *very* difficult to navigate underground. For the purposes of running, hiking, etc., the astral plane can be considered average terrain.

Penetrate Disguise

Hard

Default: Astral Sight-5; cannot exceed Astral Sight.

If you win a Quick Contest of your Penetrate Disguise technique against a subject's Cloaking technique (or any spell or skill being used to change his astral appearance), you immediately see through the disguise.

Astral Sword

8 points for level 1, plus 6 points for each additional level

Skill: Astral Sword (DX/Hard); defaults to DX-6 or Force Sword-2.

You can manifest a sword of psionic energy and use it to defend yourself against astral opponents. It is visible on the astral plane, to astral beings, and to those using Astral Sight as a bladed weapon of glowing energy – you choose the specifics of its appearance. To normal folks in the real world, it is invisible.

The sword may reach from the real world into the outer astral plane (*without* the normal -3 penalty to skill), but *not* vice-versa. The damage done is unrelated to your ST: The sword does 1d-3 cut damage, plus your Astral Sword level (e.g., Astral Sword 9 would do 1d+6), and has Reach C, 1. It can parry astral attacks normally and is unbreakable.

The most potent benefit of the astral sword is its effectiveness in disrupting another astral being's ability to remain on the outer plane. Anyone taking 1/3 his HP or more in damage from an astral sword is immediately ejected from the outer astral plane – projectors snap back to their body, while native denizens are forced back to the inner plane. Either way, the

victim *cannot* use his ability again until he's healed back above 2/3 his HP! You can always turn this effect off (doing "non-banishment damage") if you want your foe to stick around so you can finish him off.

Statistics: Cutting Attack 1d-2 (Astral Projection, -10%; Can appear as any sort of weapon the user wishes, +5%; Insubstantial Only, -30%; Melee Attack, C, 1, -20%; No Signature, +20%; Selectivity, +10%; Symptoms, Negated Advantage, Insubstantiality, 1/3 HP, limited by Accessibility, Only to banish astral foes, +200%) [8] Further levels add +1 damage [6].

Penetrating Blow

Hard

Default: Astral Sword-5; cannot exceed Astral Sword.

A successful hit provides Armor Divisor (2) – ignore half of your foe's DR. For an additional -5 penalty (which cannot be bought off), you get Armor Divisor (3) and can bypass 2/3 of it. Round the opponent's DR down. This is normally the only way to achieve this effect; astral armor does not usually have chinks.

Astral Travel

28/36/48/56/68/80 points for levels 1-6

Skill: Astral Travel (IQ/Hard).

By concentrating for a certain *activation time* (see table) and making a skill roll, you can send your mind onto the outer astral plane, forming an "astral body" there that follows the rules under *The Astral Plane* (p. 27). This leaves your physical body unconscious and helpless until you return. You do not bring any equipment with you. You may "clothe" yourself as you wish, but it offers no protection.

The Inner Astral Plane

The inner plane is perceived differently by everyone, as its form is shaped by the visitor's subconscious. Many see it as a microcosm of the universe – the blackness of space interspersed with (much closer than they appear) stars and galaxies, each representing a destination. Some see it as the inverse – as though they were microscopic beings in a giant living room, a beehive, or a shrubbery. Regardless, time passes here at 1/10 the rate elsewhere – a projector who spends five hours adventuring on the inner plane will emerge onto the outer plane a mere 30 minutes later.

Some of the places and things on the inner plane will be pulled directly from the character's mind. He may meet himself as a child or be attacked by his own fear in the form of a feral dog. If *another* psi is anywhere "nearby," representations from *his* subconscious may show up, which can be very confusing. However, just as many of the denizens and constructs there are native, often created and empowered by the belief of millions. Somewhere, Voodoo loa in the form of giant snakes move in and out of a split skull the size of a town. Elsewhere, Santa Claus commands an army of elves in a perpetual winterland. Angels abound,

some helpful, some vengeful. The inner plane should be depicted as a strange, unnerving place, where answers to many questions can be found, but not without risk.

Unlike the outer plane, the inner plane is too far removed from our world for projectors to snap back. Leaving requires successful use of the Astral Crossing psi technique. Failure means waiting or using the repeated attempt rules (p. 6), for a total of 3 FP per repeated attempt! If the projector's duration (see *Astral Travel*, pp. 28-29) runs out, he takes 1d of injury immediately, and a further 1d every five minutes until he escapes or dies.

Distance and movement on the inner astral plane are completely subjective. The GM should set any destinations and ranges as being a certain number of "effective yards" or "effective miles" away, even if the distances traveled seem to be light years or inches. Consider how long the trip would take for an average person, who moves 180 yards per minute if jogging or about 3 miles per hour if hiking. Remember the time dilation – if a trip should take an hour of real time, it should be about 30 effective miles away. Skilled projectors, and those with Astral Celerity (pp. 26-27), will make the trip in a shorter time, of course.

You may stay on the astral plane for a given *duration* (see table) before you automatically snap back into your body. (Exception: If you are on the inner astral plane or otherwise cannot snap back, you take 1d injury immediately and again every five minutes instead.) This duration is always measured in *real* time – every 10 minutes spent on the inner astral plane counts as one minute of actual use. Once you come back, your body must adjust to the change – you cannot project again for at least five minutes.

At level 6, you can remain astral indefinitely, though you must still sleep and your physical body requires food and drink. (See *Additional Astral Projection Abilities*, p. 30, for ways around this.) You may also jump right back into the astral plane without the five-minute wait.

Level	Act. Time	Duration
1	10 minutes	30 minutes
2	1 minute	30 minutes
3	1 minute	1 hour
4	4 seconds	1 hour
5	2 seconds	12 hours
6	1 second	Indefinitely

Statistics: Insubstantiality (Astral Projection, -10%; Ghost Air, +10%; Immediate Preparation Required, 10 minutes, -45%; Maximum Duration, 30 min, -25%; Nuisance Effect, Especially susceptible to psi static and mental fields, -5%; Projection, -50%; Substantial Communication, +40%) [16] + Invisibility (Accessibility, Only on the astral plane, -30%; Astral Projection, -10%; Substantial Only, -10%; Temporary Disadvantage, Mute with Substantial Only, -22%) [12]. Features: Ground Move is equal to skill/2 and appearance is fuzzy and translucent while insubstantial. Further levels only alter Insubstantiality, reducing Immediate Preparation Required to 1 minute [24 + 12], then reducing Maximum Duration to 1 hour [36 + 12], then replace Immediate Preparation Required with Takes Extra Time 2 [44 + 12], then reduce Takes Extra Time to 1 and Maximum Duration to 12 hours [56 + 12], and then remove Takes Extra Time and Maximum Duration [68 + 12].

Everyone perceives the inner astral plane differently.

Astral Crossing

Hard

Default: Astral Travel-8; cannot exceed Astral Travel.

Use this technique to cross over between the outer and inner planes. Astral Crossing is instantaneous; you don't need to maintain it every minute while on the inner plane.

Barrier Breaking

Hard

Default: Astral Travel-6; cannot exceed Astral Travel.

Astral Projection Perks

Astral Accessory: You have a piece of Signature Gear (bought separately) that you can bring with you when you use Astral Travel. This perk must be bought separately for each item, which must weigh BL lbs. or less.

Astral Awareness: You are always subconsciously aware of astral barriers, even when you are in the real world. You automatically know whenever you are in an area of Screaming (p. 25), within an expanded psionic field, etc.

Near-Death Projection: You can astrally project when you're dying from a mortal wound (p. B423). If you have Astral Travel, you can use it normally in this circumstance, with no activation time or skill roll. If not, treat yourself as having Astral Travel 1 and a skill of IQ-6 (plus Talent), but you can *only* project while mortally wounded. If you are successfully stabilized or healed, your duration ends immediately.

Projection Clock: You always know how long you've been projecting and exactly how much time you have left on the astral plane, down to the second. The time dilation of the inner plane never throws you off. This is redundant if you have Absolute Timing.

Retractable Cord: When you use Cloaking, you may also hide your silver cord. This prevents others from knowing from which direction you came, and it allows you to impersonate a native.

Subjective Navigator: You never get lost on the *inner* astral plane, no matter how weird and twisted a path you have to take. This is redundant if you have 3D Spatial Sense, but not if you just have Absolute Direction.

You can weaken the barrier between the outer astral plane and the real world. For the next minute, you can use any psionic abilities on subjects in the real world, at -3 to skill. The -3 penalty applies to the skills of the abilities being used (not to your Astral Travel skill) and cannot be bought off.

Cloaking

Hard

Default: Astral Travel-8; cannot exceed Astral Travel.

You can completely change your appearance, though your apparent size must remain the same (you couldn't pass as a giant dragon). You can use this in combination with Cross-World Communication (below) to make yourself look like a normal person to those in the real world, *or* you could make yourself so fuzzy that even specialized psi-cameras can't capture you. Your silver cord is unchanged.

Cross-World Communication

Hard

Default: Astral Travel-1; cannot exceed Astral Travel.

You can temporarily become visible and audible to those in the real world.

Piggyback

Hard

Default: Astral Travel-5; cannot exceed Astral Travel.

You can bring another person along with you. He must be willing and must remain in contact with you while you concentrate. For every additional -5 penalty (which *can* be bought off), you can bring another person. If you stop maintaining this technique, your piggybacked friends snap back.

ADDITIONAL ASTRAL PROJECTION ABILITIES

With the GM's permission, projectors can learn the following traits to increase how long they can journey onto the astral plane. None require a skill; these are all considered add-ons to the Astral Travel ability.

You know, I think what you need is a nice astral projection. Something to loosen you up.

– Uncle Cullen, *At Sachem Farm*

- Doesn't Eat or Drink (Astral Projection, -10%; Only while projecting, -10%) [8]
- Doesn't Sleep (Astral Projection, -10%; Only while projecting, -10%) [16]

The following trait requires no special modifiers to be an Astral Projection ability.

- Protected Power (Astral Projection, -10%) [5]. No skill needed. This is a passive ability.

In addition, the following advantages make good starting points for those who wish to build new Astral Projection abilities: Channeling; Detect; Innate Attack (with Insubstantial Only); Only on the astral plane, or Cosmic and World-Spanning); Medium; Possession; and See Invisible. Many defensive or passive traits can also fit; use Accessibility, Only on the astral plane (-30%) if they only apply to your astral body, or Accessibility, Only when projecting (-10%) if they apply to your real body as well.

ERGOKINESIS

This is the ability to sense and control electromagnetic (EM) energy. In many ways, it is the flip side of Psychokinesis (pp. 53-57), with EM energy instead of kinetic energy. It includes both subtle and not-so-subtle abilities, generally involving the control of electrons and photons. Its abilities can be divided into *Cyberpsi* (the manipulation of computers), *Electrokinesis* (direct control of electricity), and *Photokinesis* (directing photons to produce light effects). In some campaigns, these three divisions may be three completely separate powers – ask your GM.

Power Modifier: Every ability in this power has the limitation Ergokinesis, -10%. This reflects that it is part of this power, and that it uses the rules under *How Psi Works* (pp. 6-11).

CYBERPSI

Cyberpsi abilities allow the electrokinetic to interface directly with computer systems. Every ability below takes a penalty for the system's Complexity. This abstract number assumes a reasonable amount of protection (firewalls, encryption, etc.); the GM should throw in a small situational modifier for especially well-protected or unsecured systems.

Data Retrieval

8/14/16/26 points for levels 1-4

Skill: Data Retrieval (IQ/Hard).

You can retrieve files and information from any computer. Roll against skill for each attempt, with a penalty equal to the system's Complexity. Success lets you look at the most relevant file or piece of information. For example, you could ask for "the most recent budget file" or "a breakdown of how many users are on this system." Binary files won't make much sense to you without the Binary Translation technique, though. If you fail, you can try again (as a repeated attempt) but at a cumulative -2 penalty (until an hour has passed) to find that same file or datum.

At level 1, you must touch the computer or a network cable leading to it. At level 2, you can use Data Retrieval at range, with a -1 penalty per yard of distance. This penalty is replaced with normal range penalties (p. B550) at level 3 and long-distance modifiers (p. B241) at level 4.

Statistics: Mind Probe (Cybernetic Only, -50%; Ergokinesis, -10%) [8]. Further levels add Ranged and Short-Range 1 [14], then remove Short-Range 1 [16], and then add Long-Range 1 [26].

Binary Translation

Hard

Default: Data Retrieval-5; cannot exceed Data Retrieval.

Nontext files are translated for you as much as possible. You can look through picture files, hear sound files, interact with spreadsheets, read encrypted files, and so on.

Mirror

Hard

Default: Data Retrieval-10; cannot exceed Data Retrieval.

Instead of retrieving one file at a time, you make a compressed mental copy of the entire system. This takes an hour, after which you can make an unmodified skill roll at any time to search your copy. You can store a number of systems equal to your IQ.

I/O Tap

6/9/12/27 points for levels 1-4

Skill: I/O Tap (IQ/Hard).

You can monitor the input and output from a single system. Roll against skill, with a penalty equal to the system's Complexity (treat telephone lines and other simple systems as Complexity 1).

This gives you awareness of everything on the screen, everything typed on the keyboard, all sound being played or recorded, and all data coming in and out of any network line (though unless you use the Binary Translation technique, only things like e-mail and file names will make sense to you). If you fail, you can try again (as a repeated attempt) but at a cumulative -2 penalty until an hour has passed.

Range is as for Data Retrieval (p. 30).

Statistics: Mind Reading (Cybernetic Only, -50%; Ergokinesis, -10%; Melee Attack, C, -30%) [6]. Further levels replace Melee Attack with Short-Range 1 [9], then remove Short-Range [12], and then add Long-Range 1 [27].

Binary Translation

Hard

Default: I/O Tap-5; cannot exceed I/O Tap.

You know what pictures will look like and what programs will do, even if they're not displayed on the screen, and you can read encrypted files.

Netrunning

20/30/40/50/75/90/100 points for levels 1-7,
plus 7 points for each additional level

Skill: Netrunning (IQ/Hard).

You can project your mind into any computer system, taking it over completely. You must be touching the system, its housing, or a network line that connects to it. With Netrunning 1, you must concentrate for a full minute, then make a skill roll at a penalty equal to the system's Complexity. On a success, you may occupy the system for minutes equal to your margin of success, after which you must snap back and wait five minutes before going in again. Failure, however, means that there is a fundamental incompatibility between

you and the system; you may *never* try entering it again, unless you use the Adaptability technique.

While in the system, you can command it to do anything it is capable of, read its files (even if encrypted), and so on. You may communicate with systems on its network, and use Cyberpsi abilities as if you were touching those other computers. You have no awareness of the real world; your body is in a trance. You may snap back at any time with no roll required. Once you do, you must wait five minutes before entering that system again.

Your concentration time is reduced to four seconds at level 2, two seconds at level 3, and one second at level 4 (or higher). At level 5, you can stay in for minutes equal to *three* times your margin of success. At level 6, this becomes *six* times your margin of success. At level 7 and up, you can stay in for as long as you'd like *and* you don't have to wait five minutes before diving in again. At level 8, you can use Netrunning to take over a *second* networked system while you remain in the first one – in essence, you can send out a second “mind.” (And if you wish, you can then relinquish control of the first system, so you can take over a third one. This allows you to “leapfrog” through the net, two systems at a time.) Each additional level lets you dominate another system. Note that when you snap back to the real world, though, you snap back from *all* systems.

Statistics: Possession (Cybernetic Only, -50%; Ergokinesis, -10%; Full Memory Access, +10%; Immediate Preparation Required, 1 minute, -30%; Maximum Duration, Up to 10 minutes, -50%; Telecontrol, +50%) [20]. Further levels replace Immediate Preparation Required with Takes Extra Time 2 [30], then reduce Takes Extra Time to 1 [40], then remove Takes Extra Time [50], then reduce Maximum Duration to 30 minutes [75], then one hour [90], and then remove Maximum Duration [100]. Further levels add Duplication (Accessibility, Only while all “minds” are Netrunning, -10%; Digital, -60%; Ergokinesis, -10%) [+7/level].

Psi Technique: Jam

This is an *optional* rule. It assumes that mastery of a given ability includes the knowledge of how to shut that ability down in others. If allowed, Jam is a universal psi technique (like Hide Signature, p. 41) – it is available for *any* psionic ability that the GM feels could “cancel itself.” For example, Jam (Netrunning) could be used to stop someone else from using Netrunning. If you buy it up, you must get it separately for each ability.

Jam

Hard

Default: Any psionic skill-5; cannot exceed prerequisite level.

You can use this ability to stop someone else from using the same ability. This is similar to Interruption (p. 23), in that you negate one instance of the ability – you don't take the ability away from your opponent. The target psi or his subject must be within your range. If so, roll a

Quick Contest of your Jam technique *plus* your power level against your foe's skill *plus* power level. If you win, his ability is disrupted; he may try again on subsequent turns as a repeated attempt (p. 6).

Jam is intended for psi vs. psi conflicts. With GM's permission, you may be able to Jam non-psionic abilities that are built on the same advantage(s).

Example: Mark, an ESPer on the run from government agents, has Clairvoyance 8 (and the skill Clairvoyance-13). He knows that the ESPionage agent in the hotel across the street is looking for him, and Mark has spotted him through a window. Mark attempts to Jam the agent's Clairvoyance with his own. He pays 2 FP for the psi technique and rolls against Clairvoyance skill, at -5 for the psi technique, but +8 for his Clairvoyance power level, for a total of 16. The agent, who has Clairvoyance 6, and the skill Clairvoyance-14, rolls against an effective skill of 20 to resist. The agent wins, and may make the standard rolls for detecting psi (pp. 11-12) to realize what just happened.

Adaptability

Hard

Default: Netrunning-5; cannot exceed Netrunning.

If you fail to enter a computer system, you can use this technique to try again, but each attempt is at a permanent, *cumulative* -2 penalty (for that one system), which cannot be bought off. Success neither worsens nor erases this penalty.

Secondary Senses

Hard

Default: Netrunning-5; cannot exceed Netrunning.

You retain a vague awareness of the real world and may take actions, move about, etc. However, all rolls (including Sense rolls, active defenses, etc.) to do so are at -4.

Wireless

Hard

Default: Netrunning-4; cannot exceed Netrunning.

You do not have to touch the computer to get in. Apply normal range penalties (p. B550) to your skill roll. If it is over 15 yards away, use long-distance modifiers (p. B241) instead, at an extra -5 penalty.

Cyberpsi and Digital Minds

Cyberpsi abilities can be used on artificial intelligences, including characters with the Digital Mind trait. In such a case, the system resists Cyberpsi intrusions with its Will, *instead* of the psi taking a Complexity penalty. (At the GM's discretion, hard-science AIs may resist with Computer Operation instead.)

Cyberpsi is a natural fit for psionic computers. Fiction is full of AIs who can take over other systems at a distance, even without a network. While no other explanation may be needed in an *Atomic Horror* game, it can be worked into a pseudo-realistic setting with some technobabble – just add “a custom multi-channel SQUID, a full-spectrum EM reproduction kit, and completely self-controlled surge suppression and redirection capability,” and you can justify almost any Cyberpsi ability!

Remote Control

10/15/20/45 points for levels 1-4

Skill: Remote Control (IQ/Hard).

You can order around a computer (or computer-controlled machine). Make a skill roll with a penalty equal to the Complexity of the computer. If successful, it will obey your mental commands for as long as you concentrate, and then for minutes equal to your margin of success after you stop concentrating. If you fail, the system automatically locks you out; you must wait 24 hours before trying to Remote Control it again.

Range is as for Data Retrieval (p. 30).

You are at -1 to use this ability for every computer already under your control, *cumulative* with the normal penalties for multiple feats (p. 6).

Statistics: Mind Control (Cybernetic Only, -50%; Ergokinesis, -10%; Melee Attack, C, -30%) [10]. Further levels replace Melee Attack with Short-Range 1 [15], then remove Short-Range 1 [20], and then add Long-Range 1 [45].

Reprogramming

Hard

Default: Remote Control-5; cannot exceed Remote Control.

You can temporarily reprogram the computer you're in, effectively adding Amnesia, Delusions, Vows, etc. Roll against this technique with the penalties above, *plus* -1 per -5 points of disadvantages being added. They last for days equal to your margin of success (and are permanent on a critical success). If you take an hour *and* an additional -4 penalty (which can be bought off), the duration is automatically permanent.

ELECTROKINESIS

These abilities all involve electricity control. The degree to which a subject can be affected by electricity should be reflected in a task difficulty modifier (p. B345). For example, Radar Sense should get a small bonus to detect an all-metal target, Lightning should get a +2 bonus to hit a grounded opponent (e.g., standing in salt water or wearing plate armor), Confuse should take a -2 penalty to affect a well-insulated subject (e.g., wearing rubber shoes), etc. Those who prefer simplicity can ignore this and treat everyone as equally fair game.

Confuse

15/18/21/26 points for levels 1-4, plus
26 points for each additional level

Skill: Confuse (Will/Hard).

You can interrupt the synapses in someone's brain, mentally stunning him. Roll a Quick Contest of skill vs. his HT. If you win, he is stunned for one second, after which he can make a HT roll each second to snap out of it.

At level 1, you must make skin-to-skin contact to use Confuse. At level 2, any touch will do. At level 3, you can use your ability at range; your skill roll is at -1/yard. At level 4, apply normal range penalties (p. B550) instead. Each additional level imposes a -1 penalty on the subject's HT rolls, both to resist and to snap out of it once stunned.

Statistics: Affliction 1 (HT; Contact Agent, -30%; Ergokinesis, -10%; Malediction 1, +100%; Melee Attack, C, No Parry, -35%; No Signature, +20%) [15]. Further levels remove Contact Agent [18], then Melee Attack [21], then improve Malediction to 2 [26], and then add further levels of Affliction [26/level].

Blue Screen

Hard

Default: Confuse-5; cannot exceed Confuse.

You can Confuse any machine that uses electricity.

Daze

Default: Confuse-6; cannot exceed Confuse.

If successful, the subject is dazed (p. B428) for *minutes* equal to your margin of victory, after which he is stunned and can roll to snap out of it normally.

Dampen

12 points/level

Skill: Dampen (IQ/Hard).

You can stop the flow of electricity in an area completely. The area can have a radius in yards equal to your Dampen level, and you must be adjacent to it or within it. This requires a skill roll and lasts for as long as you concentrate; there is no resistance roll. Batteries in the area are not drained; this ability just stops electricity from flowing while in use. Machines will not necessarily be damaged, though computers may lose data from being shut down rapidly, electric cars will lose control or stop, and so on. Characters with the Electrical disadvantage can try *Diving for Cover* (p. B377) to get out of the area as you activate this ability. If they cannot, they fall unconscious!

Statistics: Control Electricity (Ergokinesis, -10%; Only to insulate, -30%) [12/level].

Projection

Hard

Default: Dampen-4; cannot exceed Dampen.

You can affect an area at a distance. Apply normal range penalties (p. B550) to your skill roll. If it is over 15 yards away, use long-distance modifiers (p. B241) instead, at an extra -5 penalty. If your roll fails due to the range penalty but would have succeeded without it, use the *Scatter* rules (p. B414).

EK Shield

4 points/level

Skill: EK Shield (IQ/Hard).

You can partially or completely divert incoming energy attacks. This affects fire, beam weapons, and lightning (among other things) but has no effect on mental or purely physical attacks (including weapons wielded or items thrown by TK). Every time you are hit by an energy attack, roll against your skill. Success provides DR equal to your EK Shield level. In a situation where you're under constant "attack" (i.e., being trapped in a fire), roll once per minute. This is a passive ability.

Statistics: Damage Resistance (Ergokinesis, -10%; Force Field, +20%; Limited, Energy, -20%; Requires IQ Roll, -10%) [4/level].

Expansion

Hard

Default: EK Shield-5; cannot exceed EK Shield.

You can use your ability to protect others, though this *halves* your effective level (round down). Success expands your coverage to a two-yard radius for a minute. Double this radius, cumulatively, for every 5 points by which you make your (modified) skill roll.

Suppression

Hard

Default: EK Shield-5; cannot exceed EK Shield.

Your effective shield level is *halved*, but it also grants its DR against damage from Innate Attacks that use Cosmic or Malediction, as long as they involve energy of some sort. This includes Cryokinesis (pp. 55-56), Pyrokinesis (pp. 56-57) – and Surge (p. 34), if it matters. If you combine this technique with Expansion (above), your effective level is quartered. Always round down.

Electric Vision

8/12 points for levels 1-2

Skill: Electric Vision (Per/Hard).

You can see electrical currents as glowing outlines. This makes it easy to detect hidden electronic devices and traps. Electric lines are visible through a few inches of cover (dry-wall, wood, soil, etc.). Make a skill roll, with penalties for range (p. B550) and any vision penalties (e.g., darkness) to use this ability.

At level 1, you must actively use Electric Vision to notice anything. At level 2, it becomes a passive sense; the GM will make skill rolls for you to notice unusual or out-of-place electric fields.

Statistics: Detect (Electric Fields; Ergokinesis, -10%; Vision-Based, Weaker Variant, -10%) [8]. The next level adds Reflexive [12].

Deep Scan

Hard

Default: Electric Vision-8; cannot exceed Electric Vision.

You can see electrical lines through even metal or stone walls, up to a foot thick.

Lightning

12 points/level

Skill: Lightning (IQ/Hard).

You can coax electricity out of a source and redirect it at a target. This requires – and is limited by the potential of – a nearby power source: An extra-large battery (not a mere car battery!) can support a 2d bolt. A standard household outlet can provide up to 3d. An apartment complex or factory's main box can handle 6d. A power pole transformer is worth 12d; while a city generator has no effective limit.

Make a skill roll to attack, using the *combined* range to the source and to the target. The attack does 1d burn damage per level, and has Acc 3, Range 50/100, RoF 1. Any conductive metal armor protects as DR 1, regardless of its actual DR. Living beings that take damage must roll HT, at -1 per 2 points of damage taken, to avoid being stunned. Electrical devices that take damage over 1/3 their HP must make a HT roll or shut down for seconds equal to the margin of failure (or until repaired, on a critical failure).

GMs may wish to set a maximum power level for this advantage. Alternatively, the rules for *Arms Control* (*GURPS Powers*, p. 138) can be applied.

Statistics: Burning Attack 1d (Based on IQ, +20%; Ergokinesis, -10%; Environmental, Sufficient sources of electricity, -20%; Increased 1/2D x5, +10%; Nuisance Effect, Uses combined range, -10%; Side Effect, Stunning, +50%; Surge, Arcing, +100%) [12/level].

Particle Beam

Hard

Default: Lightning-7; cannot exceed Lightning.

You can focus the electricity into a charged particle beam. All armor (not just conductive metal armor) protects against this with 1/5 its normal DR.

Thunderbolt

Hard

Default: Lightning-4; cannot exceed Lightning.

Instead of tapping into a normal power source, you can draw lightning from an electrical storm! You and the target must both be standing under an active (i.e., already producing lightning) storm cloud. Ignore the range to the cloud; apply range penalties only to the target. Treat the lightning bolt as an overhead (p. B107) attack. An electrical storm has no limit on power level.

Radar Sense

12 points for level 1, plus 2 points for each additional level

Skill: Radar Sense (Per/Hard).

You emit and analyze a radar signal that can substitute for sight. This covers a 120° arc in front of you (as for normal vision) and ignores darkness penalties. You must make a skill roll each minute to use this, and another to make out fine details (such as individual faces). You can see through light clothing and brush, giving +3 to skill to spot concealed objects. Radar Sense does not work underwater.

Find your range on the *Psionic Range Table* (p. 22), but using your level+3 (e.g., at level 1 you can see out to 10 yards). Your emissions can be detected by radar detectors at 1.5 times this distance, though at -4 to skill unless they are specifically calibrated for “electrokinetic radar.”

Statistics: Imaging Radar (Cannot switch off LPI, -5%; Ergokinesis, -10%; LPI, +10%; Reduced Range 1/10, -30%; Requires Per Roll, -5%) [12]. Further levels remove Reduced Range and add Increased Range, one level at a time [+2/level].

Extended Arc

Hard

Default: Radar Sense-8; cannot exceed Radar Sense.

You can scan an arc greater than 120°. Choose before attempting this technique: You can scan a 240° arc (see Peripheral Vision, p. B74) at full range, or you can scan a 360° arc (see 360° Vision, p. B34) at 1/100 normal range.

Lock-On

Hard

Default: Radar Sense-2; cannot exceed Radar Sense.

You lock onto a target with your radar, giving you detailed targeting information. Any aimed attack you make against this target (until it escapes your Radar Sense or you lock onto a new target) is at +3.

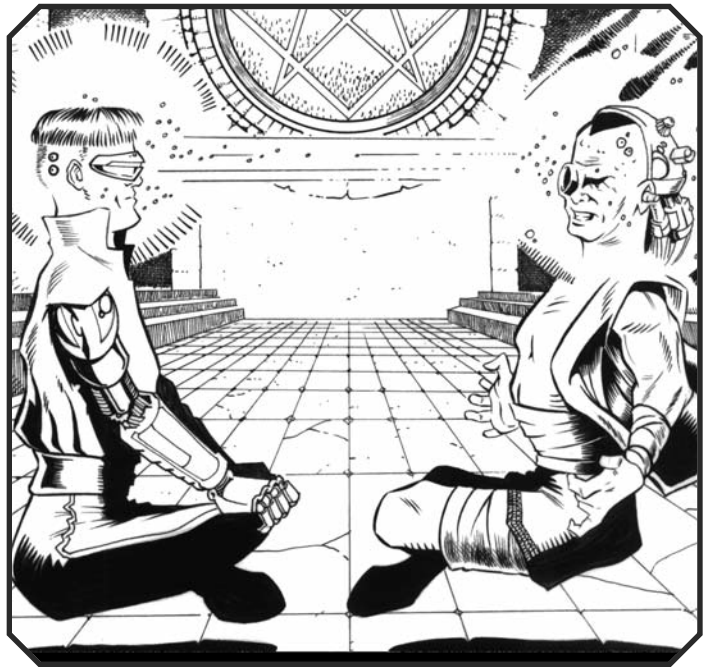
Surge

11 points/level

Skill: Surge (Will/Hard).

You can subtly short out any electrical system you can see (or otherwise know the exact location of). Make a skill roll, with normal range penalties (p. B550) to the system. On a critical success, the device shorts out automatically until repaired. Otherwise, it resists with HT.

If you win, roll 1d per level of Surge. If the total rolled is over 1/3 of the system's HP, it must make a HT roll to avoid shorting out for seconds equal to the margin of failure (or until repaired, on a critical failure). Ignore the target's DR completely!



Statistics: Burning Attack 1d (Accessibility, Only on Electrical, -20%; Based on HT, +20%; Ergokinesis, -10%; Malediction 2, +150%; No Signature, +20%; No Incendiary, -10%; No Wounding, -50%; Surge, +20%) [11/level].

Mass Surge

Hard

Default: Surge-7; cannot exceed Surge.

You can selectively affect any systems in a two-yard radius. You may double this radius, cumulatively, for every 5 points by which you make your (modified) skill roll.

PHOTOKINESIS

These abilities are potent against most other humans, but have less of an effect on animals or other beings that rely more on senses other than vision.

Flash

22 points for level 1, plus 5 points for each additional level

Skill: Flash (Will/Hard).

You can focus all ambient light into an “explosion” that emanates from a single point, dazzling or blinding those nearby. It cannot be used if the darkness penalty is -10, as there is no light to focus! Make a skill roll, at normal range penalties (p. B550) to the focal point. Critical failure blinds you for one minute, in *addition* to any other effects! Anyone within range (see below) of the flash must make a HT roll, with a penalty equal to your original margin of success, and a bonus equal to his distance from the focal point in yards. Protected Vision adds +5, and anyone with Blindness or who had already stated he had his eyes closed is immune. Failure by less than 5 means the subject is stunned (dazzled) for one second, after which he can roll against HT every second to recover. Failure by 5 or more (or a critical failure) blinds him for minutes equal to the margin of failure.

At level 1, everyone within two yards of the flash’s focal point must roll to resist. Every additional level *doubles* this range. There is no way to distinguish friend or foe, though you may always choose to scale down your range.

Example: Bob, with Flash 4 and the skill Flash-15, is accosted in an alley by three thugs, standing in a line, two yards apart. Bob tones his power down to a two-yard range and centers his Flash on the middle thug, five yards away. His effective skill is 13; he makes it by 3. The center thug must thus make a HT-3 roll to avoid the effects, while the two other thugs (at +2 for distance from the focal point) must make HT-1 rolls.

Statistics: Affliction 1 (HT; Area Effect, 2 yards, +50%; Disipation, -50%; Ergokinesis, -10%; Environmental, Light, -10%; Malediction 2, +150%; Nuisance Effect, Blinded on critical failure, -5%; Secondary Disadvantage, Blindness, +10%; Variable, Area of effect, +5%; Vision-Based, -20%) [22]. Further levels add Area Effect, one level at a time [+5/level].

Overwhelm

Hard

Default: Flash-4; cannot exceed Flash.

You squeeze every millisecond out of the Flash. Anyone who fails to resist is stunned for 10 seconds (after which he can make a HT roll every 10 seconds to recover) or blinded for (margin of failure × 10) minutes.

Hologram

10/13/15/18/20/23/25/28/30/33 points for levels 1-10*

Skill: Hologram (IQ/Hard).

You can rearrange the photons in a two-yard area to produce believable, moving illusions. It cannot be used if there is *no* light (i.e., darkness penalty -10). This requires constant concentration and a skill roll. Note the amount you succeed by; onlookers can make a Per roll, at a penalty equal to your margin of success, to notice something wrong or “off” with your hologram. This roll should be modified by how believable the illusion is based on the situation. In particular, add +4 to disbelieve an hologram of something that would normally make noise. Success means the person is not fooled – but this does not make the illusion go away!

Ergokinesis Perks

EVP: You can generate “electronic voice phenomena” – electronic signals that microphones pick up as sounds – without actually speaking. This does not let you create sounds you wouldn’t be able to make with your mouth (though the Mimicry advantage (p. B68) and skills (p. B210) can get around this). However, it gives you +2 to Singing when using an electronic microphone (you can “double” yourself) and allows you to speak into a walkie-talkie silently. You must be touching the microphone.

Interface: You can use a computer just by touching it. This only works on computers that normally have some sort of input device. The perk gives you no special hacking ability, but it’s useful if you cannot get to the keyboard – and it looks *really* cool.

Light Amplification: You can focus light, to remove all darkness penalties in an area with a radius of (10 + current darkness penalty) yards. For example, if the current darkness penalty is -4, you could light up a six-yard radius.

Phreaker: You can touch any phone cable and talk as if there was a phone at that location. Regular charges may still apply! This is readily detectable and makes a lousy bug.

Power Source: You can provide energy for small electronics, as long as they remain in contact with your skin.

You can power devices that use Tiny or Extra-Small batteries (or AA power cells) indefinitely. Those that use Small batteries (or A power cells) cost 1 FP per hour per device. Replacing Medium batteries (or B power cells) requires 1 FP per minute per device. You cannot activate larger devices and under no circumstances can you power an energy weapon. See *GURPS High-Tech* (p. 13) for batteries and *GURPS Ultra-Tech* (p. 18) for power cells.

Static Control: You can manipulate static electricity within *feet* (not yards) equal to your Will. This can let you get someone’s attention (but not damage or stun him) with a shock, slowly (about four inches per second) move things that weigh no more than a postage stamp, or damage a computer’s memory *if* you can see the inside of the case. Roll IQ (plus Talent) to use this perk.

Universal Remote: You can control any device as if you had its remote control in your hand. Of course, this has no effect on devices that don’t use a remote.

Note that Accessory can be used to create many new EK perks, just as it was used for Interface (keyboard/mouse), Light Amplification (lantern), Phreaker (phone), and Universal Remote (remote control).

Realize that you can make things appear but not disappear. For example, if your friend was sitting on the sidewalk, you could cover him up with a hologram of a mailbox, but you could not make the sidewalk appear empty. This ability includes the creation of shadow by moving photons away.

Your holograms do *not* necessarily glow in the dark, but they can if you wish – this ability makes a great flashlight. If the darkness penalty is -5 or worse, you can even use this to weakly “flash” everyone in the area of effect. They must roll against HT (apply the modifiers for Flash, p. 35, but those with Protected Vision are immune) or be at -4 to Vision rolls for 1d seconds.

Find your range on the *Psionic Range Table* (p. 22), using your level+2. For example, at level 5, your range would be 100 yards. You can create holograms at very short ranges if necessary, but any hologram you cannot see (e.g., because you’re inside it) is “disbelieved” at +2, as it’s harder to pin down details.

* This is an open-ended ability. Further levels cost 2 points for *odd* levels and 3 points for *even* levels, continuing the progression shown.



Statistics: Illusion (Ergokinesis, -10%; Environmental, Light, -10%; Nuisance Effect, Range is actually 5 yards, -10%; Ranged, +40%; Reduced Range 1/10, -30%; Requires IQ Roll, -10%; Visual Only, -30%) [10]. Further levels remove Nuisance Effect [13], and then remove Reduced Range, followed by adding Increased Range, one level at a time [+2.5/level].

Broad Spectrum

Hard

Default: Hologram-6; cannot exceed Hologram.

Your holograms will fool all forms of enhanced vision, including Hyperspectral Vision, Infravision, Ultravision, and even Ladar. True Sight (p. 25) will still see through it, as will any ability that does not rely upon light to “see” (e.g., Awareness, Radar Sense).

Increased Size

Hard

Default: Hologram-5; cannot exceed Hologram.

Your area of effect becomes four yards across instead of two. You may double this radius, cumulatively, for every 5 points by which you make your (modified) skill roll.

Independent

Hard

Default: Hologram-4; cannot exceed Hologram.

You can hand off control of your illusion to your subconscious mind. This frees you from having to concentrate to maintain it. Moving holograms can still “react” in basic, pre-determined ways (e.g., an illusionary plant would sway when the wind blows), but you must concentrate to make significant changes.

Photorefraction

5 points/level*

Skill: Photorefraction (IQ/Hard).

You can warp light in your immediate vicinity, causing it to wrap around you. At lower levels, this blurs your image. At higher levels, it makes you invisible. This requires a skill roll every minute. This reaches to a two-yard radius around you. With care, you can include a few friends as well.

Subtract your level from any attempts to see you using normal vision or infravision; there is no resistance roll. Even if someone *does* manage to see you, subtract your level from any attack roll against you that relies on vision to hit. At level 10, you are effectively invisible; use the rules on p. B394 instead.

You can see perfectly while using this ability. This is completely unrealistic, as the refraction should prevent light from reaching you. In a pseudo-realistic campaign, you may be required to take the Blocking variant (see below).

* The variant Photorefraction (Blocking) costs 4 points/level. The Vision and combat penalties from your ability apply to you as well – at level 10, you are blind!

Statistics: Obscure (Vision; Defensive, +50%; Ergokinesis, -10%; Extended, Infravision, +20%; Requires IQ Roll, -10%; Stealthy, +100%) [5/level]. The variant Photorefraction (Blocking) removes Defensive [4/level].

Broad Spectrum

Hard

Default: Photorefraction-4; cannot exceed Photorefraction.

As for the Hologram technique (above). This version of Broad Spectrum is easier because the ability already affects infrared vision.

Expansion

Hard

Default: Photorefraction-5; cannot exceed Photorefraction.

You can increase your area of effect to a four-yard radius instead of two. You may double this radius, cumulatively, for every 5 points by which you make your (modified) skill roll.

Reactive Use

Hard

Default: Photorefracton-4; cannot exceed Photorefracton.

You can turn this ability on as a free action, even on someone else's turn. Useful when the security guard suddenly walks into the room as you're going through files.

ADDITIONAL ERGOKINESIS ABILITIES

The following traits require no special modifiers to be Ergokinesis abilities. Note that the vision-based abilities augment existing vision (as opposed to adding a new sense), which is why they do not require a skill.

- Hyperspectral Vision (Ergokinesis, -10%) [23]. No skill needed. The "Extended" enhancements fit this power as well.

- Infravision (Ergokinesis, -10%) [9]. No skill needed.
- Protected Power (Ergokinesis, -10%) [5]. No skill needed; passive ability.
- Protected Vision (Ergokinesis, -10%) [5]. No skill needed; passive ability.
- Ultravision (Ergokinesis, -10%) [9]. No skill needed.

In addition, the following advantages make good starting points for those who wish to build new Ergokinesis abilities: Affliction (either for stunning, Blindness, or any effect with Accessibility, Only on Electrical); Burning Attack; Control Electricity or Light; Damage Resistance (to Energy, Electricity, or Light); Detect (any electromagnetic energy); Digital Mind; Duplication (with Digital); Illusion; Invisibility; Obscure; Protected Sense (Scanning Sense or Vision); Radiation Tolerance; Scanning Sense; See Invisible; and Telecommunication (Infrared, Laser, or Radio). Furthermore, many of the abilities listed at the end of *Additional Telepathic Abilities* (p. 71) make sense if given the Cybernetic Only limitation.

ESP

Extra-Sensory Perception (ESP) abilities involve knowledge gained without using the normal five senses. This power is the most commonly claimed by those who consider themselves psis, and it is the one that some argue *everyone* possesses on a certain level. At the GM's option, any character with Common Sense, Danger Sense, or Intuition might be a latent psi, capable of buying further abilities in this power. (If so, the GM may require the character to add the ESP power modifier to those advantages, retroactively.)

Power Modifier: Every ability in this power has the limitation ESP, -10%. This reflects that it is part of this power, and that it uses the rules under *How Psi Works* (pp. 6-11).

DIVINATION

Divination abilities give a psi a glimpse into the future or the past.

Combat Sense

24 points/level

Skill: Combat Sense (IQ/Hard).

You can sense incoming attacks. The GM will make a skill roll for any ambush or surprise attack. On a success, you get an active defense against it, with a bonus equal to your Combat Sense level. In combat, roll against your skill each turn; your

margin of success is how many of your defenses get the same bonus that turn. For example, if you had Combat Sense 3 and made your skill roll by two, your first two defenses that turn would get a +3 bonus.

Statistics: Combat Reflexes (Active defense and "freeze" benefits only, -20%; ESP, -10%; Requires IQ Roll, -10%) [9] + Danger Sense (Only to detect surprise attacks, -20%; Based on IQ, +20%) [15]. Further levels add Defense Bonus (ESP, -10%; Requires IQ Roll, -10%) [24/level]. Defense Bonus is a meta-trait from *GURPS Supers* (p. 34).

Prognostication

18/23/28/33/38/43/48/53/58/63/68/73/78
points for levels 1-13

Skill: Prognostication (IQ/Hard).

You can read a person's future (including your own). This requires concentration, during which you must be able to touch the subject. On a success, you get a vision – usually about the most important thing involving the subject in the next week. Unless using the Directed psi technique, you have no control over the vision; you may be worried about the upcoming election, yet instead receive a warning that an important stock will be falling. Repeated attempts in a short time will usually just show the same vision.

There is no future. There is no past. Do you see? Time is simultaneous, an intricately structured jewel that humans insist on viewing one edge at a time, when the whole design is visible in every facet.

– Dr. Manhattan, *Watchmen*

At level 1, this requires 10 minutes of concentration *and* costs 2 FP. The fatigue cost drops to 1 FP at level 2, and to 0 FP at level 3. Concentration time drops to five minutes at level 4; two and a half minutes at level 5; 75 seconds at level 6; 40 seconds at level 7; 20 seconds at level 8; 10 seconds at level 9; five seconds at level 10; three seconds at level 11; two seconds at level 12; and one second at level 13.

Statistics: Precognition (Active Only, -60%; ESP, -10%; Reliable 8, +40%) [18]. Further levels add Reduced Fatigue Cost 1 [23], then 2 [28], and then Reduced Time, one level at a time [+5/level].

Directed

Hard

Default: Prognostication-5; cannot exceed Prognostication.

You can ask for a vision about a specific event. If the event is not predestined to happen, you may receive a blank vision.

Retrocognition

14/20/30/40 points for levels 1-4

Skill: Retrocognition (IQ/Hard).

You can touch an object or enter an area and read its past. Make a skill roll. Your margin of success determines how far back you can read. Success by 1 gives you a time frame of the past 10 days, by 2 gives 100 days, by 3 gives three years, by 4 gives 30 years, by 5 gives 300 years, and so on. Failure means you must wait 24 hours before trying to read it again. You will experience sensations related to the most emotionally charged event to happen to it (or within it) in the given time frame, *if* such an event exists.

At level 1, you receive very vague information: a rough sense of the events that happened, the emotions involved, and an idea of when it occurred. On a critical success, you receive actual visions – random, blurry flashes of the event. At level 2, you also get useful information regarding the item or the place itself (e.g., when the murder happened or that this place was an illegal “bathtub gin” production house). At level 3, you receive visions even on a normal success. At level 4, these visions are clear and straightforward; you can essentially watch the events unfold as they did many years ago. The GM determines the field of vision, however – for example, to avoid short-circuiting a murder mystery, the vision may come from the perspective of the murderer himself.

Statistics: Psychometry (Active Only, -20%; ESP, -10%) [14]. Further levels add Sensitive [20], then Visions [30], and then replace Visions with Immersive [40].

Distant Use

Hard

Default: Retrocognition-4; cannot exceed Retrocognition.

You can use your Retrocognition on an object or place that you can see, but cannot touch or enter. Apply normal range penalties (p. B550) to this roll.

Event Search

Hard

Default: Retrocognition-5; cannot exceed Retrocognition.

You can search for a specific event or type of event, instead of your Retrocognition automatically focusing on the most emotional one. A critical failure blocks that information (from this subject) permanently, in addition to other effects.

Retrocognitive Flashbacks

10/16/26/36 points for levels 1-4*

Skill: Retrocognition (IQ/Hard).

This is the opposite of Visions (p. 39) in some ways – you sometimes receive flashes of things that happened in the past! When you are in an area or touching an object with very strong emotional “vibes,” the GM will make a skill roll for you. If successful, you receive a flood of sensations tied to the most emotionally charged event in the given time frame. On a failure, you will not receive any information and the GM will not roll again (for this object or place) for 24 hours. This is a passive ability.

The time frame you can read and the type of information gained is as for Retrocognition (above). If you have both abilities, use your Retrocognition level for all purposes.

* If you have the Retrocognition ability (above), the cost for Retrocognitive Flashbacks becomes a flat 6 points.

Statistics: Psychometry (ESP, -10%; Passive Only, -60%; Reliable 4, +20%) [10]. Further levels add Sensitive [16], then Visions [26], and then replace Visions with Immersive [36]. Psis with Retrocognition just remove Active Only and add Reliable 4, Limited with Passive Only (+8%) to their Psychometry.

Signature Sniffer

4/9/18/28 points for levels 1-4*

Skill: Psi Sense (Per/Hard).

You can detect psychic residue – the energy left by past psi use. This takes a second of concentration, after which the GM will roll against your skill, applying penalties for range (p. B550) and time (use long-distance modifiers, p. B241, substituting “days” for “miles”) to the nearest use of psi.

On a success, you gain the same information as you would have if you had been using the same level of Psi Sense (p. 41) at the time. In addition, at level 1 or 2, you have an estimate of time; the GM will tell you which line of the *Long-Distance Modifiers* chart applies. At level 3 or 4, you know the time precisely.

* If you have the Psi Sense ability (p. 41), the cost for Signature Sniffer becomes a flat 5 points. Use your Psi Sense power level, but with these rules. However, Signature Sniffer is never a passive ability; it is always used actively.

Statistics: Detect (Psionic Activity; ESP, -10%; Time-Spanning, Past Only, -0%; Vague, -50%) [4]. Further levels remove Vague [9], then add Precise, Nontargeting [18], and then Analyzing [28]. Psis with Psi Sense just add Time-Spanning, Past [+5] to Detect (Psionic Activity).

Exclusion

Hard

Default: Psi Sense-2; cannot exceed Psi Sense.

As for the Psi Sense technique (p. 41).

Increased Range

Default: Psi Sense-5; cannot exceed Psi Sense.

As for the Psi Sense technique (pp. 41). This does not change your penalties for time – only for physical range to the nearest use of psi.

REMOTE SENSES

With these abilities, an ESPer can witness things despite distance or barriers. Some people call all Remote Senses “clairvoyance,” though that version only represents part of the group.

Hard

Awareness

9 points for level 1, plus 2 points for each additional level

Skill: Awareness (Per/Hard).

You have a psychic awareness of your immediate vicinity. This sixth sense extends to a 120° arc in front of you (as for normal vision), but it is unrelated to any of your other senses. It works even if you are blinded, ignores darkness penalties (even in total darkness), etc. Find your range on the *Psionic Range Table* (p. 22). Anyone with Psi Sense (p. 41) can detect this ability (while in use) at *twice* that range. Make a skill roll each minute to use Awareness, as well as to make out fine details, notice clues, etc.

Visions

This ESP Divination ability does not come in levels – it comes in different “flavors.” These are all subsets of the same ability, however, and psis can upgrade from one to the other as easily as they can increase the power of their other psionic abilities. Also see Visions (Aspected Dream) (*ESP Perks*, p. 42).

The skill for these subabilities is Visions (IQ/Hard). In all cases, the GM will roll for you when you encounter a person, place, or situation that may inspire a vision. There are no psi techniques; this is a passive ability.

to travel, or to work). You sometimes receive visions involving that type of event. This ability includes Danger Sense, but only for appropriate attacks.

* If these visions are overwhelming – as for Visions (Overwhelming), below – this ability costs only 5 points.

Statistics: Precognition (ESP, -10%; One Event, -40%; Passive Only, -20%) [8]. Overwhelming adds Backlash, Stunning [5].

Visions (Dream)

5 points

You receive visions while you sleep. These may be related to you or to anyone you met or any place you visited during the previous day.

Statistics: Precognition (Dreaming, -70%; ESP, -10%; Passive Only, -20%) [5].

Visions (Second Sight)

5 points

You sometimes receive flashes of visions when you encounter a person or situation. These never include any attacks on you or your friends, though violent images are not precluded.

Statistics: Precognition (Can't See Own Death, -60%; ESP, -10%; Passive Only, -20%) [5]

Visions (Aspected)

8 points*

Choose one specific type of event when buying this ability (e.g., events related to you personally, to love, to death,



Visions (Overwhelming)

15 points

Visions will fly into your head without warning, drowning out the world and leaving you reeling. After a vision, you are mentally stunned and may make a skill roll to recover each second. This ability includes Danger Sense: If you are in personal danger, you will be given at least two seconds of warning, giving you a chance to snap out of it *and* inform those around you before the attack comes.

Statistics: Precognition (Backlash, Stunning, -10%; ESP, -10%; Passive Only, -20%) [15].

Visions (Full)

18 points

You are granted visions at appropriate times, with no side effects. This ability includes Danger Sense.

Statistics: Precognition (ESP, -10%; Passive Only, -20%) [18].

Statistics: Extra-Sensory Awareness (ESP, -10%; Nuisance Effect, Actual range is 1 yard, -10%; Reduced Range 1/10, -30%; Requires Per Roll, -5%) [9]. Further levels remove Nuisance Effect [11], and then remove Reduced Range, followed by adding Increased Range, one level at a time [+2/level].

Deep Scan

Hard

Default: Awareness-5; cannot exceed Awareness.

You can “see” *inside* or *through* things. Your awareness passes through up to a foot of normal matter to see beyond it.

Extended Arc

Hard

Default: Awareness-8; cannot exceed Awareness.

You can scan an arc greater than 120°. Choose before attempting this technique: You can scan a 240° arc (see Peripheral Vision, p. B74) at full range *or* you can scan a 360° arc (see 360° Vision, p. B34) at 1/100 normal range.

*Hello! They're not
seizures – they're visions.
I'm psychic.*

*– Mr. Duff,
Grey's Anatomy*

Clairaudience

13 points for level 1, plus 5 points
for each additional level

Skill: Clairvoyance (IQ/Hard).

You can project your sense of hearing to a distance from your body. This uses the same rules and range as Clairvoyance (below), except that there will rarely be a need to change facing.

* If you have the Clairvoyance ability (below), the cost for Clairaudience becomes a flat 5 points. Use the rules and level for Clairvoyance, as though you were also using the Audio technique without incurring the FP cost, skill penalty, or any other negative effects.

Statistics: Clairsentience (Clairaudience, -30%; ESP, -10%; Fixed Range, -5%; Reduced Range 1/10, -30%) [13]. Further levels remove Reduced Range and then add Increased Range, one level at a time [+5/level]. Psis with Clairvoyance just remove Clairvoyance from their Clairsentience [+5].

Blind Projection

Hard

Default: Clairvoyance-5; cannot exceed Clairvoyance.

As for the Clairvoyance technique (below).

Fast Activation

Hard

Default: Clairvoyance-7; cannot exceed Clairvoyance.

As for the Clairvoyance technique (p. 41).

Secondary Senses

Hard

Default: Clairvoyance-4; cannot exceed Clairvoyance.

As for the Clairvoyance technique (p. 41).

Visual

Hard

Default: Clairvoyance-3; cannot exceed Clairvoyance.

You can see as well as hear, as though you were using Clairvoyance at the same time. This vision can see in absolute darkness; ignore all darkness penalties.

Clairvoyance

13 points for level 1, plus 5 points
for each additional level

Skill: Clairvoyance (IQ/Hard).

By concentrating for one minute and making a skill roll, you can displace your sense of sight to a distance from your body. Find your distance on the *Psionic Range Chart* (p. 22); at low levels, this is useful for seeing through walls into the next room, while at higher levels, you can see things happening across town. If you cannot see where your new viewpoint will be, your skill roll is at -5.

Once successful, it is as if your head was fixed in place at the new viewpoint: You can observe the scene as though you were really there. If the viewpoint is in a vehicle, it moves with the vehicle normally. Otherwise, you may concentrate for one second and make a skill roll to move the viewpoint (with a Move up to your range in yards per second) and/or change facing.

While your sight is displaced, you can see nothing (and hear nothing, if using the Audio technique) at your existing location, making you very vulnerable! Returning your senses requires a skill roll (one try per second) – it is *not* automatic.

Statistics: Clairsentience (Clairvoyance, -10%; ESP, -10%; Fixed Range, -5%; Normal Sight, -20%; Reduced Range 1/10, -30%) [13]. Further levels remove Reduced Range and then add Increased Range, one level at a time [+5/level].

Audio

Hard

Default: Clairvoyance-1; cannot exceed Clairvoyance.

You can project your sense of hearing as well as vision.

Blind Projection

Hard

Default: Clairvoyance-5; cannot exceed Clairvoyance.

This technique allows you to buy off the penalty for projecting your sight to an unseen location. It does *not* require any FP cost and causes no extra penalty on a critical failure.

Dark Vision

Hard

Default: Clairvoyance-2; cannot exceed Clairvoyance.

You can ignore all vision penalties for lighting, and you can even see in absolute darkness (including inside hollow objects) while using Clairvoyance.

Fast Activation

Hard

Default: Clairvoyance-7; cannot exceed Clairvoyance.

You can initiate Clairvoyance with only one second of concentration.

Secondary Senses

Hard

Default: Clairvoyance-4; cannot exceed Clairvoyance.

You can switch your focus between your projected viewpoint and your immediate environment, and you are somewhat aware of both at all times. All rolls (Sense rolls, defense rolls, etc.) for whichever location you are not prioritizing are at -4.

OTHER ABILITIES

Each of these abilities grants some form of specialized awareness or sense.

Psi Sense

8/13/22/32 points for levels 1-4

Skill: Psi Sense (Per/Hard).

You can sense nearby psionic activity. This is a passive sense, though it can also be used actively, if you suspect you may have missed something. The GM rolls against your skill (minus range penalties, p. B550) whenever anyone near you uses or is the target of psi. On a success, you are aware of it. Note that Psi Sense does not allow you to follow up with a psionic ability of your own; it is not a “targeting sense.”

At level 1, you only know that something psionic is going on nearby. Level 2 gives you the direction to the nearest use of psi *and* allows you to follow-up with a second skill roll to determine which ability is in use. Level 3 also gives you the distance, precisely narrowing down where the user or subject is. Level 4 lets you know which ability is in use (automatically); a follow-up skill roll tells you whether you’re picking up the psi or the subject.

Statistics: Detect (Psionic Activity; ESP, -10%; Reflexive, +40%; Vague, -50%) [8]. Further levels remove Vague [13], then add Precise, Nontargeting [22], and then Analyzing [32].

Exclusion

Hard

Default: Psi Sense-2; cannot exceed Psi Sense.

You may omit any *known* psionic effects from your search, and/or limit your search to a certain type of psi (e.g., “ESP use,” “Retrocognition on a place”).

Increased Range

Hard

Default: Psi Sense-5; cannot exceed Psi Sense.

Your Psi Sense uses long-distance modifiers (p. B241) instead of range penalties.

Psidar

9/14/19/29 points for levels 1-4

Skill: Psidar (Per/Hard).

You can tell when psis are nearby, even when they’re not using their powers. This ability is distinct from (and complements) Psi Sense (above), as Psidar cannot detect the use of psi abilities and cannot be relied on passively. When you use it, the GM rolls against your skill, minus range penalties (p. B550) to the nearest psi, in secret. If the psi has a Mind Shield (pp. 66-67), its level is applied as a penalty *and* he resists with his Mind Shield skill. On a success, you learn the information below and can use any ranged abilities against him even if you cannot see him.

Successful use of Psidar 1 reveals that there is a psi nearby – nothing more. You *may* target him with maledictions, but you do not necessarily know whom you are attacking. Psidar 2 reveals his direction; you may also follow up with a second skill roll (with no range penalties) to determine what powers the psi knows. Psidar 3 reveals the precise location (distance *and* direction) of the psi, as well as allowing a follow-up roll for more information. Psidar 4 provides the exact location of the psi *and* details about what powers he knows with a single roll. Additional rolls (with no range penalties) can then be made for each power, to determine which specific abilities he has.

Statistics: Detect (Psis; ESP, -10%; Lock-On, +50%; Vague, -50%) [9]. Further levels remove Vague [14], then replace Lock-On with Precise [19], and then add Analyzing [29].

Psi Technique: Hide Signature

This is a universal psi technique – it is available for *any* active psionic ability. It muffles the “signature” that your psi leaves, making it harder to detect with Psi Sense (above), Signature Sniffer (pp. 38-39), Telereceive in some situations (see *Inside a Crowded Mind*, p. 12), or any other such method. As usual, it may be combined with any other psi technique for no extra FP cost – just add the penalty for Hide Signature on as well.

You can choose how much of a penalty to take. For -1 to skill, any attempts to detect your psi are at -4. For -2 to skill, such attempts are at -8. Moreover, if you take -3 to skill, your psi use is undetectable via supernatural means! Note that this has no effect on the mundane rolls for *Detecting Psi* (pp. 11-12).

This is a separate technique for each ability. Buying off the penalty for Hide Signature (Telesend) doesn’t remove the -3 penalty to use Hide Signature (Psychic Hunches).

Extended Range

Hard

Default: Psidar-5; cannot exceed Psidar.

Your sweep uses long-distance modifiers (p. B241) instead of normal range penalties.

Psychic Hunches

14/29/36/51 points for levels 1-4

Skill: Psychic Hunches (IQ/Hard).

You have a knack for guessing correctly. At level 1, you can ask the GM to roll for you when confronted with multiple choices, exactly as for Intuition (p. B63).

At level 2, you can roll yourself. If you make your roll by enough to beat the Intuition penalty, the GM will tell you the best option possible, though not why it is the best option. If you fail, nothing bad happens. Critical failures follow the standard rules (*Results*, pp. 6-7) but will never feed you misinformation.

At level 3, a successful roll tells you not only the best choice, but also the safest way to handle or approach it. For example, if a crook is hiding in one of three buildings, succeeding by 2 or more might tell you, "He's in the middle building. But don't carry any flame and watch out for gunplay; it's a chemical factory."

Level 4 is identical to level 3, but your Psychic Hunches are now a passive sense. The GM rolls for you when important decisions come up, even if you don't think to ask.

In all cases, you only get one roll per situation. If the situation changes *significantly*, you may get another roll, at the GM's option.

Statistics: Intuition (ESP, -10%) [14]. Level 2 adds Inspired [29]. Level 3 is Intuition (ESP, -10%; Inspired, +100%; Link, +10%) [30] + Common Sense (Active, -40%; ESP, -10%; Link, +10%) [6]. The Active limitation is borrowed from Luck. Level 4 is Common Sense (Conscious, +50%; ESP, -10%; Link, +10%) [15] + Intuition (ESP, -10%; Inspired, +100%; Link, +10%; Reflexive, +40%) [36].

Shared Hunches

Hard

Default: Psychic Hunches-5; cannot exceed Psychic Hunches.

You can touch another person and allow him to experience your vision. This can be an effective way to communicate it quickly (one second) and quietly . . . or to convince someone.

Seekersense

7/13/18/29 points for levels 1-4

Skill: Seekersense (Per/Hard).

You can "home in" on anyone or anything, provided you have a piece of it (or something deeply connected to it) to attune to. Attuning requires a successful skill roll, modified by what you're synchronizing yourself with. A piece of the subject (e.g., a man's hair or blood, a car's muffler) provides +2; something deeply personal (e.g., a toddler's security blanket) or a photograph provides +0; anything created or used by the subject (e.g., a writer's book, a person's clothing) provides -2; and a fresh trail (e.g., footprints, an oil leak) provides -4. It takes (4d minus the margin of success) seconds to focus yourself.

ESP Perks

Card Sharp: You have an uncanny knack for guessing what cards someone is holding. This lets you "pass" a Zener card test with an IQ (plus Talent) roll and gives +1 to Gambling when playing a card game.

Dowsing: You can locate sources of potable, underground water. This requires a forked stick or pendulum and an hour of slowly walking around the area. The GM will make a Per (plus Talent) roll for you, minus normal range penalties to the closest large, underground reservoir. Success only tells you that it's nearby; you must dowse repeatedly to narrow the location down. Alternatively, the GM can roll once per full day of dowsing. If successful, you have located the water. With GM's permission, you can take this perk for other substances (e.g., Dowsing (Oil)), but in all cases, it only locates large, underground reserves of the substance – Dowsing (Gold) won't help you find missing jewelry.

Exposition Sense: When you sit down with the newspaper, radio, or TV to try to find news relevant to your current situation, you will always discover it on the first try – if it exists. Additionally, when receiving communications (memos, voice mail, email, etc.), you can quickly pick the important one(s) out of the junk mail, spam, etc. This useful ability is a mere perk because it is as much a convenience for the GM as it is for the player.

Forecast: Your Meteorology/Weather Sense (p. B209) rolls to predict the weather take half the normal time penalties. If someone is controlling the weather supernaturally, you will realize this on a successful roll, but you will not know whom.

Insider Glance: You can intuitively tell what's wrong with certain machines or systems. Halve all haste penalties (p. B346) when diagnosing a problem (only); this lets you make an instant diagnosis at only -5 to skill! When you take this perk, you must specialize in Armoury, Electronics Repair, or Mechanic skills – for example, Insider Glance (Mechanic) would affect the use of *all* Mechanic specialties.

Know-It-All: You can predict things, but only a fraction of a second before they happen (e.g., you could call out the lotto numbers without looking as they're being drawn on TV). This is mainly useful for impressing people who don't notice that you're always a little late with your predictions, but it gives +1 to Driving or Running in a cold-start race (you know when the gun's about to go off) or to Fast-Draw for classic "high noon" duels.

Visions (Aspected Dream): A weak combination of *Visions (Dreams)* and *(Aspected)* (p. 39) – you can get visions while sleeping, but only for one specific aspect. This perk *does* take a skill (*Visions*, IQ/Hard) or the GM can roll your IQ-6 default (plus Talent) each night.

Once attuned, you can make a skill roll to track down the subject. This takes normal range penalties (p. B550). On a success, you know the direction, though not the distance, to your attuned subject. If you have freedom of movement, you can attempt to triangulate its position. As a rule of thumb, once you've moved more than half the distance to the target, and made 1d successful rolls, the GM should give you the *approximate* distance.

At level 2, once you've attuned to something, you can search for that "type" of thing. For example, you could attune to a writer and then search for nearby writers, or attune to a glass of fresh water and search for nearby fresh water. At level 3, your follow-up skill rolls take long-distance modifiers (p. B241) instead of normal range penalties. At level 4, you may attune to a subject *automatically* and taking only one second to do so, as long as you have *anything* even *remotely* related to that subject to focus on.

Statistics: Super-Memorization 1 (5) (ESP, -10%; Limited, Trait, Detect, -50%; Requires Per Roll, -5%) [7]. Further levels increase the slot to 10 points [13], then 15 points [18], and then replace Super-Memorization with Slotted Cosmic Power and replace Requires Per Roll with Nuisance Effect, Must have something related to subject (-5%) [29].

Pinpoint

Hard

Default: Seekersense-10; cannot exceed Seekersense.

On a successful roll, you divine the *exact* location of your attuned subject. Remember to apply distance penalties to this roll!

Spirit Communication

8/13/18/28 points for levels 1-4

Skill: Spirit Communication (IQ/Hard).

You can communicate with spirits. Make sure spirits exist in your setting before taking this ability! Make a skill roll every minute to maintain the connection.

At level 1, you can speak with any spirit you share a language with. At level 2, you don't need to share a language. At level 3, you not only can speak with them, you also can see them clearly. At level 4, the spirits you're speaking with can manifest visually, allowing *everyone* to see them.

Statistics: Medium (ESP, -10%; Requires IQ Roll, -10%) [8]. Further levels add Universal [13], then Visual [18], and then Manifestation [28].

Channeling

Hard

Default: Spirit Communication-8; cannot exceed Spirit Communication.

You can allow a spirit to "borrow" your body, so it can draw pictures, speak with others, etc. Treat this as a use of the Channeling advantage (p. B41).

True Sight

15/19 points for levels 1-2

Skill: True Sight (Will/Hard).

As for the True Sight Anti-Psi ability (p. 25). As an ESP ability, Anti-Psi and psychotronics can affect it, hence the cost difference.

Statistics: See Invisible (Psionic; Accessibility, Cannot see astral, -30%; ESP, -10%; Requires Will vs. Skill Roll, Variant, -15%; True Sight, +50%) [15]. The second level removes Accessibility [19].

ADDITIONAL ESP ABILITIES

The following traits require no special modifiers to be ESP abilities.

- Common Sense (ESP, -10%) [9]. *Skill:* Common Sense (IQ/Hard). Passive ability. *Psi Technique:* Conscious (skill-5): As for the enhancement in **GURPS Powers** (p. 45).
- Danger Sense (ESP, -10%) [14]. *Skill:* Danger Sense (Per/Hard). Passive ability.
- Illuminated (ESP, -10%) [14]. *Skill:* Illumination (IQ/Hard). Always ask your GM before taking this!
- Oracle (ESP, -10%) [14]. *Skill:* Oracle (IQ/Hard).
- Protected Power (ESP, -10%) [5]. No skill needed; passive ability.
- Racial Memory (ESP, -10%) [14 or 36]. *Skill:* Racial Memory (IQ/Hard). *Psi Technique:* Immersive (skill-5): As for the enhancement in **GURPS Powers** (p. 70).

In addition, the following advantages make good starting points for those who wish to build new ESP abilities: 360° Vision; Clairsentience; Dark Vision; Detect (Supernatural beings *or* Psionics); Intuition; Medium; Parabolic Hearing; Penetrating Vision; Precognition; Protected Sense (Scanning Sense); Psychometry; Scanning Sense (Extra-Sensory Awareness *or* Para-Radar); See Invisible; and Telescopic Vision.

PROBABILITY ALTERATION

Paranormal researchers refer to this power as *Micro-PK* (short for *Micro-Psychokinesis*). It is the psychic phenomenon thought most likely to exist, especially in the form of Adjustment (p. 44). Its abilities involve making countless minor, subtle psychokinetic alterations to the environment, which build to a measurable effect. Those who show potential for this ability train on random number generators, trying to

force them to produce a certain value. In a less realistic game, more cinematic abilities exist, of course . . .

Power Modifier: Every ability in this power has the limitation Probability Alteration, -10%. This reflects that it is part of this power, and that it uses the rules under *How Psi Works* (pp. 6-11).

Probability Alteration Perks

Good Neighbor: You bring minor luck to the NPCs around you. Their cars break down less often, they win a little more from lottery tickets, and so on. This gives you a +1 reaction from anyone you've lived near or worked with for over six months, as they subconsciously realize the connection.

Karma Bank: Every time you roll a critical failure, you get a "karma point." You can spend *one* karma point later, before rolling, for +1 to any skill or damage roll. Every critical success you roll removes one unspent karma point (no effect if you have none). All unspent points are lost at the end of each game session.

Loaded Dice: You can manipulate random number generators (including dice) to make a specific value come up about thrice as often as it should. This impresses parapsychologists and gives you +1 to Gambling when playing games of pure chance (e.g., roulette).

Lucky Break: Once ever, you can move any success roll up one step, where the steps are critical failure, failure, success, and critical success. Then this perk (and the character point spent on it) disappears! This can be cheaper than *Influenc-*

ing Success Rolls (p. B347), but it must be bought in advance and only psis with Probability Alteration abilities or Talent can do so. It can be bought multiple times.

Misfire Master: Weapons in your hand have their Malfunction (p. B407) number increased by 1, with Malf. 18 becoming no Malf. number. Make sure your GM will be using the (optional) Malfunction rules before taking this perk! This does not affect advantages with the Unreliable (Malfunction) limitation.

Moneyclip Magnet: You have a knack for finding loose bills and coin on the street. This lets you support yourself as if you had a job appropriate to your Wealth and TL (p. B517), *if* you spend 40 hours a week at it.

Shopper's Blessing: You tend to skip over merchandise destined to spoil or break easily. In the grocery store, you get the best apples in the crate, and in the electronics store or car dealership, you rarely get a lemon. You save 5% on your cost of living due to reduced maintenance and replacement costs. If an NPC is trying to sneak poor merchandise past you *in play*, the GM should give you +1 to any rolls to notice it, but that's all – your blessing only goes so far.

Adjustment

10/14/18/22/26/30/34/38/42 points for levels 1-9

Skill: Adjustment (IQ/Hard).

With sufficient concentration time, you can affect the outcome of an event. This is most effective when you have control over the situation and awareness of how every variable (especially other people) will be acting.

At level 1, this requires 10 minutes of concentration. This drops to four minutes at level 2, one minute at level 3, 30 seconds at level 4, 15 seconds at level 5, eight seconds at level 6, four seconds at level 7, two seconds at level 8, and one second at level 9.

After concentrating on one specific action (which can be an action either you or a friend is taking), make a skill roll. If successful, the action gets a bonus. The amount of the bonus depends on the situation, including factors that may be known only to the GM.

If you do not have to take anyone's actions into account (e.g., trying to break into a safe when everyone is asleep) or the only people present are your allies *and* you know every one of their actions in advance, the bonus is +1 for every point by which your skill roll succeeded (minimum +1). Note that this is uncommon and is usually difficult to arrange.

If minor fluctuations exist in the situation, either because your teammates must improvise or because other (uninvolved) people are present, but no one is actively working against you, the bonus is +1 for every *two* points by which you succeeded (minimum +1).

If anyone present is aware of you, your group, or your plan, and is working against you in any way, the bonus is +1 for every *three* points by which you succeeded (minimum +0).

Statistics: Visualization (Immediate Preparation Required, 10 minutes, -45%; Probability Alteration, -10%)

[5] + Visualization (Blessing Only, +0%; Immediate Preparation Required, 10 minutes, -45%; Probability Alteration, -10%) [5]. Further levels replace Immediate Preparation Required with Takes Extra Time 2 [7 + 7], then remove Takes Extra Time [9 + 9], and then add Reduced Time, one level at a time [+2/level each]. Note that the two Visualization advantages are required to allow the Cursing psi technique.

Cursing

Hard

Default: Adjustment-10; cannot exceed Adjustment.

You can turn probability *against* someone. This is harder to do, as you cannot usually account for your enemy's actions. If you somehow can do so (either through Telepathy or advance knowledge), the penalty to their action is -1 for every two points of success. Otherwise, it's -1 per three points of success.

Coincidence

27 points/level

Skill: Coincidence (IQ/Hard).

You can arrange a semi-believable coincidence. Every level of Coincidence allows you to do this once per game session as a free action. The GM will assign a penalty to your roll based on the unlikeliness of your request. For example, if you're desperate for money, asking to find a big sack full of \$20 bills on the street would be -10 to skill, while asking to find someone's ATM card with his PIN written on the back would be -4. Once you know the modifier, you can choose whether to roll. If you do roll, a successful skill roll brings about the coincidence.

Note that it is legal to use extra effort (p. 7) with this ability to get extra coincidences per session.

Statistics: Serendipity (Probability Alteration, -10%; Requires IQ Roll, -10%; Wishing, +100%) [27/level].

Combat Sense

As for the ESP ability (p. 37), except that you avoid the attacks through luck (instead of forewarning). Additionally, the power modifier is Probability Alteration instead of ESP.

Curse

22/24/26/28/30/32/34/36/38 points for levels 1-9

Skill: Curse (Will/Hard).

You can drastically unbalance someone's karmic field, turning fate against him. This requires skin-to-skin contact and a Quick Contest of your skill against his Will. If you win, things immediately begin going *horribly* wrong for him. Birds may fly into his head at full speed, the fuel line at the gas pump bursts just as a smoker flicks a lit butt his way, and so on.

To find the duration of the Curse, multiply your margin of victory by six seconds at level 1 (short, but long enough to be dangerous in a combat), by one minute at level 2, by three minutes at level 3, by 10 minutes at level 4, by 30 minutes at level 5, by 100 minutes at level 6, by five hours at level 7, by 16 hours at level 8, and by two days at level 9.

Karmic forces are risky to play with. If you critically fail while using this ability, or the victim critically succeeds, you Curse *yourself* (as if you had been cursed and lost by 1), in addition to any other effects.

Statistics: Affliction 1 (Will; Based on Will, +20%; Contact Agent, -30%; Disadvantage, Cursed, +75%; Malediction 1, +100%; Melee Attack, C, -30%; Nuisance Effect, Cursed on a critical failure, -5%; No Signature, +20%; Probability Alteration, -10%; Reduced Duration 1/10, -20%) [22]. Further levels remove Reduced Duration [24] and then add Increased Duration, one level at a time [+2/level].

Delayed Effect

Hard

Default: Curse-5; cannot exceed Curse.

You can set the Curse to not take effect until a certain time, or until a certain event happens (e.g., "only if he tries to attack me"). At that point, it starts, and it lasts for its full duration.

Remove Curse

Hard

Default: Curse-1; cannot exceed Curse.

Use this to end the Curse before its duration lapses. You must make skin-to-skin contact with the victim (again).

Second Chance

12/24/36/48 points for levels 1-4

Skill: Second Chance (IQ/Hard).

You can reroll an action, potentially turning failure into success. You may use Second Chance immediately after any success or damage roll you make. Roll against your Second Chance skill. Success lets you reroll the success or damage roll *twice*, taking the best result of the three. You may also use this ability to make an opponent reroll a successful attack against you, twice, and take the *worst* result. You may not "share" your luck with anyone – to do so, use the Transference technique (below).

Once you use this ability, you must wait for a certain amount of *real-world* time before using it again. Level 1 recharges in 60 minutes. Level 2 recharges in 30 minutes. Level 3 recharges in 20 minutes. Level 4 recharges in 10 minutes. Successful use of extra effort (p. 7) boosts your level just long enough to recharge at the new rate. In a cinematic game, GMs *may* allow two higher "virtual levels" (reachable with extra effort *only*) that recharge in five minutes or two minutes.

If two psis try to use Second Chance on the same roll, make a Quick Contest of skill, rerolling any ties; the winner gets to affect the roll. If Second Chance and normal Luck are in the same situation, roll a Quick Contest of Second Chance skill vs. the IQ of the Luck user, instead.

Statistics: Luck (Probability Alteration, -10%; Requires IQ Roll, -10%) [12]. Further levels upgrade Luck to Extraordinary [24]; then Ridiculous, adding Only usable every 20 minutes instead of 30 (-20%) [36]; then remove that limitation [48].

Transference

Hard

Default: Second Chance-10; cannot exceed Second Chance.

You can allow someone *else* to use your Second Chance. You must have witnessed the action to be rerolled.

Weather Control

22 points/level

Skill: Weather Control (IQ/Hard).

With a great deal of concentration, you can induce changes in the weather. You can affect the weather within a (0.1 × level)-mile radius, centered on yourself. You must concentrate for one hour, then succeed at a skill roll. The weather system is chaotic and difficult to control, however. No matter how high your skill, on any roll of 14 or higher, your ability fails and the weather ends up doing the opposite of what you wanted or has no change at all (GM's call).

If you succeed, the Weather Control ability lets you produce effects that give -1 or +1 per level to rolls that would be helped or hindered by the weather. You decide from what type of weather the penalty or bonus is coming, such as snow, a lightning storm, wind, hail, fog, and so on.

Example: With Weather Control 3, you could turn a breezy calm into a downpour that gave -3 to Vision, -3 to driving rolls, +3 to firefighting rolls, etc. You could also do the reverse, turning a storm that was inflicting -5 to driving and vision rolls into a light rain only causing a -2 penalty. Alternatively, you could produce hail that did 1d-6 (0.2), plus your level, crushing damage to everything in the area.

Any change is possible, though the GM is free to reduce your effective level for especially unlikely changes (e.g., rain during a drought might halve your level, while snow in the summer may quarter it or be flatly impossible).

The weather change lasts for as long as you continue to concentrate. Once you stop, it reverts back to normal over the next few minutes. It's not possible to affect the probabilities of a system this huge while it's still in flux – after you stop concentrating, you must wait at least two hours before attempting to use this ability again, whether you were successful or not.

Statistics: Each level is Control Weather 1 (Emanation, -20%; Immediate Preparation Required, 1 hour, -75%; Natural Phenomena, +100%; Probability Alteration, -10%; Takes Recharge, Two Hours, -10%; Unreliable, Malf. 14, -15%) [14] + Control Weather 2 (Does not increase area of effect, -50%; Emanation, -20%; Immediate Preparation Required, 1 hour, -75%; Natural Phenomena, +100%; Probability Alteration, -10%; Takes Recharge, Two Hours, -10%; Unreliable, Malf. 14, -15%) [8].

Faster Onset

Hard

Default: Weather Control-8; cannot exceed Weather Control.

You can bring about the weather change by concentrating for four minutes instead of an hour. The change still requires constant concentration to maintain.

Unsupervised Change

Hard

Default: Weather Control-10; cannot exceed Weather Control.

You set up the weather change so skillfully that you don't have to continue to concentrate, leaving you free to do other

things. After the initial hour, if you succeed at this technique, *instead of* making a normal skill roll, your changes will last (on their own) for 30 minutes times your margin of success. You cannot cancel the changes once started. This still counts as an ability "in use" (see *Multiple Feats*, p. 6).

ADDITIONAL PROBABILITY ALTERATION ABILITIES

The following traits require no special modifiers to be Probability Alteration abilities.

- Protected Power (Probability Alteration, -10%) [5]. No skill needed; passive ability.
- Wild Talent (Probability Alteration, -10%) [18/level]. No skill needed; instead, Probability Alteration Talent adds to the skill granted.

In addition, the following advantages make good starting points for those who wish to build new Probability Alteration abilities: Affliction (for luck or curses); Control (for chaotic natural systems); Detect (for curses, blessings, etc.); Enhanced Defenses; Luck; Serendipity; Super Luck; and Visualization.

PSYCHIC HEALING

These abilities involve healing oneself and others, including HP recovery and long-term care for the body. Its existence (or belief in its existence) arguably predates other psionic powers. Tales of fakirs, mystics, and faith healers date to the dawn of the written word.

Psychic Healing includes abilities to buttress and improve the psi's body, as well as abilities aimed at helping and healing others. In some settings, it makes sense to split this into two different powers: *Biokinesis* (pp. 72-73) and *Psychometabolism* (p. 75).

Power Modifier: Every ability in this power has the limitation Psychic Healing, -10%. This reflects that it is part of this power, and that it uses the rules under *How Psi Works* (pp. 6-11).

Aura Reading

4/7/13/16/22 points for levels 1-5

Skill: Aura Reading (IQ/Hard).

You can perceive the basic life force that permeates all human beings. At level 1, it takes eight hours to read an aura – the equivalent of a day spent running tests. At level 2, it takes an hour, much like a doctor visit. At level 3, it requires only 10 minutes. At level 4, it takes one minute. At level 5, it entails just a second of concentration.

After concentrating, make a skill roll, at -1 for every yard of distance to the subject. (Willing subjects will usually allow the full +3 for additional contact; see p. 6.) Success reveals the aura. This counts as a successful Diagnosis roll. It also tells you how many HP and FP your patient has remaining, if he has any diseases or infections, and vague information about his emotional state (e.g., "happy," "angry").

A second, follow-up skill roll (taking one second, regardless of power level) reveals more details. This includes specific disease names (or details on what it does, for new or unnatural illnesses); subtle, long-term problems; and as much detail as Emotion Sense (p. 58) would reveal. This second roll counts as a battery of lab tests, including medical imaging, for all purposes (see *GURPS Bio-Tech*, p. 127, for more).

You can continue to monitor the subject's aura without any additional concentration required, until you have to concentrate on something else or are distracted (e.g., injured or attacked) and fail a Will-3 roll.

Statistics: Detect (Humans; Analysis Only, -50%; Analyzing, +100%; Immediate Preparation Required, 8 hours, -90%; Psychic Healing, -10%; Short-Range 1, -10%; Vision-Based, Reversed, -20%) [4]. Further levels reduce Immediate Preparation Required to one hour [7], then 10 minutes [13], then one minute [16], and then remove it [22].

Xeno-Reading

Hard

Default: Aura Reading-5; cannot exceed Aura Reading.

You can read the auras of nonhumans as well, including animals and aliens (and fantasy humanoids, if the setting considers them a separate race).

Cure

18 points for level 1, plus 6 points for each additional level

Skill: Cure (IQ/Hard).

You can restore the health of others (but not yourself). This takes a second of concentration, direct skin-to-skin contact with the subject, and a skill roll. Your skill is at a cumulative -3 penalty for every *successful* use on the same subject within 24 hours, at a flat -2 penalty if the patient is unconscious, and at an additional modifier to cure disease (see below). Failure costs you 1d FP, while critical failure also does 1 point of injury to the patient, in addition to any other effects.

Curing injuries cost 1 FP for every 2 HP (or fraction thereof) healed. Any successful healing will stop bleeding. Diseases are usually harder: Your skill roll is at a modifier set by the GM, from +1 for a common cold to -15 for bone marrow cancer. If successful, the FP cost is equal to twice the absolute value of the penalty, minimum 1. For example, if a kidney infection causes a -3 penalty to skill, the cost to cure it would be 6 FP.

Every level past the first reduces the final FP cost (for success or failure) by one. The kidney infection above would only cost 2 FP for a psi with Psychic Healing 5. This does *not* reduce the FP cost to use a psi technique.

Statistics: Healing (Contact Agent, -30%; Psychic Healing, -10%) [18]. Further levels add Reduced Fatigue Cost, one level at a time [+6/level].



Cure Affliction

Hard

Default: Cure-6; cannot exceed Cure.

You can negate the effects of an affliction (p. B428), whether inflicted by an attack or by natural causes. This roll is at an *extra* -1 per *full* +50% the target effect is worth as an enhancement to Affliction (which cannot be bought off), and has a FP cost equal to twice this penalty (minimum 1 FP), in addition to the 2 FP for being a psi technique.

Heal Limb

Hard

Default: Cure-6; cannot exceed Cure.

You can fix a crippled limb if you heal the HP that caused the injury (one try only). This psi technique does *not* cost 2 FP to use, and no additional penalties are incurred for critically failing.

Restore Limb

Hard

Default: Cure-10; cannot exceed Cure.

You can regenerate a missing limb if you heal the HP that caused its removal (one try only). This is a normal psi technique, unlike Heal Limb.

Self-Healing

Hard

Default: Cure-5; cannot exceed Cure.

You can heal yourself.

Xenohealing

Hard

Default: Cure-4; cannot exceed Cure.

You can heal any living thing on Earth. For an additional -6 penalty (which can be bought off), you can even heal aliens, zombies, sentient energy clouds, etc.

Cure Disease

6 points/level

Skill: Cure (IQ/Hard).

This is a limited version of Cure (pp. 46-47). You can remove diseases, using the rules under Cure, but cannot heal injuries. You may “upgrade” from this ability to full Cure at any time for 12 character points.

Cure Disease can use the same psi techniques as Cure, with the exception of Heal Limb and Restore Limb.

Statistics: Healing (Contact Agent, -30%; Disease Only, -40%; Psychic Healing, -10%) [6]. Further levels add Reduced Fatigue Cost, one level at a time [+6/level].

Cure Injury

**12 points for level 1, plus
6 points per additional level**

Skill: Cure (IQ/Hard).

This is a limited version of Cure (pp. 46-47). You can heal injuries, using the rules under Cure, but cannot cure diseases. You may “upgrade” from this ability to full Cure at any time for 6 character points.

Cure Injury can use the same psi techniques as Cure, with the exception of Cure Affliction.

Statistics: Healing (Contact Agent, -30%; Injuries Only, -20%; Psychic Healing, -10%) [12]. Further levels add Reduced Fatigue Cost, one level at a time [+6/level].

Psychic Healing Perks

Healing Bond: You have a special insight into one person's body and aura. Your penalties for healing this patient (for difficult diseases or multiple attempts, not for the feats under *Getting Tricky*, pp. 7-11) are halved; round down. You may buy this perk multiple times for different patients, but not for yourself.

Life Support: With constant concentration, you can keep a mortally wounded patient stabilized (p. B424) until surgery can be performed. If you stop concentrating, he goes back to mortally wounded status (p. B423) immediately. You may stop and reestablish Life Support on a patient multiple times, but he rolls for death once for every 30 cumulative minutes without it – using this perk for a few seconds every 15 minutes won't guarantee his survival.

Natural Doctor: You can perform medical skills with no equipment at -5 to skill, and with improvised equipment at no penalty.

Pharmaceutical Probe: You can tell if a prescription or over-the-counter drug is expired, contaminated, a placebo, etc., by holding it in your hand. This takes one minute of concentration and a Pharmacy (any) roll, plus Talent, at -4 if you are not familiar with the drug.

Postmortem: With a minute of close examination and a Forensics (plus Talent) roll, you can accurately identify the time and cause of death of any corpse less than two days old. For older corpses, apply a penalty from the *Size and Speed/Range Table* (p. B550), reading "yards" as "days."

Psychic Surgery: By making skin-to-skin contact with a patient, you can perform surgery without making incisions. This does not reduce the time required or offset any of the skill penalties, including the -10 (-5 if you have Natural Doctor) for lack of equipment. It guarantees a sterile environment, avoids leaving a bloody mess to clean up, allows for safe surgery on hemophiliacs, and so on. The patient's recovery time is unchanged.

Soothing Touch: You can relieve someone's distress with your touch, easing his emotions and pain. This requires constant concentration on your part. While touched, the subject gets +1 on any self-control rolls (for his disadvantages) and on any roll to recover from being stunned.

In addition to the above, many healers have Sanitized Metabolism (p. B101).

Disease Shield

15/17/19/21/23/25/27/29 points for levels 1-8

Skill: Disease Shield (Will/Hard).

You can temporarily protect someone from all diseases. This requires a successful skill roll and skin-to-skin contact with a willing (or unaware) subject – anyone who chooses to resist can do so automatically. The target makes an immediate HT roll. If successful, he is completely immune to disease while the shield lasts. This will cure any disease with a fixed number of resistible cycles (like a common cold), if the protection lasts for at least one of the disease's cycles. Other diseases in the subject's system are merely suppressed for the duration.

To determine the duration, multiply the subject's margin of success (on his HT roll) by one minute at level 1, by three minutes at level 2, by 10 minutes at level 3, by 30 minutes at level 4, by 100 minutes at level 5, by five hours at level 6, by 16 hours at level 7, and by two days at level 8.

You can give yourself a Disease Shield, but it counts as a Psychic Healing ability in use for the purpose of multiple feat penalties (p. 6), while shields given to others do not.

Statistics: Affliction 1 (HT; Advantage, Immunity to Disease, +100%; Contact Agent, -30%; Melee Attack, C, -30%; No Signature, +20%; Psychic Healing, -10%) [15]. Further levels add Extended Duration, one level at a time [+2/level].

Delayed Effect

Hard

Default: Disease Shield-5; cannot exceed Disease Shield.

The duration does not begin until the subject actually is exposed to a disease. When that happens, make another roll against your (unmodified) skill. If successful, the psychic

shield recognizes it and activates. If not, it has a chance to infect him.

Life Extension

9 points for level 1, plus 12 points for each additional level

Skill: Life Extension (IQ/Hard).

You can retard the aging process within your body. This requires a skill roll each year. If successful, the past year does not count toward your biological age. On a critical success, you can choose to lose up to 1d extra years as well, but critical failures age you 2d years, in addition to the normal effects.

At level 2 and up, you can prevent aging in others. You can affect (level-1) people simultaneously, but you must make contact with each person on a weekly basis, touching him for a full minute, to do so. After a full year of using Life Extension on a subject, make a skill roll, with the results described above (but applied to them, not you). You can abandon one subject to begin extending the life of a new one, but there is *no effect* if you use this ability on someone for less than a year.

This is a passive ability.

Statistics: Unaging (Life Extension, -30%; Psychic Healing, -10%) [9]. Further levels add Halt Aging, Weekly, one level at a time [+12/level].

Megadose

Hard

Default: Life Extension-2; cannot exceed Life Extension.

Use this technique when making weekly contact with a subject. You dump quadruple the healing energy into him all at once, trusting his body to maintain it. You can go a month

without making contact again. This technique is at an additional -2 penalty (which cannot be bought off) for every *other* subject currently Megadosed at the time that you use it.

Sleep

25/28/31/36 points for levels 1-4,
plus 36 points for each additional level

Skill: Sleep (Will/Hard).

You can put someone to sleep, in a safe and effective manner. This is usually used to help an injured person get rest, though it can be used offensively. Roll a Quick Contest of skill vs. the subject's Will; Mind Shield protects normally. If he loses, he is dazed (p. B428) for minutes equal to his margin of failure. If he loses by 5 or more, or critically fails, he immediately falls asleep for the same duration. After this, he can be woken normally, but he will not necessarily wake up right away, especially if already tired.

At level 1, you must make skin-to-skin contact to use Sleep. At level 2, any touch will do. At level 3, you can use your ability at range; your skill roll is at -1/yard. At level 4, apply normal range penalties (p. B550) instead. Each additional level imposes a -1 penalty on the subject's resistance rolls.

Statistics: Affliction 1 (Will; Based on Will, +20%; Contact Agent, -30%; Daze, +50%; Malediction 1, +100%; Melee Attack, C, No Parry, -35%; No Signature, +20%; Psychic Healing, -10%; Secondary Sleep, +30%) [25]. Further levels remove Contact Agent [28], then Melee Attack [31], then improve Malediction to 2 [36], and then add further levels of Affliction [36/level].

Anesthetic

Hard

Default: Sleep-5; cannot exceed Sleep.

The subject does not feel pain (whether dazed or asleep) for the duration. Treat this as a limited version of High Pain Threshold, only for non-combat purposes. This allows surgery without the -2 penalty for lacking anesthesia (see *GURPS Bio-Tech*, p. 135).

Deep Sleep

Hard

Default: Sleep-5; cannot exceed Sleep.

Instead of sleeping, a subject who fails by enough will be rendered completely unconscious. After the duration expires,

noise, being moved, or other nuisances cannot awake him. It will take a slap, smelling salts, injury, etc. to do so.

ADDITIONAL PSYCHIC HEALING ABILITIES

The following traits require no special modifiers to be Psychic Healing abilities.

- Empathy (Psychic Healing, -10%) [14]. *Skill:* Empathy (IQ/Hard).
- Metabolism Control (Psychic Healing, -10%) [4.5/level]. *Skill:* Metabolism Control (HT/Hard), used to fool doctors.
- Protected Power (Psychic Healing, -10%) [5]. No skill needed; passive ability.
- Recovery (Psychic Healing, -10%) [9]. No skill needed; passive ability.
- Regeneration (Slow; Psychic Healing, -10%) [9], (Regular) [23], or (Fast) [45]. Higher levels are rarely appropriate; if allowed, they should have Costs Fatigue, 1 FP per second. No skill needed; passive ability.
- Regrowth (Psychic Healing, -10%) [36]. No skill needed; passive ability.
- Resistant to Disease or Ingested Poison +3 (Psychic Healing, -10%) [3] or +8 [5] or Immunity [9]. No skill needed; passive ability.
- Resistant to Poison or Sickness +3 (Psychic Healing, -10%) [5] or +8 [7] or Immunity [14]. No skill needed; passive ability.

*Maybe you can be free of it.
I have healing abilities.*

– Katara, *Avatar:
The Last Airbender*

In addition, the following advantages make good starting points for those who wish to build new Psychic Healing abilities: Affliction (to simulate anesthesia or grant any healing or illness-preventing advantages); Detect (Life, Diseases, etc.); Healing; Special Rapport (with Transferable); and Unaging.

PSYCHIC VAMPIRISM

Users of Psychic Vampirism abilities ("psychic vampires," or sometimes just "vampires" for short) can drain energy from others into themselves, whether the energy that fuels emotions, the energy of one's life force, or something else. Because of this, some people see psychic vampires as cruel and manipulative – and some are – but this power, like all psi, can be used equally well for good or evil purposes.

Psychic Vampirism and Telepathy share many aspects. Among other things, this means that Mind Shields and any

other defense designated as protecting against "telepathic" attacks can protect against Psychic Vampirism attacks just as well. Of course, every Psychic Vampirism ability can use brute force (p. 65) to compensate. In some settings, this power does not exist; its abilities are part of the Telepathy power.

Power Modifier: Every ability in this power has the limitation Psychic Vampirism, -10%. This reflects that it is part of this power, and that it uses the rules under *How Psi Works* (pp. 6-11).

Drain (Attribute)

24/26/28/30/32/34/36/38/40 points for levels 1-9

Skill: Drain (Attribute) (Will/Hard).

You can temporarily drain someone of one attribute. Each attribute has a *separate* ability (and skill). *Drain ST* reduces the subject's ST, BL, and damage (but not HP). *Drain DX* reduces the subject's DX (but not Basic Speed). *Drain IQ* reduces the subject's IQ, Will, and Perception. *Drain HT* reduces the subject's HT (but not Basic Speed or FP). If you wish to be able to drain all four, buy all four abilities. Note that these *can* be bought as alternative abilities, to save points.

Roll a Quick Contest of skill vs. the subject's Will. This is a close-range ability; subtract -1 for every yard of distance to the subject. If you win, the subject's attribute is reduced by your margin of victory – or by *twice* your margin of victory for Drain ST or Drain HT! You cannot use this ability on him again until it wears off.

The victim's attributes return to normal in 1d×5 seconds at level 1, in 1d minutes at level 2, in 2d+2 minutes at level 3, in 3d×3 minutes at level 4, in 3d×9 minutes at level 5, in 2d-2 hours (minimum one hour) at level 6, in 2d×2 hours at level 7, in 2d×7 hours at level 8, and in 2d-1 *days* at level 9.

Statistics: Affliction 1 (Will; Attribute Penalty, Varies, Margin Based, +30%; Based on Will, +20%; Fixed Duration, +0%; Malediction 1, +100%; Psychic Vampirism, -10%; No Signature, +20%; Reduced Duration 1/10, -20%) [24]. *Feature:* Duration is determined with a dice roll. The Attribute Penalty is either -2 to ST, -2 to HT, -1 to IQ, or -1 to DX. Further levels remove Reduced Duration [26] and then add Increased Duration, one level at a time [+2/level].

Far Draining

Hard

Default: Drain (Attribute)-5; cannot exceed Drain (Attribute).

You can drain someone at a much greater distance. Apply normal range penalties (p. B550) instead of the -1/yard penalty. If the subject is over 15 yards away, use long-distance modifiers (p. B241) instead, but with an *extra* -5 penalty.

Painful Draining

Hard

Default: Drain (Attribute)-1; cannot exceed Drain (Attribute).

You drain the attribute quickly enough to spike the victim's nervous system. If you succeed in draining someone, he is also stunned; he gets a Will roll every second to snap out of it.

Drain Emotion

10/15/25/30 points for levels 1-4

Skill: Drain Emotion (IQ/Hard).

You can drain all of the emotion out of a person. Roll a Quick Contest of your skill against his Will. If you win, he loses the ability to experience any emotions for (10 × your margin of victory) seconds. He retains his own mind and personality, but he will only take actions based on logic. You, on the other hand, experience his emotions for the duration! These are usually manageable, but especially strong ones may require a Will roll to maintain your composure.

Level 1 requires skin-to-skin contact to use. At level 2, any touch will do. Level 3 can be used at range; apply a -1 penalty per yard of distance to the subject. Level 4 takes normal range penalties (p. B550) instead.

Statistics: Mind Control (Accessibility, Only to remove all emotions, -30%; Contact Agent, -30%; Emotion Control, -50%; Independent, +70%; Melee Attack, C, -30%; Nuisance Effect, User experiences emotions drained, -5%; Psychic Vampirism, -10%; Reduced Duration 1/6, -15%) [10]. Further levels remove Contact Agent [15], then replace Melee Attack with Short-Range 1 [25], and then remove Short-Range 1 [30].

Lasting Effect

Hard

Default: Drain Emotion-8; cannot exceed Drain Emotion.

The subject cannot experience emotions for *hours* equal to your margin of victory! You only experience his emotions for the standard time.

Mass Drain

Hard

Default: Drain Emotion-5; cannot exceed Drain Emotion.

You can affect everyone in a two-yard radius at once. You may double this radius, cumulatively, for every 5 points by which you make your (modified) skill roll.

*Telekinesis, telepathy,
synchronicity. Just because you
don't see something, doesn't mean
it isn't real.*

– Ian Nottingham, *Witchblade*

Steal Dreams

23/31/40/48/67 points for levels 1-5

Skill: Steal Dreams (Will/Hard).

You can steal someone's dreams, leaving his sleep useless and unfulfilling. (Anyone with Doesn't Sleep is immune.) If you win a Quick Contest of skill vs. his Will, his *next* full night's sleep does not count for FP recovery; treat it as though he was awake the entire time! There is no outer indication that he is having problems – to an observer, he is sleeping peacefully. His dreams, however, are transferred to you; you experience them the next time you sleep. A canny vampire can use this ability to learn more about a person's secrets, or uncover his hopes and desires. A sadistic vampire can use this ability on a victim every day, until it kills him!

At level 1, you must make skin-to-skin contact with the victim. At level 2, any touch will do. Level 3 allows use at range; your skill is at -1 per yard of distance to the person. At level 4, use normal range penalties (p. B550) instead. Level 5 (which requires GM's permission to take) changes this to long-distance modifiers (p. B241), allowing you to affect someone across town, as long as you know exactly where he is.

Statistics: Fatigue Attack 3 points (Contact Agent, -30%; Hazard, Missed Sleep, +50%; Malediction 1, +100%; Melee Attack, C, -30%; Link, +10%; Onset, Next sleep, -30%; No Signature, +20%; Psychic Vampirism, -10%) [17] + Mind Reading (Contact Agent, -30%; Melee Attack, C, -30%; Link, +10%; Onset, Next sleep, -30%; Psychic Vampirism, -10%) [6]. Further levels remove Contact Agent [19 + 12], then remove Melee Attack (and add Short-Range 1 to Mind Reading) [22 + 18], then upgrade Malediction to 2 (on Fatigue Attack) and remove Short-Range 1 (from Mind Reading) [27 + 21], and then upgrade Malediction to 3 (on Fatigue Attack) and add Long-Range 1 (to Mind Reading) [31 + 36].

Destabilizing

Hard

Default: Steal Dreams-5; cannot exceed Steal Dreams.

The lack of sleep has a particular deleterious effect on your victim. Choose *one* of the following effects: Bad Temper (9), Chronic Depression (12), Confused (9), Indecisive (9), Odious Personal Habit (Snippy, -3 to reactions), Phantom Voices (Diabological), or Short Attention Span (9). If you use this technique *every time* you affect a person, he gains that disadvantage once he has lost over 1/3 his basic FP to Steal Dreams. (For most people, this will be after the second night in a row.) He keeps it for as long as he remains over this threshold. Each effect is a *separate* psi technique to buy off.

Steal Energy

32/34/37/39/42/44 points for levels 1-6, plus 7 points for each additional level

Skill: Steal Energy (Will/Hard).

You can steal energy (FP) from others, replenishing your own. You must win a Quick Contest of skill vs. your target's

Will; you are at -1 per yard of distance between you. At level 1, you must concentrate for 30 seconds before rolling; if the subject moved, use the *worst* distance penalty in that time frame. If you win, you gain 1 FP and the subject loses 1 FP. Draining more FP requires another 30 seconds and another Quick Contest. At level 2, it takes 15 seconds to steal 1 FP. This drops to eight seconds at level 3; four seconds at level 4; two seconds at level 5; and one second at level 6. At level 7 and above, you can drain (level-5) FP from a victim every second; roll a new Quick Contest per *second* instead of per FP stolen.

Minor fatigue loss is difficult to notice; see *Detecting Psi* (pp. 11-12) for details. If the subject ever successfully resists, you must wait 24 hours before attempting to drain him again.

Even successful use of Steal Energy can be tricky, as the subject's sense of self is embedded in his life energy. After you're done draining a person, roll 3d. If the result is less than or equal to the amount of FP you stole from him, the GM will assign you -(1d×5) points of disadvantages and quirks from the victim, which last for 10 minutes per point of stolen FP.

Statistics: Leech 1 (Accelerated Healing, +25%; Increased Immunity 3, -30%; Malediction 1, +100%; Nuisance Effect, Can transfer personality traits, -5%; Only Heals FP, -20%; Psychic Vampirism, -10%; Ranged, +40%; Steal FP, -25%; Takes Extra Time 5, -50%) [32]. Further levels reduce Takes Extra Time, one level at a time [+2.5/level], and then add further levels of Leech [+7/level].

Far Theft

Hard

Default: Steal Energy-5; cannot exceed Steal Energy.

Your skill takes normal range penalties (p. B550) instead of being at -1/yard. If the subject is over 15 yards away, use long-distance modifiers (p. B241), at an extra -5 penalty, instead.

Psychic Vampirism Perks

Blood Healing: You recover 1 HP or 1 FP (your choice) the first time you touch the body of a living, sapient (IQ 6+) creature that you personally killed or mortally wounded.

Controllable Lifebane: You can choose to emit a life-draining aura, as for the Lifebane disadvantage (p. B142). This requires a Will roll (plus Talent) to turn on or off, at -1 per additional attempt per hour.

Invigoration: Absorbing ambient psychic energy gives you +1 to HT rolls (but not to HT-based skills) if someone within two yards of you is using a psionic ability. Multiple psis do not give a bigger bonus. You cannot be the source or the target. This is not a psi-detection ability; you will be unaware of the bonus until you fail a HT roll by 1 and the GM informs you that you actually succeeded.

Pleasant Theft: Your vampirism feels good to the victim. You have +1 to use Influence rolls (p. B359) on the subject until he recovers the characteristic you drained. At the GM's option, any blatant theft – including Steal Life (p. 52) – is an exception to this.

Poison Charm: If you obtain a reaction of Very Good (or better) from a potential victim, they resist your *next* Psychic Vampirism attack at -2. This penalty fades if their reaction changes before you target them.

Schadenfreude: You can feed on happiness stolen from others. This gives you +2 on any Acting or Fast-Talk roll to convince someone of something that will make him miserable.

Social Vampire: You can steal energy in a social or performance setting. If you are interacting with a group of 20 or more people (e.g., at a party, or performing in front of an audience), you may recover FP as though you were resting – or at twice the usual rate if you *are* physically resting at the same time. Members of the group, selected randomly, lose the extra FP that you regain. Anyone with mental defenses (e.g., a Mind Shield, the Mind Block or Mental Strength skills, Anti-Psi abilities) is immune.

Note that many psychic vampires have the Honest Face perk (p. B101) as well.

Steal Life

25 points for level 1, plus 4 points for each additional level

Skill: Steal Life (Will/Hard).

You can steal someone's life force (HP), healing yourself with it. You must maintain *ongoing* contact to use this ability – a grapple or handshake will do, but a touch will not. This is *not* a subtle ability! Roll a Quick Contest of skill vs. the victim's Will *every second*. If you succeed, you drain HP from him equal to your Steal Life level. These HP can be used to heal your injuries. Once you're at full HP, they go to heal your FP instead. (If you are at full HP *and* FP, you get no further benefit, but your victim can still lose HP.)

If your victim ever successfully resists, you cannot affect him again for 24 hours.

Statistics: Leech 1 (Accelerated Healing, +25%; Heals FP after HP, +30%; Increased Immunity 3, -30%; Requires Will vs. Will Roll, -15%; Psychic Vampirism, -10%) [25]. Further levels increase the level of Leech [+4/level].



No Contact

Hard

Default: Steal Life-7; cannot exceed Steal Life.

You can use Steal Life at a distance; you are at -1 to skill for every yard to the subject. Your effective power level is *halved* while using No Contact, however, which makes this psi technique useless with Steal Life 1.

Steal Power

55/65/75/85/95/105/115/125/135 points for levels 1-9

Skill: Steal Power (Will/Hard).

You can steal someone's psi abilities. This requires skin-to-skin contact and a Quick Contest of skill vs. his Will. If you win, you steal *some* of his power for the duration (below). If you tie or lose, you cannot use Steal Power on the same subject again for 24 hours.

If the subject knows abilities in multiple powers, you steal all of the abilities from *one* power, determined randomly. If the subject has multiple abilities, but all in the same power, you steal *one* of those abilities, determined randomly. If the subject only knows one ability, you get that ability, but with the

Untrainable limitation added. In all cases, the victim loses the abilities completely while you have them.

To determine how long you retain the stolen power, multiply your margin of victory by six seconds at level 1, by one minute at level 2, by three minutes at level 3, by 10 minutes at level 4, by 30 minutes at level 5, by 100 minutes at level 6, by five hours at level 7, by 16 hours at level 8, and by two days at level 9.

The subject retains any relevant Talents and skills, but you temporarily gain the skill for every stolen ability at a level equal to your attribute plus Psychic Vampirism Talent. For example, if you have Will 12 and Psychic Vampirism Talent 1, and you steal Mind Shield from someone, you gain the skill Mind Shield-13 for the duration. (Exception: Do not add Psychic Vampirism Talent if the ability is Untrainable.)

Statistics: Neutralize (Contact Agent, -30%; Increased Immunity 3, -30%; Power Theft, Weak, +100%; Psychic Vampirism, -10%; Reduced Duration 1/10, -20%) [55]. Further levels remove Reduced Duration [65] and then add Extended Duration, one level at a time [+10/level].

Improved Theft

Hard

Default: Steal Power-10; cannot exceed Steal Power.

You steal *all* of the victim's psionic powers and abilities.

Precision

Hard

Default: Steal Power-2; cannot exceed Steal Power.

Instead of rolling randomly, you can choose the power or ability to be affected, *if* you know for sure that your target possesses it. If he doesn't, nothing happens; you may try again as a repeated attempt (p. 6).

The strength of the vampire is that people will not believe in him.

– Professor van Helsing, *Dracula*

ADDITIONAL PSYCHIC VAMPIRISM ABILITIES

The following traits require no special modifiers to be Psychic Vampirism abilities.

- Detect (Life; Psychic Vampirism, -10%) [27]. *Skill:* Detect Life (Per/Hard).
- Protected Power (Psychic Vampirism, -10%) [5]. No skill needed; passive ability.

In addition, the following advantages make good starting points for those who wish to build new Psychic Vampirism abilities: Affliction (to remove attributes or advantages); Fatigue Attack (with an appropriate Hazard); Leech; Neutralize; and Toxic Attack.

PSYCHOKINESIS

Abilities that convert mental energy into physical energy belong to the Psychokinesis (sometimes abbreviated “PK”) power. Telekinesis, or moving objects with one’s mind, is by far the best-known PK ability – reflected below in the split between *Telekinesis* abilities and *Other Abilities* – but the others have all made their way into popular fiction at one point or another. There is no nickname for psychokinetic psis in general, though telekinetics are “tekes” and pyrokinetics are “pyros.”

Psychokinetic abilities can be used against each other, when it makes sense. Don’t resolve this as a Quick Contest of skills – just subtract the power of the defender (if he makes his skill roll) from that of the attacker. For example, a teke with TK Grab 8 being affected by TK Crush 12 could use his TK to weaken the force acting on his organs, reducing the effects to those of TK Crush 4. Similarly, if Brian (Pyrokinesis 6) is being burned by a psi with Pyrokinesis 4, he couldn’t do anything about it, but his friend Karaly (Cryokinesis 6) could completely negate the attack by cooling Brian off as his enemy tries to heat him up.

Power Modifier: Every ability in this power has the limitation Psychokinesis, -10%. This reflects that it is part of this power, and that it uses the rules under *How Psi Works* (pp. 6-11).

TELEKINESIS

Telekinesis, the ability to move objects with one’s mind, is a *very* common psi ability in fiction. It is also one believed to exist by many parapsychologists – though the line between TK and Micro-PK (*Probability Alteration*, pp. 43-46) is fuzzy. In some settings, this category may be wrapped into a single ability; see *Unified TK* (p. 54) for more.

TK Bullet

5 points/level

Skill: TK Bullet (IQ/Hard).

You can pick up nearby small rocks and fling them at bullet-like speeds, all in a single, practiced action. This ability only works if there are small objects nearby, about the size and shape of a pebble. Take an Attack maneuver and make a skill roll, with all normal modifiers for a ranged attack. Note that this is *not* a silent attack – the pebble breaks the sound barrier as it flies.

Damage is 1d-1 pi per level of TK Bullet; you can do less damage if you wish. Other stats are Acc 3, Range 500/2,000, RoF 1, Rcl 1.

GMs may wish to set a maximum power level for this advantage. Alternatively, the rules for *Arms Control* (**GURPS Powers**, p. 138) can be applied.

Statistics: Piercing Attack 1d-1 (Based on IQ, +20%; Environmental, Pebbles or equivalent, -10%; Increased 1/2D $\times 50$, +20%, Increased Max $\times 20$, +15%; Psychokinesis, -10%; Variable, +5%) [5/level].

Flat Edge

Hard

Default: TK Bullet-2; cannot exceed TK Bullet.

You purposely hit your target with the flat edge of the pebble, for a larger wound channel. The attack does pi+ damage instead of pi. Cannot be combined with Sharp Edge.

Rapid Fire

Hard

Default: TK Bullet-7; cannot exceed TK Bullet.

You throw a handful of pebbles instead of one – your attack has RoF 7 (adding +1 to effective skill).

Sharp Edge

Hard

Default: TK Bullet-5; cannot exceed TK Bullet.

You angle the pebble so the thinnest edge hits first, for superior armor penetration. The attack gets an armor divisor of (2). Cannot be combined with Flat Edge.

Innate Attacks and Partial Dice

In **GURPS**, the value of an Innate Attack that causes partial dice of damage (see p. B62 for details) is calculated as follows.

1. Figure out how many effective levels of the Innate Attack are being bought (e.g., a 3d-2 attack equates to buying 2.4 levels).
2. Multiply the per-level cost of the Innate Attack by the effective number of levels.
3. Round the cost up to the nearest point.
4. Apply the net value of all modifiers.
5. Round the cost up (again) to the nearest point.

The write-ups in this book intentionally skip step 3. The reason is simplicity: As a psi buys multiple levels of an ability, the cost per level will average to the values given here. While certain builds may vary from the official costs by a point or two, the values would actually vary by a far greater amount if we did round up both times!

Example: Each level of TK Bullet is built on Piercing Attack 1d-1, which equates to 0.7 levels of Piercing Attack. At 5 points/level, that’s 3.5 points, which should round to 4. The net +40% of modifiers makes this 5.6 points, which rounds to a final cost of 6 points/level. Therefore, it may seem that TK Bullet is underpriced by 1 point. However, a teke with TK Bullet 8 (Piercing Attack 8d-8) should pay ($5 \times 5.6 = 28$) points, plus +40% in modifiers, for a total of 40 points. This shows that 5 points/level is the most accurate value for TK Bullet – if priced at 6 points/level, that teke would have paid 48 points for a 40-point ability!

Silencer

Default: TK Bullet-2; cannot exceed TK Bullet.

The pebble does not crack the sound barrier as it hits, for a relatively silent attack. In a semi-realistic game, this should drop the damage to 1d-2 per level (GM's call).

TK Crush

Hard

Skill: TK Crush (IQ/Hard).

You can crush someone's internal organs with a steely glare. Roll a Quick Contest of skill (minus long-distance modifiers) vs. the subject's Will. If you win, the subject takes 1 point of

5 points/level

Unified TK

Telekinesis can be expensive for the psi who wants to be able to do it all. What some people think of as a single ability actually spans four, with a minimum cost of 31 points to know them all.

The *Alternative Abilities* rules (*GURPS Powers*, p. 11) can keep this cost down significantly. Obviously, the four Telekinesis abilities all qualify, which means that the tele only has to pay full price for the most expensive one.

Those willing to sacrifice customization for simplicity, however, can use the following ability instead – essentially a pregenerated package of alternative abilities. (Statistics are intentionally omitted, as they are identical to the abilities in the text, with the exception of Levitation, which adds All-Out from *GURPS Powers*, p. 49.) Note that the psionic skill is an IQ/Very Hard one, since it essentially encompasses four separate “specializations.” Be careful before deciding to combine other skills like this – it only makes sense when they are *very* closely related.

Telekinetic Control

8 points/level

Skill: Telekinetic Control (IQ/Very Hard)

You are a master of telekinesis. You can use your TK to *either* grab things (as TK Grab), crush organs (as TK Crush), *or* throw small objects (as TK Bullet), but only for one use at a time. Use your Telekinetic Control level as your TK Grab level, and *one-third* your Telekinetic Control level (round down) as your TK Bullet and TK Crush level.

At level 6 and above, you can also pick yourself up and fly, as for Levitation. This takes *two* seconds of concentration and a skill roll. Your air Move is equal to (your Telekinetic Control level-5). Focusing all of your TK energy into flight is tricky; while levitating, you can do nothing except fly (e.g., you cannot Move and Attack) and have no active defenses if attacked.

Psi techniques are as for the separate abilities, except that Rapid Launch (Levitation) defaults to skill-6. (This is due to the additional second of delay built into alternative abilities that aren't attacks.)

damage for every level of TK Crush; DR does not protect against this! You may do less damage if you prefer.

At higher levels, the GM may wish to use *Modifying Dice + Adds* (p. B269) to convert damage to dice. For example, TK Crush 12 would do 3d+1 damage.

Statistics: Crushing Attack 1 point (Based on IQ, +20%; Malediction 3, +200%; No Signature, +20%; Nuisance Effect, Must stare intently and directly at the subject, -5%; Psychokinesis, -10%; Variable, +5%) [5/level].

Brain Squeeze

Hard

Default: TK Crush-10; cannot exceed TK Crush.

You can attempt to squeeze someone's brain, causing convulsions and fits if you do it enough. Roll the attack normally, except that you do *half damage* (with no wounding multiplier), due to the need for greater precision. Once the target has taken more than HP/2 damage from this attack, whether all at once or over multiple turns, he goes into a seizure (p. B429) until he is at or above HP/2 again!

Throat Squeeze

Hard

Default: TK Crush-10; cannot exceed TK Crush.

As for Brain Squeeze, above, but you target the throat. Enough damage leaves the victim choking (p. B428) instead of in a seizure. This can easily suffocate a person to death – use it with caution!

TK Grab

7 points/level*

Skill: TK Grab (IQ/Hard).

You can pick up objects and move them from a distance. This requires constant concentration. You can manipulate anything you can see as if you had a distant pair of hands with ST equal to your TK Grab level. You cannot grab yourself; use Levitation (p. 55) for that. Once you've grabbed something, you can pick it up (see *Basic Lift*, p. B15) and move it, with Move equal to your TK Grab level, modified by encumbrance. You can also *use* the object – weapons can be wielded, rocks can be thrown, etc. You cannot hit someone with TK Grab directly, but you can hold onto any light object (between BL/10 and BL lbs.) and use it to “punch” for thrust crushing damage.

Roll against skill to use TK Grab, whenever picking something up, moving it, using it, etc. If you know an appropriate skill (e.g., Judo for grabbing someone, Brawling for “punching” someone, Flail for wielding a chain), you may substitute an IQ-based roll for that skill, if better. When you TK Grab a foe, he defends as if against an invisible opponent (p. B394). Foes attacked with a TK-wielded weapon may defend normally.

* TK Grab (Short Ranged) is a weaker variant that has a sharp range of 20 yards and costs 4 points/level. You cannot grab or affect anything farther away (though you can pick up something nearby and *throw* it past that range); it otherwise uses the rules above.

Statistics: Telekinesis (Based on IQ, +20%; Cannot Affect Self, -20%; Cannot Punch, -10%; Increased Range, LOS, +70%; Psychokinesis, -10%; Requires IQ Roll, -10%) [7/level]. Short Ranged reduces Increased Range to x2 [4/level].

Mass Grab

Hard

Default: TK Grab-7; cannot exceed TK Grab.

You can grab multiple objects at once, as long as they're all contained within an area with a two-yard radius. For every 5 points by which your (modified) skill roll succeeds, double this radius, cumulatively. The entire weight of what you choose to grab counts against you. If it exceeds your BLx8, you'll have to leave some of it behind. The objects must all be moved together, thrown together, etc., as if they were a single item, or you can choose to affect one item at a time (while the others hang motionlessly).

Levitation

14 points for level 1, plus 2 points for each additional level

Skill: Levitation (IQ/Hard).

You can pick yourself up and fly! Your air Move is equal to your Levitation level. Levitation requires a second of concentration and a skill roll to take off, and another every minute to maintain flight. If you fail a maintenance roll by 5 or more, you drop like a rock. Lesser failures give you 2d seconds to find a safe place to land. When swimming, you may "fly" instead, at half Move.

Statistics: Flight (Psychokinesis, -10%; Requires IQ Roll, -10%; Slow, -45%) [14]. Further levels add Air Move +1 (Psychokinesis, -10%; Stability Rating 4, +10%) [+2/level]. Stability Rating is based on the enhancement from *Transhuman Space: Changing Times* (p. 34) and the Stability Rating vehicle statistic (p. B466); it costs +5% per +2 SR.

Rapid Launch

Hard

Default: Levitation-4; cannot exceed Levitation.

You can activate Levitation as a free action, even on someone else's turn. Use this technique when you need to fly in response to a surprise threat.

OTHER ABILITIES

Psychokinetics can learn to do more than just move objects. Control of kinetic energy allows a person to change temperatures and to steal momentum from incoming attacks.

Cryokinesis

13 points/level

Skill: Cryokinesis (Will/Hard).

You can lower temperatures, either in an area or within a subject. Each use requires a skill roll, and you can affect anything you can see. Apply long-range modifiers for distant targets.

Fun With TK Grab

There are very few abilities as versatile as TK Grab (pp. 54-55). Here's just a small sampling of what you can do with it!

- Pull the pins out of your foe's grenades.
- Use your *own* grenades as contact weapons.
- Deflate someone's tire.
- Trip a fire alarm.
- Open a locked car door – or *any* manual lock you can see.
- Tie an enemy's shoelaces together.
- Trigger a trap from a safe distance.
- Turn a moving car off – or shift it into reverse.
- Unleash a dog.
- Position a grappling hook safely and quietly.
- Pull hot coals out of a fire for offensive use.
- Drive a car from the backseat . . . or roof.

When affecting an area (which takes *two* seconds of concentration), you can lower the temperature by 20° per level, in an area with up to an eight-yard radius. The change takes place at (2xlevel)° per second, over the course of 10 seconds. Those in the area do not take damage directly, but they have to deal with the effects of *Cold* (p. B430).

If affecting a single subject, he resists with Will (inanimate objects resist with HT). Failure means that the subject takes 1 point of damage per level; DR does not protect against this! You can choose which kind of damage the target takes: *Freezing* is FP damage; the FP lost cannot be regained until the subject is in a warm environment. *Frostbite* is HP damage (specifically, burning damage, but from extreme cold); if you wish, you can have it target a specific *exterior* hit location (i.e., "left arm" is valid, but "vitals" are not).

GMs may wish to convert this damage to dice, as for TK Crush (p. 54).

Statistics: Temperature Control 1 (Area Effect, 8 yards, +100%; Cold, -50%; Increased Range, LOS, +70%; Psychokinesis, -10%; Requires Will Roll, -5%; Takes Long-Distance Modifiers, -5%) [10/level] + Burning Attack 1 point (Malediction 3, +200%; No Incendiary, -10%; No Signature, +20%; Psychokinesis, -10%; Selective Effect, +20%; Variable, +5%) [1/level]* + Fatigue Attack 1 point (Hazard, Freezing, +20%; Malediction 3, +200%; No Signature, +20%; Psychokinesis, -10%; Variable, +5%) [2/level]*.

* Alternative Abilities (x1/5 cost) to Temperature Control.

Expanded Area

Hard

Default: Cryokinesis-5; cannot exceed Cryokinesis.

When affecting an area, this doubles the coverage to a 16-yard radius. Alternatively, instead of doing damage to a single subject, you can affect *everyone* in a two-yard radius area. Roll once; they resist separately.

Nerve Damage

Hard

Default: Cryokinesis-8; cannot exceed Cryokinesis.

You can target the spine and nervous system for damage. Your attack does half damage, but if the victim takes cumulative damage greater than 2/3 his HP or FP (as appropriate to the damage you're causing), he is *paralyzed* until he heals enough to fall back below that threshold.

PK Shield

4 points/level

Skill: PK Shield (IQ/Hard).

You can psychokinetically resist or deflect incoming physical attacks. This affects weapons, punches, and objects (including those held by TK Grab or thrown by TK Bullet), but it has no effect on energy (e.g., fire, electricity) or purely mental attacks. Every time you are hit by a physical attack, roll against your skill. Success provides DR equal to your PK Shield level. In a situation where you're under constant "attack" (i.e., caught in a vicious hailstorm), roll once per minute. This is a passive ability.

Statistics: Damage Resistance (Force Field, +20%; Limited, Physical, -20%; Psychokinesis, -10%; Requires IQ Roll, -10%) [4/level].

Expansion

Hard

Default: PK Shield-5; cannot exceed PK Shield.

You can use your ability to protect others, though this *halves* your effective level (round down). Success expands your coverage to a two-yard radius for a minute. Double this radius, cumulatively, for every 5 points by which you make your (modified) skill roll.

Suppression

Hard

Default: PK Shield-5; cannot exceed PK Shield.

Your effective shield level is *halved*, but it also grants its DR against damage from Innate Attacks that use Cosmic or Malediction, as long as they involve physical damage of some sort. This includes TK Crush (p. 54) and Innerportation (pp. 70-71). If you combine this technique with Expansion (above), your effective level is quartered. Always round down.

Pyrokinesis

14 points/level

Skill: Pyrokinesis (Will/Hard).

You can raise temperatures, either in an area or within a subject. Each use requires a skill roll, and you can affect anything you can see. Apply long-range modifiers for distant targets.

When affecting an area (which takes *two* seconds of concentration), you can raise the temperature by 20° per level, in an area with up to an eight-yard radius. The change takes place at (2×level)° per second, over the course of 10 seconds. Those in the area do not take damage directly, but they have to deal with the effects of heat (p. B434).

Psychokinesis Perks

Aerokinesis: You can create and direct a light breeze nearby. Useful for getting attention or staying upwind of game, and gives +1 to resist gas attacks as long as you see them coming.

Chill Factor: You can condense the water vapor in the air into a palm-sized ice cube (suitable for TK Bullet use) or chill a drink (or similar-sized object) as if it had spent 15 minutes in the freezer. Either use takes 2d seconds.

Gecko Grip: In stressful situations, you exert a slight attractive force from your hands, enhancing your ability to grip. This gives you +1 to Climbing and ST rolls to avoid falls or to catch yourself while falling.

Hydrokinesis: You can use your TK Grab on liquid as if it were a solid object, without the need for a container.

Ignition: You can heat your finger up enough to light a cigarette – this does 1 point of burning damage to any object, once per object only.

Small-Scale TK: You can move very small objects very slightly – e.g., you can't pick up a pen, but you can nudge it to make it roll. You can spin a psi wheel, manipulate candle flames to make them dance and grow or shrink, and so on. Any such use requires constant concentration and an

IQ (plus Talent) roll. If you later buy TK Grab, the GM may let you "spend" the point from this perk on it.

Strong Blade: You can psychokinetically reinforce any weapon you're holding. Your melee weapons are considered one quality level higher for the purpose of *Parrying Heavy Weapons* (p. B376), and have +2 on any HT rolls to avoid breaking if damaged (see *Damage to Objects*, p. B483), as long as you're holding them.

TK Tether: You have a special non-transferable bond with a single piece of equipment with weight no greater than your BL (or your TK Grab BL, if better). If this item is "loose" and within two yards, you can call it to your hand, ready, with a single Ready maneuver. This avoids the need for DX rolls, Change Posture maneuvers, and standing still while you grab it (see *Readying Weapons and Other Gear*, p. B382). A "loose" item is in no one's possession – e.g., lying on the ground, hung on a wall rack, being thrown to you by a friend, etc. If you know Fast-Draw for the bonded item, you may roll at -4 to ready it *instantly*, but failure means it is flung 1d yards in a random direction!

Umbrella: You can protect yourself from rain, snow, etc., as if you were carrying an umbrella.

If affecting a single subject, he resists with Will (inanimate objects resist with HT). Failure means that the subject takes one of two types of damage (your choice): *Heatstroke* does 1 point of FP damage per level; the FP lost cannot be regained without a cool environment and liquid to drink. *Spontaneous Combustion* does two points of burning (HP) damage per level; also, treat the flammability class (*Making Things Burn*, p. B433) of the subject as one step higher than it actually is! DR does not protect against either type of harm. At the GM's option, this damage can be converted to dice, as for TK Crush (p. 54).

Statistics: Temperature Control 1 (Area Effect, 8 yards, +100%; Heat, -50%; Increased Range, LOS, +70%; Psychokinesis, -10%; Requires Will Roll, -5%; Takes Long-Distance Modifiers, -5%) [10/level] + Burning Attack 2 points (Incendiary, +10%; Malediction 3, +200%; No Signature, +20%; Psychokinesis, -10%; Variable, +5%) [2/level]* + Fatigue Attack 1 point (Hazard, Heat, +20%; Malediction 3, +200%; No Signature, +20%; Psychokinesis, -10%; Variable, +5%) [2/level]*.

* Alternative Abilities (x1/5 cost) to Temperature Control.

Expanded Area

Hard

Default: Pyrokinesis-5; cannot exceed Pyrokinesis.

As for the Cryokinesis technique (p. 55).

ADDITIONAL PSYCHOKINESIS ABILITIES

The following traits require no special modifiers to be Psychokinesis abilities.

- Extra ST without HP (Psychokinesis -10%) [7.2/level]. No skill needed; passive ability. This is “touch-range telekinesis” that enhances the user’s existing ST.
- Protected Power (Psychokinesis, -10%) [5]. No skill needed; passive ability.
- Super Jump (Psychokinesis, -10%) [9/level]. No skill needed; use Jumping skill for control.
- Temperature Tolerance (Psychokinesis, -10%) [0.9/level]. No skill needed; passive ability. This represents a reflexive, defensive use of Cryokinesis or Pyrokinesis.
- Walk on Air (Psychokinesis, -10%) [18]. No skill needed.
- Walk on Liquid (Psychokinesis, -10%) [14]. No skill needed.

In addition, the following advantages make good starting points for those who wish to build new Psychokinesis abilities: Binding (with Unbreakable); Catfall (with Feather Fall); Clinging; Damage Resistance; Enhanced Move (Air); Flight; Innate Attack; Telekinesis; Temperature Control; and Vibration Sense (with Sense of Perception).

TELEPATHY

Telepathy is perhaps the most common psychic ability found in modern fiction, and it is what most people think of when they hear “psi.” This power covers any sort of direct mind-to-mind interaction, from casual communication to outright domination. It is the largest power, with the most varied abilities.

Most Telepathy abilities can only be used on a subject that you can see, one you’ve “locked onto” with a sense like Telescan, or one you’ve made contact with via Telesend (i.e., you sent a thought to him *and* he did not mute it). Alternatively, if you can hear the subject, or if you know his *exact* location (his hex, for advanced combat), you can use Telepathy at -5 to skill. The exceptions are Telesend and the abilities under *Sense and Defense* (pp. 66-67), which can be used “blind.”

*A psychic with a bad memory.
Go figure.*

– Allison Dubois, *Medium*

Note that unless specifically stated to be restricted to humans, telepathic abilities work on animals, aliens, etc. Of course, without special enhancements or psi techniques, a human psi will not understand their language or even their concepts. Still, it can be useful for communicating basic emotions and drives. In some settings, this ability is restricted to a new power; Animal Telepathy (pp. 71-72) – if so, add “Racial, -20%” to all appropriate Telepathy advantages.

Power Modifier: Every ability in this power has the limitation Telepathy, -10%. This reflects that it is part of this power, and that it uses the rules under *How Psi Works* (pp. 6-11).

COMMUNICATION

These abilities allow for transmission of content (in either direction) between two minds. They do not give the psi any mental influence over the receiver – for that, see the abilities under Control (pp. 60-64).

Borrow Skill

7 points for level 1, plus 3 points for each additional level

Skill: Borrow Skill (IQ/Hard).

You can reach out and tap into the knowledge of the people around you, temporarily gaining a skill or language. Roll against your Borrow Skill skill to find the range of this ability. If successful, consult the *Long-Distance Modifiers* chart (p. B241), reading your margin of success (as a negative number) on the *Penalty* column. If anyone within range has this skill (GM’s call), you gain it temporarily; this takes seconds equal to the number of points in the skill. Alternatively, if you are in direct mental contact with a person, via other telepathic or similar abilities, you may borrow from him, treating range as negligible. The “donor” does not lose the skill. Nonetheless, if he has Mind Shield, he may choose to resist this ability.

You lose this skill once you “overwrite” it with another skill, or if the distance between you and the donor increases enough to take that person out of range. If you wish to retain the skill by actually learning it, you may reduce the required study time by 10% if you borrow the skill for the entire time; this is cumulative with Deep Study (*Telepathy Perks*, p. 63).

You can only learn normal skills and learnable advantages, such as languages. This specifically excludes psionic skills, spells, Imbuement Skills, etc. Your Telepathy Talent does *not* add to any borrowed skills, though any appropriate *normal* Talent will do so, of course.

At level 1, you can borrow the equivalent of 1 character point (e.g., if you learned Finance, you would know it at IQ-2). Each additional level lets you borrow 1 additional character point. There is no limit, but note that you *cannot* have more points in the skill than the person you’re borrowing it from does. Since most people won’t have more than 4 points in a skill, or 6 points in a language, it is rarely worth taking Borrow Skill above level 6. (Treat a native speaker as having 6 points in the language, even though it was technically free for him.)

You *can* buy Borrow Skill multiple times, allowing you to learn more than one skill or language simultaneously. An easy way to write this down is to note how many Borrow Skill abilities you know, followed by the level of each in parentheses.

Example: Rita buys Borrow Skill three times, so she can “learn” three skills at once. She buys the first Borrow Skill at level 6 (good for languages), which costs 22 points; the second at level 2, for 10 points; and the third at level 1, for 7 points. She writes this on her character sheet as “Borrow Skill 3 (6, 2, 1) [39].”

Statistics: Telepathic Learning 1 (1) (Limited, No “special” skills, -5%; Required IQ Roll, -10%; Telepathy, -10%) [7]. *Feature:* Skill roll takes long-distance modifiers instead of having a fixed range. Further levels add +1 point [3/level].

Faster Learning

Hard

Default: Borrow Skill-4; cannot exceed Borrow Skill.

You can learn a skill as a free action, even when it’s not your turn. This allows you to gain command of (for example) Judo fast enough to parry an incoming punch.

Retention

Hard

Default: Borrow Skill-6; cannot exceed Borrow Skill.

If you and the donor become out of range of each other, you may roll against this technique to avoid losing the skill immediately. On a success by 0-1, you keep the skill for an extra 30 seconds; success by 2-3 extends this to 1.5 minutes, by 4-5 gives five minutes, by 6-7 gives 15 minutes, by 8-9 gives one hour, and by 10+ gives three hours.

Emotion Sense

3/9/18/20 points for levels 1-4

Skill: Emotion Sense (IQ/Hard).

You can get a brief flash of the emotions a subject is experiencing. This only works on living, sapient (IQ 6+) beings. Roll a Quick Contest of your skill vs. the subject’s Will to do so. If successful, this gives you +3 on any roll to detect an impostor, or to use Detect Lies, Fortune-Telling, and Psychology against the subject. Emotion Sense cannot be maintained, but as long as you are successful, you can use it repeatedly with no penalties.

At level 1, this ability requires skin-to-skin contact. At level 2, you can use it at normal range penalties (p. B550). This becomes long-distance modifiers (p. B241) at level 3, and no penalty for distance at all at level 4.

Statistics: Empathy (Contact Agent, -30%; Melee Attack, C, -30%; Requires IQ vs. Will Roll, -10%; Telepathy, -10%) [3]. Further levels replace Contact Agent and Melee Attack with Short-Range 2 [9], then add Remote and reduce Short-Range to 1 [18], and then remove Short-Range [20].

Animalism

Hard

Default: Emotion Sense-4; cannot exceed Emotion Sense.

You can use Emotion Sense on an animal. If successful, *instead* of the +3 bonus mentioned above, you can make Influence Rolls (p. B359) on the creature at no penalty. In a game in which Animal Telepathy (pp. 71-72) exists, this psi technique is not available.



Telereceive

21/36/42/45/60/75 points for levels 1-6*

Skill: Telereceive (IQ/Hard).

You can read another person’s thoughts – and probe further, into his memories and subconscious. To use this ability, you must win a Quick Contest of skill vs. the subject’s Will. He does not have to resist if he is aware of your presence and wants to communicate with you. He also has the option of allowing you to hear just the thoughts he “projects” at you, while still retaining the right to resist you reading his surface thoughts or memories. Likewise, he can choose to let you read his surface thoughts while resisting attempts to read his memories.

If the subject does resist, your repeated attempt penalties (p. 6) – but not the FP cost – are *tripled* if you try again within five minutes, and *doubled* if you try again within the hour. Critical failure means you cannot get inside this subject's head for 24 hours, unless you use the New Approach psi technique.

If you win, you are inside his head and can overhear his surface thoughts, including any telepathic conversations he's involved in. This is not very useful if you can't understand his native language! If you can, this gives you +4 Detect Lies, Fortune-Telling, and Psychology against the subject. (This bonus is not cumulative with the Emotion Sense ability.) You also receive +4 to detect an imposter and +2 to other rolls where knowing what the subject is thinking would be useful (e.g., Tactics, Influence Rolls). This also reduces your defense penalties from his feints and Deceptive Attacks by -1. You may stay in his mind for as long as you'd like. You only need to roll again if the range penalty worsens.

Once in, you can probe further. This takes a second and requires another Quick Contest. If you win, you can get an honest answer to *any* question from the subject's mind (though this won't help if he does not know the information that you seek). If he resists, see above. You only suffer repeated attempt penalties if you ask the same (or a very similar) question.

You must make skin-to-skin contact with the subject at level 1. At level 2, any touch will do. Level 3 can be used at range, with a -1 penalty per yard of distance to the subject (for all uses of skill). This changes to normal range penalties (p. B550) at level 4, long-distance modifiers (p. B241) at level 5, and no range penalties at all at level 6.

Note that Telereceive can be used to detect other psis in the subject's mind (see *Inside a Crowded Mind*, p. 12) and – in conjunction with Psi Sense (p. 41) or Telepathy Sense (p. 67) – can eavesdrop (p. 12) on a telepathic conversation.

* The variant Telereceive (Shallow) costs 9/18/24/27/42/57 points for levels 1-6. It allows you to read your subject's surface thoughts, but not to probe deeper.

Statistics: Mind Reading (Contact Agent, -30%; Melee Attack, C, -30%; Telepathy, -10%) [9] + Mind Probe (Contact Agent, -30%; Telepathy, -10%) [12]. Further levels remove Contact Agent (from both) [18 + 18], then replace Melee Attack with Short-Range 1 (for Mind Reading) [24 + 18], then remove Short-Range (from Mind Reading) [27 + 18], then add Long-Range 1 (to Mind Reading) [42 + 18], and then upgrade Long-Range to 2 (for Mind Reading) [57 + 18]. The variant Mind Reading (Shallow) removes Mind Probe [varies].

Deep Probe

Hard

Default: Telereceive-8; cannot exceed Telereceive.

You can use this technique once you're already inside your subject's mind. If successful, any attempts to probe his memories in the next minute are *unresisted*. You only need to succeed on your skill roll to get the answer.

Telespeak

In some settings, telepaths can communicate with others, but they have no ability to read minds beyond being able to hold a two-way conversation. This special Telepathy ability reflects that. Depending on the game, it may represent a more useful version of Telesend (p. 60), replace Telereceive (pp. 58-60) and Telesend completely, be another option that psis can take, or not exist at all.

Telespeak

18/30/39/45/63/93 points for levels 1-6

Skill: Telesend (IQ/Hard).

You can hold a two-way conversation with another person. Make a skill roll, using the modifiers for Telesend. If successful, the subject hears your voice and may immediately respond. If he does not wish to speak with you, it's a free action for him to mute your voice to a whisper. You may maintain a connection with that subject for as long as you'd like. No further rolls are normally required unless the range penalty worsens.

To converse with multiple contacts, use the Multiplicity psi technique (below). If you need to send a thought to everyone at once, roll at -1 per person.

Range is as for Telereceive (below).

Statistics: Mind Reading (Accessibility, Projected thoughts only, -20%; Contact Agent, -30%; Link, +10%; Melee Attack, C, -30%; Telecommunication, -20%; Telepathy, -10%) [6] + Telesend (Contact Agent, -30%; Link, +10%; Melee Attack, C, -30%; Telepathy, -10%) [12]. Further levels remove Contact Agent (from both) [9 + 21], then replace Melee Attack with Short-Range 1 (for Mind Reading) and 2 (for Telesend) [15 + 24], then remove Short-Range (for Mind Reading) and reduce it to 1 (for Telesend) [18 + 27], then add Long-Range 1 (to Mind Reading) and remove Short-Range (from Telesend) [33 + 30], and then upgrade Long-Range to 2 (for Mind Reading) and add Long-Range 1 (to Telesend) [48 + 45].

Psi Techniques

Users of Telespeak have access to the Broadcast, Full Communion, Secure, Send Senses, and Universal psi techniques (all from Telesend), and the Multiplicity psi technique (from Telereceive).

Multiplicity

Hard

Default: Telereceive-5; cannot exceed Telereceive.

You can read additional minds without leaving the one you're in. This is at an additional -1 penalty (which cannot be bought off) for each person you're already reading (e.g., a total of skill-6 to read a second mind, skill-7 to read a third, etc.)

New Approach

Hard

Default: Telereceive-5; cannot exceed Telereceive.

After critically failing, you can try to use Telereceive on the subject within 24 hours, but this roll is at an extra -2 penalty (which cannot be bought off) for every critical failure against the subject in the past 24 hours.

Universal

Hard

Default: Telereceive-5; cannot exceed Telereceive.

The subject's thoughts are automatically translated into a language you can understand. If you're having a two-way conversation, this psi technique affects *both* directions of communication – you do not have to use both Universal (Telereceive) and Universal (Telesend).

Telesend

9/18/21/24/27/42 points for levels 1-6

Skill: Telesend (IQ/Hard).

You can project your thoughts into another person's mind. Make a skill roll, minus any range penalty to the subject, to do so. This is one of the few Telepathy abilities you can use "blind"; if you cannot see the subject, your skill roll is at -1 for family, lovers, or close friends; -3 for casual friends and acquaintances; and -5 for someone you met only briefly.



If successful, the subject hears your voice in his head. If the subject does not want to hear you, he can mute your voice down to a whisper; this does not require a roll and is a free action. If he does not, you can use further Telepathy abilities on him; the most common is to employ Telereceive so you can have a two-way conversation. You do not need to roll again to maintain the connection to this subject unless the range penalty worsens.

You can send mental images, at about the same speed and accuracy as if you were drawing it yourself; use the Send Senses psi technique for better pictures. When using Multiplicity (Telereceive) to stay in touch with several people at once, you can send the same thought to multiple contacts simultaneously, at a -1 penalty per contact.

Range is as for Telereceive (p. 59).

Statistics: Telesend (Contact Agent, -30%; Melee Attack, C, -30%; Telepathy, -10%) [9]. Further levels remove Contact Agent [18], then replace Melee Attack with Short-Range 2 [21], then reduce Short-Range to 1 [24], then remove Short-Range [27], and then add Long-Range 1 [42].

Broadcast

Hard

Default: Telesend-7; cannot exceed Telesend.

Only available for Telesend 3 and up. You can send your thoughts to anyone and everyone around you. Use your margin of success to determine how far your thoughts went. You may choose to have only *some* of the people around you hear you, if you wish.

Full Communion

Hard

Default: Telesend-2; cannot exceed Telesend.

You can open up your mind to the person on the other end. This allows you to send information 10 times faster than speaking or drawing. However, you cannot lie in full communion, and if the other person uses a mental ability on you, you get no resistance roll! This technique is frequently combined with Secure.

Secure

Hard

Default: Telesend-2; cannot exceed Telesend.

You "encrypt" your thoughts on the way to the recipient. Anyone who successfully eavesdrops (p. 12) on it must win a *second* Quick Contest with you to understand it. Otherwise, he hears gobbledygook.

Send Senses

Hard

Default: Telesend-4; cannot exceed Telesend.

You can send fully accurate images from your mind (or of anything you can see) in one second. For an additional -4 (which can be bought off), you can send sounds, smells, touches, and tastes as well.

Universal

Hard

Default: Telesend-5; cannot exceed Telesend.

Your thoughts are automatically translated into a language the subject can understand. If you're having a two-way conversation, this psi technique affects *both* directions of communication – you do not have to use both Universal (Telereceive) and Universal (Telesend).

CONTROL

This category comprises abilities to command, take over, or rewire a subject's mind. Telepaths with a gift for subtlety and long-term planning can use them to devastating effect.

Aspect

4 points/level

Skill: Aspect (Will/Hard).

You can radiate an aura that manipulates the emotions of those around you, causing them to respect, fear, or adore you. Everyone you wish to affect resists with Will, at a bonus based on their distance from you (use the bonus under *Size* on the *Size and Speed/Range Table*, p. B550). If a subject resists, you *have* his attention, but he reacts normally. Those you choose not to affect see nothing special about you.

Anyone who fails rolls on the *Reaction Table* (p. B560) with a bonus equal to your Aspect level – *or* you can add your Aspect level to an Influence Roll (p. B359) against that person. All other modifiers apply – if you are already handsome and charming, people will probably fall in love with you, while if you try using Aspect on the cop who caught you red-handed, you'll have to overcome a very large situational penalty. Regardless of the reaction you receive, you get the same bonus on any Fortune-Telling, Leadership, Panhandling, or Public Speaking rolls you make against the affected subject or subjects.

Psis who know Aspect usually have an Avatar (*Telepathy Perks*, p. 63) as well. In most games, GMs will wish to limit the number of levels of Aspect a psi may take. Aspect 5 is a common maximum, though cinematic games may be able to handle Aspect 10 or higher.

Statistics: Charisma (Avatar's impression never conflicts with desired impression, +5%; Requires Will vs. Will Roll, -15%; Selective Area, +20%; Short-Range 2, -20%; Telepathy, -10%) [4/level].

Aura Extension

Hard

Default: Aspect-5; cannot exceed Aspect.

Distance is no obstacle for your Aspect – your subjects' bonus to resist is based on long-distance modifiers (p. B241) instead of normal range penalties.

Emotion Control

10/15/25/30/55/80 points for levels 1-6*

Skill: Suggestion (IQ/Hard).

You can sway the emotions of others. This requires a Quick Contest of skill vs. the target's Will. If you win, you can control how he feels for as long as you concentrate, and for minutes equal to your margin of victory after you stop. Use the guidelines for the Sway Emotion skill (p. B192).

This is a subtle ability. Your victim may not understand why he feels the way he does, but he will believe firmly that the emotions are his own.

If you tie or lose, the subject can sense coercion coming from you; rolls for *Detecting Psi* (pp. 11-12) are at +3! In addition, you cannot try to affect him again within 24 hours without the Pressed Attack psi technique. If you ever critically fail, or are knocked out, all of your victims are immediately released. This ability takes the same penalties for multiple use as Suggestion (pp. 63-64).

Range is as for Telereceive (p. 59).

* If you have the Suggestion ability (pp. 63-64), the cost for Emotion Control becomes a flat 5 points. Use these rules, but with your range for Suggestion.

Statistics: Mind Control (Contact Agent, -30%; Emotion Control, -50%; Melee Attack, C, -30%; Rationalization, +20%; Telepathy, -10%) [10]. Further levels remove Contact Agent [15], then replace Melee Attack with Short-Range 1 [25], then remove Short-Range [30], and then add Long-Range 1 [55], and then Long-Range 2 [80]. Psis with Suggestion just replace Suggestion with Mind Tricks [+5] or remove Cannot influence emotions [+5] from their Mind Control.

Amnesia

Hard

Default: Suggestion-1; cannot exceed Suggestion.

As for the Suggestion technique (p. 64).

Independent

Hard

Default: Suggestion-7; cannot exceed Suggestion.

As for the Suggestion technique (p. 64).

Pressed Attack

Hard

Default: Suggestion-5; cannot exceed Suggestion.

As for the Suggestion technique (p. 64).

Mental Surgery

10/25/33/48/65 points for levels 1-5

Skill: Mental Surgery (IQ/Hard).

You can reprogram someone's mind, permanently adding or removing any mundane mental disadvantages. This slow process requires complete control over the subject. He must be willing or restrained, and you must be able to make skin-to-skin contact with him the entire time.

At level one, each attempt takes one hour of concentration. This becomes 10 minutes at level 2; one minute at level 3; 10 seconds at level 4; and one second at level 5.

After concentrating, roll a Quick Contest of skill vs. the subject's Will (if the subject is willing, just make a skill roll). This roll is at a -1 penalty per full -5 points of disadvantages to be changed. Memories can be altered by adding Delusions or Amnesia. If you win, the alterations take place permanently, though therapy or more Mental Surgery can undo the changes in the future. Player characters who get rid of starting disadvantages this way may need to buy them off; consult the GM.

Statistics: Mind Control (Conditioning Only, -50%; Contact Agent, -30%; Melee Attack, C, -30%; Slow and Sure, +40%; Telepathy, -10%) [10]. Further levels improve Slow and Sure to 10 minutes [25], then one minute [33], then 10 seconds [48], and then replace Slow and Sure with Extended Duration, Permanent [65].

Quick and Dirty

Hard

Default: Mental Surgery-4; cannot exceed Mental Surgery.

You can attempt any Mental Surgery in just one second. However, the results are only permanent on a critical success. Otherwise, they last for days equal to your margin of victory.

Mind Swap

20/45/60/65/70 points for levels 1-5

Skill: Mind Swap (IQ/Hard).

You can trade bodies with another being (person, animal, etc.). This requires a second of concentration, physical contact, and a Quick Contest of skill vs. the subject's Will. A consenting person can waive his resistance roll. An unwilling one who has some idea of what's going on rolls at +5. If you lose or tie, you are stunned for 1d seconds *and* you cannot try to swap with that person again without using the New Approach psi technique.

If you succeed, you swap minds! You retain your IQ, Will, Perception, and all mental traits (including all skills), but you have the subject's ST, DX, HT, and all physical traits. The reverse is true for the subject, who is borrowing *your* body. You may choose to end the Mind Swap at any time. You then both switch back to normal, and the subject (but not you) is stunned for 1d seconds. Unless you have Mind Swap 5, you must wait five minutes before you can use this ability again.

To find the duration of the Mind Swap, multiply your margin of victory by one minute at level 1, by three minutes at level 2, by six minutes at level 3, and by one hour at level 4. At level 5, you can remain swapped indefinitely, though the GM may charge you character points if you decide to retain an "upgraded" body – see *Mind Transfer* (p. B296) for more.

Statistics: Possession (Maximum Duration, Up to 10 minutes, -50%; Mind Swap, +10%; No Memory Access, -10%; Specialized, All Earthly Life, -20%; Telepathy, -10%) [20]. Further levels reduce Maximum Duration to 30 minutes [45], then one hour [60], then 12 hours [65], and then remove Maximum Duration [70].

Distant Use

Hard

Default: Mind Swap-4; cannot exceed Mind Swap.

You do not have to touch your subject. Apply normal range penalties (p. B550) to your skill roll. If he is over 15 yards away, use long-distance modifiers (p. B241) instead, at an extra -5 penalty.

New Approach

Hard

Default: Mind Swap-5; cannot exceed Mind Swap.

If you fail to control someone, you can use this technique to try again, but each attempt is at a permanent, cumulative -2 penalty (for that person), which cannot be bought off. Success neither worsens nor erases this penalty.

Mindwipe

20/23/26/31/36/41 points for levels 1-6

Skill: Mindwipe (Will/Hard).

You can wipe out the last few minutes from someone's memory. If you win a Quick Contest of skill vs. your subject's Will, he forgets everything that's happened for minutes equal to

your margin of victory. You can always scale this back if you wish (e.g., "just the last 20 seconds"). Hypnotism, Psychology, Mental Surgery, etc., can restore the lost memories.

Range is as for *Telereceive* (p. 59).

Statistics: Affliction 1 (Will; Based on Will, +20%; Contact Agent, -30%; Disadvantage, Total Amnesia, +25%; Malediction 1, +100%; Melee Attack, C, -30%; No Signature, +20%; Telepathy, -10%; Variable, +5%) [20]. *Feature:* Instead of the target getting amnesia for the *next* few minutes, it applies to the *last* few minutes. Further levels remove Contact Agent [23], then Melee Attack [26], then upgrade Malediction to 2 [31], then 3 [36], and then add Long-Range 1 [41].

Mass Wipe

Hard

Default: Mindwipe-7; cannot exceed Mindwipe.

You can selectively affect anyone or everyone in a two-yard radius; each subject resists individually. For every 5 points by which you make your (modified) skill roll, you may double this radius, cumulatively.

Sensory Control

33/40/43/45/48 points for levels 1-5*

Skill: Sensory Control (Will/Hard).

You can hijack a subject's senses, controlling what he sees, hears, smells, etc. If you win a Quick Contest of skill vs. the subject's Will, you can feed him any artificial perceptions you wish. You could change the color of his car or make it seem like he's at the bottom of the ocean. You don't control his thoughts, however; he may choose to act on what he believes were his last correct sensory impressions (at -10 to any actions if he can't see the real world).

This ability requires constant concentration. When you stop, the subject regains his senses immediately. You can affect more than one person at once, but you are at -1 for every subject already under your control, in *addition* to penalties for multiple feats (p. 6).

At level 1, Sensory Control requires skin-to-skin contact to initiate (but not to maintain). At level 2, you can use it at range; you are at -1 per yard of distance to the target. Replace this with normal range penalties (p. B550) at level 3, long-distance modifiers (p. B241) at level 4, and no range penalties at all at level 5.

* Sensory Control (Overload) is a weaker version of this ability, which costs 20/28/30/33/35 points for levels 1-5. You cannot control what the subject sees. Instead, he sees random, nonsensical images that fade in and out of reality. Treat him as hallucinating (p. B429) while you concentrate.

Statistics: Illusion (Contact Agent, -30%; Melee Attack, C, -30%; Mental, +100%; Telepathy, -10%) [33]. Further levels replace Contact Agent and Melee Attack with Short-Range 3 [40], then reduce Short-Range to 2 [43], then 1 [45], and then remove Short-Range [48]. Sensory Control (Overload) adds Hallucinations [-12.5].



Psychosomatic

Hard

Default: Sensory Control-10; cannot exceed Sensory Control.

You can use this technique on a subject already under your control to cause damage. Roll a Quick Contest of Psychosomatic vs. Will every second. If you win, you inflict injury equal to your margin of victory. You must generate an explanation for this in the subject's head (e.g., on fire or hit by an anvil). Successful use of this psi technique lasts one minute, or until the subject resists or falls unconscious, or until you stop using it.

Subconscious Hand-Off

Hard

Default: Sensory Control-10; cannot exceed Sensory Control.

You can run Sensory Control for the subject in the back of your mind, freeing you from having to concentrate continually. This does not change the penalty for multiple subjects or feats, and you are only free to act if *every* subject under your control has been handed off to your subconscious.

Suggestion

10/20/30/35/50/75/100 points for levels 1-7

Skill: Suggestion (IQ/Hard).

You can send silent telepathic commands to a subject. Roll a Quick Contest of your skill vs. his Will. If you win, you can give him orders for as long as you concentrate, and then for minutes equal to your margin of victory afterward. With Suggestion 1 through 4, these must be *simple* commands; see the Suggest skill (p. B191) for guidelines. With Suggestion 5 and up, the commands can be as complicated and detailed as you wish. (You cannot affect the target's emotions, though – for that, take Emotion Control.) Any order that goes against the subject's values or sense of self-preservation triggers another resistance roll, possibly at a bonus.

If you tie or lose, the subject can sense coercion coming from you; rolls for *Detecting Psi* (pp. 11-12) are at +3! In addition, you cannot try to affect him again within 24 hours without the Pressed Attack psi technique. If you ever critically fail, or are knocked out, all of your victims are immediately released.

At level 1, Suggestion requires skin-to-skin contact. At level 2, any touch will do. At level 3, you can use this at range; you are at -1 to skill for every yard to the target. This is replaced with normal range penalties (p. B550) at level 4 and 5, and with long-distance modifiers (p. B241) at level 6. There are no range penalties at all at level 7.

This ability is at -1 for every subject already under your control, in *addition* to the normal multiple feat penalties (p. 6). You may release control at any time. When you do, the subject will think that the actions he took were his idea.

Telepathy Perks

Avatar: You can project a mental image to accompany your telepathic abilities. For example, when you Telesend to someone, in addition to your voice, he may get a flash of a koi pond with eight fish swimming in a circle. An avatar allows you to be easily and quickly recognized if there is any doubt to your identity, and determines the impression left with the people who *don't* know you. You can hide your avatar, and you can change aspects of it, but the fundamental concept remains the same.

Deep Study: You can facilitate the learning process, thanks to your ability to share information directly with another's brain. If you are studying under a teacher or a student is studying directly under you, in a one-on-one environment, reduce the study time required for any purpose by 10%. However, the teacher or student *must* knowingly cooperate and be willing for you to overlap minds on a regular basis over an extended period. If he isn't a close friend, this may require a Very Good reaction or better; many people have a strong sense of privacy.

I Know What You Mean: Your unconscious use of Telepathy helps you communicate in situations where words are of limited use. Your IQ rolls to understand Broken languages (p. B24) are at +2 . . . and if you're *speaking* a Broken language, others get the same bonus to understand you! Apply the same bonus (on either side) to Gesture (p. B198) *default* rolls when you're communicating with someone via hand signals.

Intimidation Factor: You come across as more powerful than you actually are to anyone reading your mind. Telereceive and similar abilities give accurate information on everything except the power level of your psi abilities, which are inflated by approximately 50%. Success by 3+ reveals the truth.

Ping: You can send a short telepathic message to another person with no information other than who you are and that you're trying to contact him. If you have Telesend (p. 60), treat your level as one higher for this specific use. Otherwise, this requires an IQ (plus Talent) roll, and it takes the range penalties of your longest-ranged Telepathy ability. For example, if you had Ping and Emotion Sense 3 (p. 58), your roll could take long-distance modifiers.

Synchronize: You may "sync up" with anyone you are in telepathic contact with. This lets you finish each other's sentences and perform actions in perfect timing, which is useful when you each must do something at precisely the same time. You and he can "form up" for things like coordinated attacks (*GURPS Powers*, p. 165) and the Teamwork perk (*GURPS Martial Arts*, p. 52) instantly, without taking a Ready or Wait maneuver.

Tactical Reading: While you are using Telereceive on a foe, instead of reducing penalties from his Feints and Deceptive attacks, you have a flat +1 bonus to defend against *all* of his attacks.

Statistics: Mind Control (Contact Agent, -30%; Melee Attack, C, -30%; Rationalization, +20%; Suggestion, -40%; Telepathy, -10%) [10]. Further levels remove Contact Agent [20], then replace Melee Attack with Short-Range 1 [30], then remove Short-Range [35], then replace Suggestion with Cannot influence emotions (-10%) [50], then add Long-Range 1 [75], and then Long-Range 2 [100].

Amnesia

Hard

Default: Suggestion-1; cannot exceed Suggestion.

The subject does not remember any actions taken while affected! This is usually *more* suspicious than the subject rationalizing them away, but it can be necessary when dealing with sensitive information (which the subject *will* remember otherwise).

Independent

Hard

Default: Suggestion-7; cannot exceed Suggestion.

You can “fire and forget” your Suggestion. If successful, the subject follows it for minutes equal to your margin of victory. Meanwhile, you can move on – the subject does not count as under your control for the purpose of penalties and will not be freed if you’re knocked out or critically fail later.

Pressed Attack

Hard

Default: Suggestion-5; cannot exceed Suggestion.

You can try Suggestion again on someone who resisted. There is an *additional*, cumulative -2 penalty for every time the subject has resisted you in the past 24 hours. This additional penalty cannot be bought off.

Telecontrol

30/45/60/75/90 points for levels 1-5

Skill: Telecontrol (IQ/Hard).

You can completely take over the body of any human being (or a member of your species, if you are not human). This requires a second of concentration, physical contact, and a Quick Contest of skill vs. his Will (at +5 if he has reason to be suspicious or wary). If you lose or tie, you are stunned for 1d seconds *and* you cannot try to Telecontrol the subject again without using the New Approach psi technique.

If you succeed, you take over his body completely, suppressing his personality. Your body goes into a trance, slumping to the ground if you were standing. You retain your IQ, Perception, and Will, and all mental traits (including all skills); but you use the subject’s ST, DX, HT, and physical traits. You may stay in control for as long as you wish; the subject does not get further resistance rolls. Once you abandon the body, he awakens, with no memory of what happened while you were directing it.

Controlling another body is difficult at lower power levels, however. Unless you have Telecontrol 5, your Acting rolls to impersonate the subject, as well as *all* physical rolls you make (against ST, DX, or HT, or any skills based on those attributes),

are penalized, as are your active defenses. Passive rolls (resistance rolls, rolls to avoid blood loss, etc.) are unaffected.

Level	Affected Rolls	Active Defenses
1	-8	-4
2	-4	-2
3	-2	-1
4	-1	-1
5	-	-

Statistics: Possession (No Memory Access, -10%; Poor Control -8, Cannot adjust, -60%; Specialized, Humans, -40%; Telecontrol, +50%; Telepathy, -10%) [30]. Further levels reduce Poor Control to -4 [45], then -2 [60], then -1 [75], and then remove Poor Control [90].

Animalism

Hard

Default: Telecontrol-4; cannot exceed Telecontrol.

You can take over an animal (or any other normal life form that exists in your world) instead of a human. This psi technique is not available if the Animal Telepathy (pp. 71-72) power exists.

Distant Use

Hard

Default: Telecontrol-4; cannot exceed Telecontrol.

As for the Mind Swap technique (p. 62).

New Approach

Hard

Default: Telecontrol-5; cannot exceed Telecontrol.

As for the Mind Swap technique.

Secondary Senses

Hard

Default: Telecontrol-5; cannot exceed Telecontrol.

You retain some consciousness in your own body and may take actions, move about, etc. However, all rolls (including Sense rolls, active defenses, etc.) to do so are at -4.

OFFENSE

Unlike many Telepathy abilities, these are all instantaneous, “fire and forget” attacks, which do not require further concentration.

Instill Fear

18 points for level 1, plus 3 points for each additional level

Skill: Instill Fear (Will/Hard).

You can project pure fear and terror into someone’s heart. Your subject must be able to see or hear you. Roll a Quick Contest of skill vs. his Will; he is at +1 for every previous time you’ve used Instill Fear on him in the past 24 hours (victims eventually get used to it). If you win, he must roll 3d on the *Fright Check Table* (p. B360), adding your margin of victory!

If you tie or lose, you cannot try to Instill Fear in that subject again until 24 hours have passed, unless you use the New Approach psi technique.

Instill Fear is one of the few Telepathy abilities with a defined range. Use the *Psionic Range Table* (p. 22) to find the distance at which you can terrorize people.

Statistics: Terror (Active, +0%; Reduced Range 1/10, -30%; Telepathy, -10%) [18]. Further levels remove Reduced Range, then add Increased Range, one level at a time [+3/level].

Group Scare

Hard

Default: Instill Fear-5; cannot exceed Instill Fear.

You can affect everyone in a two-yard radius at once. You may double this radius, cumulatively, for every 5 points by which you make your (modified) skill roll.

Indirect

Hard

Default: Instill Fear-3; cannot exceed Instill Fear.

You can affect someone who can neither see nor hear you.

New Approach

Hard

Default: Instill Fear-5; cannot exceed Instill Fear.

You can try to scare someone who's successfully resisted you before 24 hours have passed. However, this roll is at -2 for every time this subject has resisted your Instill Fear in the past 24 hours. You cannot buy off this penalty.

Mental Blow

17/20/23/28/33/38 points for levels 1-6

Skill: Mental Blow (Will/Hard).

You can overload someone's brain with a powerful psychic attack. If you win a Quick Contest of skill vs. his Will, he is stunned. On subsequent turns, he can roll against Will to snap out of it.

Range is as for Telereceive (p. 59).

Statistics: Affliction 1 (Will; Based on Will, +20%; Contact Agent, -30%; Malediction 1, +100%; Melee Attack, C, -30%; No Signature, +20%; Telepathy, -10%) [17]. Further levels remove Contact Agent [20], then Melee Attack [23], then upgrade Malediction to 2 [28], then 3 [33], and then add Long-Range 1 [38].

Lasting Blow

Hard

Default: Mental Blow-4; cannot exceed Mental Blow.

The subject is stunned for 10 seconds before getting a roll to snap out of it, and only gets to roll Will every 10 seconds afterward to recover.

Neurological Damage

Hard

Default: Mental Blow-4; cannot exceed Mental Blow.

If the subject loses the Quick Contest by 5 or more, or critically fails, he becomes incapacitated for minutes equal to his margin of failure. Choose one of the following effects before rolling (all pp. B428-429): Agony, Daze, Ecstasy, Hallucinating, Paralysis, Seizure, or Unconsciousness. Each effect is a *separate* psi technique to buy off.

Brute Force Attacks

A foe with a powerful Mind Shield can be nearly impossible to crack. If you are willing to forgo any subtlety, a *brute force* approach can smash through even a strong Mind Shield. (There is no benefit against an unshielded foe.)

You can spend 4 FP for a *normal* attack, 8 FP for a *strong* attack, or 12 FP for a *powerful* attack, when using a psi ability. This is a form of extra effort (p. 7), but there is no skill penalty. Win or lose, the defending psi knows not only that he was attacked, but by who (he gets a flash of your face and your Avatar (p. 63) if you have one), and exactly where you are. This allows him to target you back with most Telepathy abilities at -5 to skill.

The benefits often outweigh the drawbacks, however. If you made a *normal* brute force attack, your foe's effective Mind Shield level is *halved*. A *strong* attack divides its effective level by *three*. Moreover, a *powerful* attack divides it by *five*. Round *down*. Thus, a *powerful* brute force attack can reduce a foe with Mind Shield 24 to one with Mind Shield 4!

Your opponent *will* see this coming, and he can attempt a power defense (pp. 8-9). However, even if he succeeds, a *strong* or *powerful* attack will still reduce his defenses. More importantly, if he fails, his Mind Shield does not protect him at all!

Mental Stab

33/43/52/69/85/101 points for levels 1-6

Skill: Mental Stab (Will/Hard).

You can thrust the equivalent of a mental knife into the subject's brain, causing actual damage. Roll a Quick Contest of skill vs. the subject's Will. If you succeed, he takes damage equal to your margin of victory (maximum 10 points)! You choose, when attacking, whether this is temporary (FP) or long-term (HP) damage.

Range is as for Telereceive (p. 59).

Statistics: Fatigue Attack 10 points (Contact Agent, -30%; Damage cannot exceed margin of victory, -50%; Malediction 1, +100%; Melee Attack, C, -30%; No Signature, +20%; Telepathy, -10%) [30] + Toxic Attack 10 points (Contact Agent, -30%; Damage cannot exceed margin of victory, -50%; Malediction 1, +100%; Melee Attack, C, -30%; No Signature, +20%; Telepathy, -10%) [3]*. Further levels remove Contact Agent [39 + 4], then Melee Attack [48 + 4], then upgrade Malediction to 2 [63 + 6], then 3 [78 + 7], and then add Long-Range 1 [93 + 8].

* Alternative Attack (x1/5 cost) to Fatigue Attack.

Double Strike

Hard

Default: Mental Stab-4; cannot exceed Mental Stab.

You can attack someone with Mental Blow (p. 65) and Mental Stab simultaneously. If the abilities are at different levels, use the range penalties for the lowest one. Make a single roll against your Double Strike technique to hit with *both* attacks.

Sleep

As for the Psychic Healing ability (p. 49), except the power modifier is Telepathy instead of Psychic Healing.

SENSE AND DEFENSE

This category includes non-invasive abilities for gathering information and a few miscellaneous ones.

A Cage of Thought

A foe trapped by your Mind Shield is barely aware of his own body. Treat his physical self as dazed (p. B428), except that he will not recover until he breaks free of your mind. His consciousness is fully aware within your mind, wrapped inside of your Mind Shield prison. He can try to break free every second by rolling against Will or the skill he originally used to attack you (his choice), at a penalty equal to your Mind Shield level. Failure costs him 1 FP, though there is no other penalty (this is considered a defensive roll, with no penalty for repeated attempts). If *he* had a Mind Trap set (before getting caged himself), it is immediately “defused” safely. Likewise, any other psi abilities he was maintaining end immediately.

You two are considered to be in skin-to-skin contact for the purpose of using psi (and similar mental abilities) on each other, except that your Mind Shield adds to your resistance against *all* of his psychic attacks, even those that it would normally not stop. He cannot use his psi on anyone or anything besides you until he breaks free. If he has a Mind Shield, it protects against appropriate attacks only. This gives you a great advantage – still, trapping a powerful psi can be a risky move!

You may release your “prisoner” at any time as a free action. He is also set free if you are knocked unconscious, killed, or foolish enough to be caught in a Mind Trap yourself.

You may restrain only one prisoner at a time unless you have Compartmentalized Mind (pp. 13-14); each level gives you an additional “cage.” If your prisoner has Compartmentalized Mind, trapping him only snares the compartment he used against you. The others can continue to run his body, rely on psi abilities, etc., and they *will* be aware of what has happened.

Remember that, when using the Mind Trap technique, your Mind Shield level is *halved* for all of the above purposes!

Mind Clouding

6 points/level

Skill: Mind Clouding (IQ/Hard).

You can send out a sensory block that convinces others that you aren’t there. This requires constant concentration; you can do nothing else. Roll a Quick Contest of skill vs. the Will of anyone within hearing distance or line of sight. If you win, his ability to see and hear you is impaired; add *twice* your Mind Clouding level to your Stealth skill against that person. If you are standing perfectly still, double this bonus! At level 9+, you are effectively invisible and completely silent to anyone affected.

Should the subject fail to resist, yet he manages to sense you despite the Stealth bonus, the Mind Clouding effect is not broken for good. If you are seen, you must leave the subject’s line of sight to you (e.g., hiding behind something or turning a corner) to reestablish the Stealth bonus. If you are heard, you need only remain silent for a second to do the same. This means that you can speak to someone, unseen, without a situational penalty to your Mind Clouding or Stealth skills.

This ability is difficult to use with a lot of bulky equipment. Halve the bonus if you are at Light Encumbrance or higher.

Statistics: Chameleon (Can Carry Objects, No Encumbrance, +10%; Must break line of sight if spotted, -5%; Requires Concentrate, -15%; Requires IQ vs. Will Roll, -20%; Telepathy, -10%) [3/level] + Silence (Can speak freely without jeopardizing bonus, +5%; Nuisance Effect, Requires Concentrate, -15%; Requires IQ vs. Will Roll, -20%; Telepathy, -10%) [3/level].

Bulk Compensation

Hard

Default: Varies; cannot exceed Mind Clouding.

With a successful use of this technique, your bonus is not halved at higher encumbrance levels. Light Encumbrance defaults to Mind Clouding-1, Medium defaults to Mind Clouding-4, Heavy defaults to Mind Clouding-9, and Extra-Heavy defaults to Mind Clouding-14. Buying up this technique improves it for all encumbrance levels; don’t buy each separately.

Exclusion

Hard

Default: Mind Clouding-2; cannot exceed Mind Clouding.

You can control who receives your sensory block, allowing you to exclude your friends.

Mind Shield

4 points/level*

Skill: Mind Shield (Will/Hard).

You have a mental shield that protects you from mental attacks and attempts to locate you. Add your Mind Shield level to your Will (or appropriate other attribute) when resisting any form of mental attack or intrusion. In addition, you may resist any attempts to locate your mind by using Mind Shield skill *plus* your Mind Shield level.

Unlike the average person, if you successfully resist intrusion, you are aware of it *and* you know specifically which ability you were just attacked with. This gives you a +2 bonus on an *immediate* Telepathy Sense (p. 67) or Psi Sense (p. 41) roll to locate the source.

* Telepaths with less psychic control may take the variant Mind Shield (Feedback), for 3 points/level. While active, your Mind Shield subtracts its level from all of your Psychic Vampirism and Telepathy abilities! You may drop it or raise it freely (taking one second of concentration), but you are unprotected while it is lowered.

Statistics: Mind Shield (Profiling, +10%; Telepathy, -10%) [4/level]. Mind Shield (Feedback) adds Feedback [3/level].

Expansion

Hard

Default: Mind Shield-6; cannot exceed Mind Shield.

You expand your Mind Shield to protect everyone within two yards. This *halves* your Mind Shield level for all purposes. For every 5 points by which you make your (modified) skill roll, you can double this radius, cumulatively.

Mind Trap

Hard

Default: Mind Shield-5; cannot exceed Mind Shield.

You can set a trap for the unwary. Once set, your Mind Shield level is *halved* for all purposes. However, the next time you successfully resist a mental attack, roll a Quick Contest of Mind Shield skill against the skill with which the psi was attacking you. If you win, your shield traps him! See *A Cage of Thought* (p. 66) for details.

Reflective Shield

Hard

Default: Mind Shield-5; cannot exceed Mind Shield.

You can set your shield to “bounce” the next attack. Once set, your Mind Shield level is *halved* for all purposes. However, the next time you successfully resist an attack, *if* your (halved) Mind Shield level exceeds your foe’s original margin of success, his attack affects him! See the Reflection enhancement (p. 15) for details.

Telepathy Sense

4/7/11/16 points for levels 1-4

Skill: Telepathy Sense (Per/Hard).

This is a limited version of Psi Sense (p. 41). It uses those rules (and psi techniques), but it can only detect telepathic activity.

Statistics: Detect (Telepathic Activity; Reflexive, +40%; Telepathy, -10%; Vague, -50%) [4]. Further levels remove Vague [7], then add Precise, Nontargeting [11], and then Analyzing [16].

Telescan

11/15/20/25/30 points for levels 1-5

Skill: Telescan (Per/Hard).

You can search for the mind of anyone you know. In addition to range penalties (see below), your skill is at +2 for a life-long friend or relative; at no penalty for a normal, close friend; at -2 for an acquaintance or hated enemy; and at -5 for someone you just met. If the subject does not want to be found and has a Mind Shield, he resists with its skill plus power level.

Level	Range Penalties	Information Gained
1	Standard (p. B550)	Subject is somewhere nearby
2	Standard (p. B550)	Direction to subject
3	Long-distance (p. B241)	Direction to subject
4	Long-distance (p. B241)	Subject's exact location
5	No penalties	Subject's exact location

For *all* power levels, success gives you a “lock” on the subject, allowing you to use further telepathic abilities on him at no penalty.

Statistics: Detect (Known Minds; Lock-On, +50%; Selective Effect, +20%; Telepathy, -10%; Vague, -50%) [11]. Further levels replace Vague with Cannot Analyze [15], then add Long-Range 1 [20], then replace Lock-On with Precise [25], and then upgrade Long-Range to 2 [30].

Omniscan

Hard

Default: Telescan-10; cannot exceed Telescan.

You can scan for *any* minds nearby, not just people you know. Success will find the nearest mind. You can exclude any known subjects from the search.

Like most psi techniques, Omniscan lasts for a minute, allowing you to search for multiple people. This is mainly useful for knowing whether you’re alone in an area, but at higher levels, it can help you to build a complete “human map” of an area.

Trapping a powerful psi is risky.

ADDITIONAL TELEPATHY ABILITIES

The following traits require no special modifiers to be Telepathy abilities.

- Mindlink (Telepathy, -10%) [varies]. No skill needed; passive ability.
- Protected Power (Telepathy, -10%) [5]. No skill needed; passive ability.

In addition, the following advantages make good starting points for those who wish to build new Telepathy abilities: Affliction (any mental effect, with Based on Will and Malediction); Detect (Minds *or* Telepathy); Chameleon*; Elastic Skin*; Empathy; Illusion (with Mental); Innate Attack (Fatigue *or* Toxic; with Malediction); Invisibility*; Mind Control; Mind Probe; Mind Reading; Mind Shield; Possession; Silence*; Special Rapport; Telesend; and Terror.

* Must have the Glamour limitation.

TELEPORTATION

These abilities allow a psi to move himself or something else from one place to another without moving through the intervening space. It is a blatant ability, and thus it may not be appropriate in a setting with “secret psi.” Psis with Teleportation abilities are often called “porters” for short.

Some of the abilities take modifiers for *distance* and for *preparation time*; use the *Teleportation Modifiers* chart (below) (which is slightly different than the one on p. B98).

Power Modifier: Every ability in this power has the limitation Teleportation, -10%. This reflects that it is part of this power, and that it uses the rules under *How Psi Works* (pp. 6-11).

Level	Maximum Range	Level	Maximum Range
1	1 yard	8	2 miles
2	2 yards	9	10 miles
3	5 yards	10	100 miles
4	10 yards	11	1,000 miles
5	20 yards	12	10,000 miles
6	100 yards	13	100,000 miles
7	500 yards	14	No limit

Statistics: Warp (Blind Only, -50%; Gyroscopic, +10%; Range Limit, 10 yards, -50%; Reduced Range 1/10, -30%; Reliable 10, +50%; Teleportation, -10%) [20].

Further levels remove Reduced Range, one level at a time [+10/level], and then remove Range Limit, one level at a time [+5/level].

Teleportation Modifiers

Distance	Modifier	Preparation		Preparation	
		Time	Modifier	Time	Modifier
10 yards	0	None	-5	4 minutes	+8
20 yards	-1	1 second	0	8 minutes	+9
100 yards	-2	2 seconds	+1	15 minutes	+10
500 yards	-3	4 seconds	+2	30 minutes	+11
2 miles	-4	8 seconds	+3	1 hour	+12
10 miles	-5	15 seconds	+4	2 hours	+13
100 miles	-6	30 seconds	+5	4 hours	+14
1,000 miles	-7	1 minute	+6	8 hours	+15
10,000 miles	-8	2 minutes	+7	(No additional bonus)	

Note: Add an additional -1 for each 10x increase in distance. The maximum bonus for preparation time is +15.

Bulk Compensation

Hard

Default: Varies; cannot exceed Autoteleport.

You can carry more gear with you (including, at high enough levels, another person) when you teleport. Light Encumbrance defaults to Autoteleport-1, Medium defaults to Autoteleport-2, Heavy defaults to Autoteleport-3, and Extra-Heavy defaults to Autoteleport-5. Buying up this technique improves it for all encumbrance levels; don't get each separately.

Autoteleport

20/30/40/50/55/60/65/70/75/80/85/90/95/100 points for levels 1-14

Skill: Autoteleport (IQ/Hard).

You can teleport yourself (and equipment up to your No Encumbrance limit) to anywhere within your range. To do so, make a skill roll, using Teleportation Modifiers (above) for how far away you want to travel and how much time you spend concentrating first. If the combined penalty is too great, you can expend fatigue – every 2 FP spent removes -1 point of penalties.

If you succeed, you immediately vanish and appear at the new destination. If you fail, you stay where you are. Repeated attempts (p. 6) for Autoteleport are at an *extra* -5 penalty, and they apply even if you're teleporting to a different destination. On a critical failure, in addition to any other effects, you teleport to the wrong place (GM's call) *and* your ability “burns out” for 1d hours!

You can avoid one attack on your turn with Autoteleport. Roll against your skill, with no penalty for distance and -5 for no preparation time. If successful, you disappear before the attack can hit and reappear somewhere random within your range, or within 10 yards, whichever is *less*. If there is no safe place to reappear, your roll fails automatically.

Careful

Hard

Default: Autoteleport-3; cannot exceed Autoteleport.

You take extra care not to strain yourself. If you fail, you only suffer normal penalties for a repeated attempt. If you critically fail, you still go somewhere wrong, but your ability does not “burn out” for 1d hours.

Tracking

Hard

Default: Autoteleport-2; cannot exceed Autoteleport.

You can follow another teleporter. In addition to the normal modifiers (and the penalty for this technique), you are at -1 per yard of distance to his departure point and a modifier based on how long ago he teleported. This modifier is +5 minus the time bonus found on the Teleportation Modifier Chart (for example, a bonus of +2 if the target jumped eight seconds ago).

Combat Teleport

40 points*

Skill: Autoteleport (IQ/Hard).

Once per turn, you can “dodge” an incoming attack by teleporting away from it. This works as if you had Autoteleport 4 (p. 68), but with no -5 penalty for lack of preparation.

* If you have the Autoteleport ability (p. 68), the cost for Combat Teleport becomes 15 points. Learning it removes the -5 “no preparation” penalty specifically when you are teleporting randomly to avoid an attack. It does not remove the -5 penalty if you just need to jump somewhere in a hurry.

Statistics: Warp (Blink Only, -60%; Gyroscopic, +10%; Teleportation, -10%) [40]. Psis with Autoteleport add Blink and a custom limitation – Reliable is halved when blinking (-10%) – to their Warp [+15].

Bulk Compensation

Hard

Default: Varies; cannot exceed Autoteleport.

As for the Autoteleport technique (p. 68).

Careful

Hard

Default: Autoteleport-3; cannot exceed Autoteleport.

As for the Autoteleport technique (p. 68).

Exoteleport

46 points for level 1, plus 5 points for each additional level*

Skill: Exoteleport (IQ/Hard).

You can teleport *other* subjects, from inanimate objects to (at higher levels) people. You must be able to see the subject or

know *exactly* where it is, and it must not weigh more than your limit. Roll against skill, using Teleportation Modifiers (p. 68). To find the distance penalty, add together the distance from you to the subject *and* the distance you want to teleport the subject. The preparation modifier is based on how long you concentrate first. (You must concentrate for at least one second; you cannot use Exoteleport instantly.) If this penalty is too much, you can spend fatigue; every 2 FP removes -1 in penalties. If successful, the subject resists with HT. Failure means he (or it) changes location. Living subjects feel a powerful wrenching sensation even if they resist and must make a Body Sense (p. B181) roll or spend the next turn recovering. Anyone experienced in teleportation will know what just happened.

You *can* Exoteleport yourself if your weight limit is high enough, but at a -2 penalty, due to the awkwardness of treating yourself as an external load.

Level	Limit	Level	Limit
1	1 lb.	11	60 lbs.
2	2 lbs.	12	90 lbs.
3	4 lbs.	13	120 lbs.
4	7 lbs.	14	140 lbs.
5	10 lbs.	15	160 lbs.
6	15 lbs.	16	180 lbs.
7	20 lbs.	17	200 lbs.
8	30 lbs.	18	240 lbs.
9	40 lbs.	19	280 lbs.
10	50 lbs.	+1	+40 lbs.

* If you can only affect subjects by touching them (skin-to-skin contact for living beings), but can send them anywhere, take the variant Exoteleport (Touch-Only). This reduces the cost by 11 points – i.e., 35 points for level 1, plus 5 points for each additional level.

Teleportation Perks

Bamf: You may *choose* to have your teleportation make a loud noise (usually by ‘porting away an excess amount of air) and/or visual effect, at the point of origin, the point of arrival, or both. This can make a very useful distraction.

Castling: You can make short-range “swaps” with your allies. If you are within one yard of a willing target, and there is no barrier between you, you and he can exchange places instantly. This requires an IQ (plus Talent) roll and costs 1 FP. You both retain your original orientation and do not have to make a Body Sense roll. This counts as your step (p. B368); it cannot be used if you’ve already taken a step and cannot be used in response to an opponent’s actions unless you had taken the Wait maneuver to do so.

Coin Trick: You can teleport objects no larger or heavier than a coin from one hand to the other. This gives +2 to Filch, Pickpocket, or Sleight of Hand rolls when only a single, small object is involved.

Exo-Draw: When you make a Fast-Draw skill roll, you can teleport the weapon straight into your hand. The game effect is to remove any penalties for holster or scabbard, even if the weapon is peace-bonded or the holster is

snapped closed and under your jacket. You must specialize; specialties are the same as for Fast-Draw (p. B194). In some circles, this is known as a “BSG Fast-Draw.”

Expulsion: You can remove foreign matter from your body, either by teleporting it out of your system or by leaving it behind when you teleport yourself. (In the former case, it appears on the floor about a yard away.) This requires an IQ (plus Talent) roll. If you fail, you cannot try again. It is a good way to get rid of shrapnel, poison, bad food, drugs, etc. If the matter had an ongoing effect (e.g., damage) that was resisted or could be avoided by an attribute roll, you get another such roll immediately, at a +2 bonus. This perk cannot be used on toxins that have already spread throughout your system (GM’s call – anything at least halfway through its maximum cycles usually qualifies).

Inertia Control: Your experience helps you counter teleportation when attacked. You have +3 to resist any attempt to teleport you against your will.

That Extra Inch: You can instinctively “blink” a thrown object just a little bit closer to your hand. This gives you +2 on any roll to catch something (see *Catching*, p. B355).

An Alternative Exoteleport

By default, Exoteleport (pp. 69-70) has no range limits, but the weight that can be affected is strictly limited by power level. In some settings, the GM may wish to reverse this assumption. It is up to the GM whether this “Range-Limited Exoteleport” (“RL Exoteleport” for short) exists, as well as whether it replaces normal Exoteleport or is available as a separate ability.

RL Exoteleport

45/55/65/75/80/85/90/95/100/105/110/115/120/125
for levels 1-14*

Skill: Exoteleport (IQ/H).

You can teleport a subject (a person or object of any weight) up to a maximum distance determined by your range. You must be able to see the subject or know *exactly* where it is, and it must be within your range. To determine your range, look up your level on the Autoteleport (p. 68) table. For example, with RL Exoteleport 5, you could target someone within 20 yards, and teleport them up to 20 yards in any direction.

Apart from the changes above, this ability works exactly as Exoteleport (pp. 69-70).

* If you can only affect subjects by touching them (skin-to-skin contact for living beings), but can send them anywhere, take the variant RL Exoteleport (Touch-Only). This reduces the cost by 11 points – i.e., 34/44/54/64 points for levels 1-4, plus 5 points for each additional level.

Statistics: Affliction 1 (HT; Advantage, Modified Warp, +200%; Affliction range cannot exceed Warp range, -10%; Based on IQ, Own Roll, +20%; Malediction 2, +150%;

Statistics: Affliction 1 (HT; Advantage, Modified Warp, +200%; Based on IQ, Own Roll, +20%; Malediction 2, +150%; Teleportation, -10%) [46]. *Feature:* Uses one roll with *combined* Teleportation distance penalties instead of two rolls with separate penalties. Advantage is Warp (Blind Only, -50%; Exoteleport, -50%; Modified Capacity, 1 lb., -30%; Reliable 10, +50%) [20]. Further levels improve Modified Capacity on the afflicted Warp, one level at a time [+5]. The variant Exoteleport (Touch-Only) adds Contact Agent and Melee Attack, C, and reduces Malediction to 1 [35].

Mass Port

Hard

Default: Exoteleport-7; cannot exceed Exoteleport.

You can Exoteleport multiple subjects at once; their combined weight cannot exceed your weight limit. They must all be within an area with a two-yard radius. You can select who is affected and who is not.

Wrenching Journey

Hard

Default: Exoteleport-1; cannot exceed Exoteleport.

Teleportation, -10%) [45]. *Feature:* Uses one roll with combined Teleportation distance penalties instead of two rolls with separate penalties. Advantage is Warp (Blind Only, -50%; Range Limit, 10 yards, -50%; Reduced Range 1/10, -30%; Reliable 10, +50%) [20]. Further levels remove Reduced Range from the modified Warp, one level at a time [+10/level], and then remove Range Limit, one level at a time [+5/level]. The variant Exoteleport (Touch-Only) adds Contact Agent, Melee Attack, C, and reduces Malediction to 1 [34].

Far Reach

Hard

Default: Exoteleport-1; cannot exceed Exoteleport.

You can affect a target beyond your normal range. This does not change how far you can *teleport* it, however. For example, if you have RL Exoteleport 5, you could use Far Reach to grab a target 83 yards away, but you could still only teleport that target up to 20 yards. This technique is not available for the RL Exoteleport (Touch-Only) variant.

Mass Port

Hard

Default: Exoteleport-7; cannot exceed Exoteleport.

As for the Exoteleport technique (below).

Wrenching Journey

Hard

Default: Exoteleport-1; cannot exceed Exoteleport.

As for the Exoteleport technique (below).

After you Exoteleport a living subject, he is stunned (even if he makes a Body Sense roll); he may roll every second to recover.

Innerportation

9 points/level

Skill: Innerportation (Will/Hard).

This is the ability to harm something or someone by teleporting away tiny chunks of its body. Innerportation does *not* exist in every setting – always consult your GM before buying it.

You must win a Quick Contest of skill vs. the subject’s HT. Your skill is at normal range penalties (p. B550), *not* Teleportation distance penalties. If you succeed, the subject takes 1d-2 imp damage per level (minimum 1 point), ignoring DR. You *can* focus this ability to target hit locations; add the hit location penalty to your skill roll. If successful, normal wounding modifiers apply.

This is not a subtle attack. It feels like Exoteleport (pp. 69-70), but more painful and focused, and the pieces appear a few feet away from the victim before falling to the floor.

Statistics: Impaling Attack 1d-2 (Based on HT, +20%; Malediction 2, +150%; Selective Effect, +20%; Teleportation, -10%) [9/level].

Mass Port

Hard

Default: Innerportation-7; cannot exceed Innerportation.

As for the Exoteleport (p. 70) technique, but to damage multiple subjects instead of teleporting them. You have no weight limit.

Portersense

4/7/11/16 points for levels 1-4

Skill: Portersense (Per/Hard).

This is a limited version of Psi Sense (p. 41). It uses those rules (and psi techniques), but it can only detect teleportation (coming or going).

Statistics: Detect (Teleportation Activity; Reflexive, +40%; Teleportation, -10%; Vague, -50%) [4]. Further levels remove Vague [7], then add Precise, Nontargeting [11], and then Analyzing [16].

ADDITIONAL TELEPORTATION ABILITIES

The following trait requires no special modifiers to be a Teleportation ability.

- Protected Power (Teleportation, -10%) [5]. No skill needed; passive ability.

In addition, the following advantages make good starting points for those who wish to build new Teleportation abilities: Affliction (Warp); Detect (Teleportation); Innate Attack (with Malediction; requires GM's permission); and Warp.

Instantaneous movement over any distance is a blatant ability.

ADDITIONAL POWERS

The following powers offer further options for psionic campaigns. Some focus on a niche that the major powers don't really cover. Others are a subset of an existing power – a subset that may deserve more focus in certain games. In all cases, these offer the GM additional choices. Refer to the description for each power for more advice on how and when to use it.

These powers are not presented in as much detail as the preceding ones. Each includes some sample abilities in full detail, followed by advice and suggestions for the GM to create additional ones.

Power Modifier: For every power below, the power modifier shares the name of the power and is a -10% limitation. This reflects that it is part of this power, and that it uses the rules under *How Psi Works* (pp. 6-11).

Talent: For every power below, the Talent is named after the power (i.e., “[Power] Talent”) and works identically to the existing power Talents (p. 18).

ANIMAL TELEPATHY

In many game worlds, Telepathy (pp. 57-67) is strictly for use on humans – or, at least, on sapient beings – and the ability to control animals is a completely different talent. If so, every Telepathy ability that is not already restricted to humans should add the Racial (-20%) limitation, and this power becomes available.

Animal Telepathy allows a person to communicate with and control normal animals; it has no effect on intelligent or supernatural creatures. The user remains human; he does not gain any animalistic or shapeshifting abilities (though the GM can certainly throw that in if it fits the campaign).

Many of the suggestions under *Additional Animal Telepathy Abilities*, below, suggest adding the limitation Specialized, Animals (-25%). This can be adjusted to affect only certain animals: Specialized, One class of animals

(mammals, birds, reptiles) is worth -30%; Specialized, One order or family of animals (equines, rodents, owls) is -35%; and Specialized, One genus or species (horses, orcas, housecats) is a -40% limitation.

Sample Ability: Animal Speech

15/18/20/25/30/35/40/45/50 points for levels 1-9

Skill: Animal Speech (IQ/Hard).

You can communicate with animals. You must growl, meow, hiss, etc. at the creature and be able to hear it growling, meowing, hissing, etc. back; your telepathic link translates it for you. The IQ and knowledge of the animal limit the information you get.

At level 1, it takes four minutes of conversation to get a useful answer to a question. This drops to two minutes at level 2; one minute at level 3; 30 seconds at level 4; 15 seconds at level 5; eight seconds at level 6; four seconds at level 7; two seconds at level 8; and one second at level 9. At levels 1 through 3, you must make a skill roll to translate each answer. For higher levels, you need only roll once per minute.

Statistics: Speak with Animals (Animal Telepathy, -10%; Requires IQ Roll, -10%; Takes Extra Time 2, -20%) [15]. Further levels remove Takes Extra Time, one level at a time [+2.5/level], and then add Reduced Time, one level at a time [+5/level].

Lend Intelligence

Hard

Default: Animal Speech-4; cannot exceed Animal Speech.

You can project a fragment of your mind into the animal's, giving it greater clarity and range of thought. It is still limited to its own perceptions and knowledge, but it responds as though it had your IQ.

Sample Ability: Beast Control

10/18/23/48/73 points for levels 1-5

Skill: Beast Control (IQ/Hard).

You can send silent telepathic commands to any animal. Roll a Quick Contest of your skill vs. its IQ. If you win, you can give it orders for as long as you concentrate, and then for minutes equal to your margin of victory afterward. These must be simple and general enough for an animal to follow! Any suggestion that goes against its sense of self-preservation (or of protecting its young) allows another resistance roll, possibly at a bonus.

If the animal resists, it senses coercion coming from you. Make a reaction roll: On a Bad result or worse it attacks. On a Poor result or higher, it flees. In addition, you cannot try to control that animal again for 24 hours, without using the Pressed Attack technique. Critical failure (or being knocked out) immediately frees every animal under your control.

Beast Control 1 requires you to touch the animal. At level 2, you can assert control at range; you are at -1 to skill for every yard to the target. This is replaced with normal range penalties (p. B550) at level 3, and with long-distance modifiers (p. B241) at level 4. There are no range penalties at all at level 5.

This ability is at -1 for every animal already under your control, in *addition* to the normal multiple feat penalties (p. 6). You may release control at any time.

Statistics: Mind Control (Animal Telepathy, -10%; Based on IQ, +20%; Melee Attack, C, -30%; Specialized, Animals, -25%; Suggestion, -40%) [10]. Further levels replace Melee Attack with Short-Range 1 [18], then remove Short-Range [23], then add Long-Range 1 [48], and then upgrade Long-Range to 2 [73].

Arina: "Do animals always do what you ask?"

Dar: "Sometimes. They are like humans. They listen, but it doesn't always mean they heard you."

– *Beastmaster (TV series)*

Independent

Hard

Default: Beast Control-7; cannot exceed Beast Control.

As for the Suggestion technique (p. 64).

Obedience

Hard

Default: Beast Control-4; cannot exceed Beast Control.

Rather than convey only a general course of action, you may visualize complex and specific actions for the animal to perform.

Pressed Attack

Hard

Default: Beast Control-5; cannot exceed Beast Control.

As for the Suggestion technique.

Additional Animal Telepathy Abilities

Further abilities for this power can be built on the following advantages.

- Animal Empathy. This is a key ability.
- Detect (Animal Minds). This can be built as Telescan (p. 67), but for animal minds instead of humans; the point cost is the same.
- Enhanced Defenses (with Limited, Animals, -60%, and Requires IQ vs. Will Roll), reflecting your ability to know what it is thinking.
- Mind Control (with Specialized, Animals, -25%).
- Mind Probe (with Specialized, Animals, -25%).
- Mind Reading (with Specialized, Animals, -25%); Sensory (+20%) is a common enhancement.
- Mindlink.
- Obscure (Scent, with Glamour and Stealthy).
- Possession (with either Mind Switch *or* Telecontrol, plus Specialized, Animals, -25%).
- Protected Power.
- Special Rapport (with Transferable and Specialized, Animals, -25%).
- Telesend (with Specialized, Animals, -25%).
- Terror (with Active and Specialized, Animals, -25%).

BIOKINESIS

Biokinesis represents one half of the Psychic Healing power (pp. 46-49), expanded greatly into the realm of altering others' bodies and health. It, along with Psychometabolism (p. 75), *replaces* Psychic Healing when used in a campaign. The following Psychic Healing abilities become Biokinesis abilities – just rename the power modifier: Aura Reading (p. 46), Cure (all versions; pp. 46-47), Disease Shield (p. 48), Empathy (p. 49), Protected Power (p. 49), and Sleep (p. 49). Drain (Attribute) (p. 50) becomes both a Psychic Vampirism *and* Biokinesis ability. Further Biokinesis abilities involve physical control over others' bodies – the subtler spells from the Body Control college (*GURPS Magic*, p. 35) may prove inspirational.

Sample Ability: Mold Flesh

32/34/36/38/40/42/44/46 points for levels 1-8

Skill: Mold Flesh (Will/Hard).

You can cause another person's flesh to become soft and malleable under your hands, allowing you to reshape it. This requires 10 seconds of concentration and skin-to-skin contact while you physically work the flesh, followed by a skill roll. Unwilling subjects must be restrained, unconscious, etc., and they resist with HT. If you succeed, the person's appearance changes enough that no one would recognize him. If you want to disguise him as someone else, or improve his Appearance by one level, make a second roll, against the *higher* of Disguise or Mold Flesh skill. (*Reducing* Appearance is easy – you can take the subject as low as Hideous as part of the initial roll.)

To determine how long the changes last, multiply your margin of success (or margin of victory) by one minute at level 1, by three minutes at level 2, by 10 minutes at level 3, by 30 minutes at level 4, by 100 minutes at level 5, by five hours at level 6, by 16 hours at level 7, and by two days at level 8.

Statistics: Affliction 1 (HT; Accessibility, Others only, -10%; Advantage, Elastic Skin, +200%; Biokinesis, -10%; Contact Agent, -30%; Malediction 1, +100%; Melee Attack, C, -30%) [32]. Further levels add Increased Duration, one level at a time [+2/level].

Fast Mold

Hard

Default: Mold Flesh-8; cannot exceed Mold Flesh.

Your ability takes only one second to activate, fast enough to be used in combat. If you successfully hit bare flesh with an unarmed attack, roll the normal Quick Contest. If you win, you “slash” the flesh with your fingers, leaving what look like horrible scars (but doing no damage). Depending on the hit location, this may reduce his Appearance by one level for the duration.

Strike Sense

22/24/28/33 points for levels 1-4,
plus 33 points for each additional level

Skill: Strike Sense (Will/Hard).

You can remove one of your subject’s senses completely. Roll a Quick Contest of your skill against his HT. If you win, he loses the sense (gaining either Blindness, Deafness, No Sense of Smell/Taste, or Numb) for minutes equal to your margin of success. Any abilities that augment the lost sense are gone for the duration (e.g., if you remove the subject’s sight, he cannot use Hyperspectral Vision or See Invisible), though wholly unique senses (e.g., Scanning Sense) continue to work just fine.

At level 1, you must make skin-to-skin contact to use Strike Sense. At level 2, any touch will do. At level 3, you can use your ability at range; your skill roll is at -1 per yard. At level 4, apply normal range penalties (p. B550) instead. Each additional level imposes a -1 penalty on the subject’s HT roll to resist.

Statistics: Affliction 1 (HT; Biokinesis, -10%; Can only inflict one disadvantage at a time, -25%; Contact Agent, -30%; Disadvantages, Blindness, Deafness, No Sense of Smell/Taste, Numb, +85%; Malediction 1, +100%; Melee Attack, C, No Parry, -35%; No Signature, +20%) [22]. Further levels remove Contact Agent [24], then Melee Attack [28], then improve Malediction to 2 [33], and then add further levels of Affliction [32/level].

Multichannel Attack

Hard

Default: Strike Sense-4; cannot exceed Strike Sense.

Instead of wiping out just one sense, you can remove any or all of the victim’s four basic senses.

Strike Exotic

Hard

Default: Varies; cannot exceed Strike Sense.

You can attempt to strike out a non-human sense (e.g., Radar or Vibration Sense). This is a different technique for

each sense. Its skill penalty is -1 for every 10 points (or fraction thereof) that the *base* advantage costs. For example, Strike Exotic (Vibration Sense) is a psi technique, defaulting to Strike Sense-1, that removes the subject’s Vibration Sense (regardless of what the victim actually paid for it).

Additional Biokinesis Abilities

Further abilities for this power can be built on the following advantages.

- Affliction (with Malediction) is the key ability. Afflictions that produce nearly *any* mundane physical effect, from Hemophilia to a heart attack, are allowed. The Advantage enhancement, adding useful things like Ambidexterity or DR with Tough Skin, should be just as common.

- Binding (with No Signature *and* Unbreakable). This represents the victim’s feet refusing to move.

- Fatigue Attack (with Malediction and Based on HT), usually with Hazard to reflect dehydration, starvation, etc.

- Leech (with Steal Youth). If you don’t grow younger while your subject ages, this is a -50% limitation.

- Telekinesis (with Animate Life-Forms), to take *physical* control of a person’s entire body . . . or just a part of it.

- Toxic Attack (with Malediction and Based on HT).

DREAM CONTROL

Dream Control gives its users control over states of consciousness and the dreams that emerge from the deepest levels of sleep. They can interact with dreaming subjects, either communicating through their dreams or taking control of them directly. Dream Control overlaps with Telepathy but offers a significant number of unique abilities. If it exists, Steal Dreams (pp. 50-51) becomes a Dream Control ability as well as (or instead of) a Psychic Vampirism one.

In some settings (the ones most likely to feature Dream Control), the dreams of every sleeper all float through the same ethereal sea. This may be literal (e.g., an actual plane of existence) or metaphorical, representing the subconscious ties between all dreamers. If so, the Dream Projection ability below allows its users to visit this place.

Sample Ability: Dream Projection

20/40/50/60/65/70/75/85/95 points for levels 1-9

Skill: Dream Projection (IQ/Hard).

By concentrating for a certain *activation time* (see table) and making a skill roll, you can send your mind to the dream world. This leaves your body unconscious and helpless until you return. You do not bring any equipment with you. You may “clothe” yourself as you wish, but it offers no protection. You may stay in the realm for a given *duration* (see table) before you automatically snap back into your body. Once you come back, your body must adjust to the change – you cannot project again for at least five minutes.

At level 5 and above, you can jump with less concentration time, but you are at -1 to skill for every second you skip. At level 9, you can remain in the dream world indefinitely, though you must still sleep and your body requires food and drink. You may also jump right back into the dream realm without the five-minute wait.

Level	Activation Time	Duration
1	10 minutes	1 hour
2	70 seconds	1 hour
3	40 seconds	1 hour
4	20 seconds	1 hour
5	10 seconds	1 hour
6	10 seconds	12 hours
7	6 seconds	12 hours
8	2 seconds	12 hours
9	1 second	Indefinitely

Statistics: Jumper (World; Dream Control, -10%; Immediate Preparation Required, 10 minutes, -45%; Improved, +10%; Limited, Dream world, -20%; Maximum Duration, 1 hour, -10%; Naked, -30%; Projection, -0%; Reduced Fatigue Cost 1, +20%) [20]. Further levels reduce Immediate Preparation Required to 1 minute [30], then replace Immediate Preparation Required with Takes Extra Time 2 [40], then reduce Takes Extra Time to 1 [50], then remove Takes Extra Time [60], then reduce Maximum Duration to 12 hours [65], then add Faster Concentration 2 [75], then upgrade Faster Concentration to 4 [85], and then upgrade it to 5 and remove Maximum Duration [95].

Piggyback

Hard

Default: Dream Projection-5; cannot exceed Dream Projection.

As for the Astral Projection technique (p. 26).

Abilities as Advantages

The abilities in this chapter are intended as premade packages – an alternative to building and customizing each ability personally. Some players may wish to make minor alterations to an ability, such as adding a single enhancement. The *Statistics* line for each ability lists everything needed to recalculate the cost of the ability in such a case.

However, *as an optional rule*, the GM can choose to treat these abilities as advantages. If so, players can apply modifiers directly to the cost of the ability itself without worrying about how it was built. If a psi wants to add Vision-Based (-20%) to Portersense 3 [11], he does so as if Portersense 3 was a single, 11-point advantage, for a cost of 8.8, which rounds up to 9 points. Please be aware that this *will* cause a discrepancy between psis who use this rule and those built normally. For some groups, however, the convenience may balance out the potential for abuse.

Sample Ability: Reshape Dream

7/14/18/25 points

Skill: Reshape Dream (IQ/Hard).

You can completely alter a person's dream. To do so, you must be *in* his dream via Dream Projection (see pp. 73-74), and you must remain there for the entire concentration period. Alternatively, you can make physical, skin-to-skin contact with the dreamer while concentrating. However, this has the drawback that it does not provide feedback – you are reshaping the dream “blindly” and cannot respond to the dreamer's actions.

After concentrating, roll a Quick Contest of your skill against the higher of his Will or Dreaming skill. If you succeed, you can reshape his dream in any manner that you wish. This provides a +2 to any rolls to diagnose or cure mental issues. You can continue to change the dream as you wish, though drastic or extremely disturbing changes can prompt a second resistance roll.

At level 1, you must concentrate for a full hour before each significant change. This drops to 10 minutes at level 2; one minute at level 3; and one second at level 4.

Statistics: Illusion (Accessibility, Only on sleeping subjects, -20%; Contact Agent, -30%; Dream Control, -10%; Immediate Preparation Required, 1 hour, -75%; Melee Attack, C, -30%; Mental, +100%; Requires IQ Roll, -10%) [7]. Further levels reduce Immediate Preparation Required to 10 minutes [14], then one minute [18], and then remove Immediate Preparation Required [25]. *Feature:* Projecting yourself into the subject's brain is considered as good as physical contact.

Psychosomatic

Hard

Default: Reshape Dream-10; cannot exceed Reshape Dream.

As for the Sensory Control technique (p. 63).

Additional Dream Control Abilities

Further abilities for this power can be built on:

- Affliction (with Malediction) to afflict Coma, Daze, Hallucinating, Sleep, Unconsciousness, Advantage (any of Deep Sleeper, Doesn't Sleep, or Less Sleep), or Disadvantage (any of Extra Sleep, Insomniac, Light Sleeper, Nightmares, Sleepy, or Slow Riser).

- Control (Dreams). This is a form of godlike Control (*GURPS Powers*, p. 92) that costs 30 points/level. A successful IQ/Hard skill roll allows the psi to apply the level of Control as a bonus or penalty to *any* roll by *any* participant in the dream. This includes Psychology rolls to analyze the dreamer, Fright Checks or resistance rolls made by the dreamer, etc. Control can also lengthen or shorten the duration of a dream from the dreamer's perspective; use the guidelines for Control (Time). Finally, if the dream realm exists, one can merge the dreams of a number of people equal to the level+1.

- Detect (Sleepers).

- Doesn't Sleep.

- Fatigue Attack (with Malediction and Missed Sleep).

- Healing (with Affliction Only and Accessibility, Only Dream Control Afflictions, -20%). The Accessibility restricts it to the list under *Affliction*, above.

- Less Sleep.

- Mind Probe (with Accessibility, Only on sleepers, -20%).

- Mind Reading (with Accessibility, Only on sleepers, -20%).

- Mind Shield (with Limited, Dream Control).

- Oracle, for interpreting dreams.

- Protected Power.

- Telesend (with Accessibility, Only on sleepers, -20%).

- Terror (with Accessibility, Only on sleepers, -20%).

- Visualization.

PSYCHOMETABOLISM

The flip side of Biokinesis (pp. 72-73), Psychometabolism abilities enhance the psi's natural abilities. Psychometabolism will not let the psi grow wings (or fly without them), for example, but it can enhance his jumping ability to nigh-impossible levels. Along with Biokinesis, this power *replaces* Psychic Healing when used in a game.

The following Psychic Healing abilities become Psychometabolism abilities – just rename the power modifier: Life Extension (pp. 48-49), Metabolism Control (p. 49), Protected Power (p. 49), Recovery (p. 49), Regeneration (p. 49), Regrowth (p. 49), and Resistant (all versions; p. 49). Further Psychometabolism abilities let the user perform physical feats that are improbable by human standards, but *possible*, if only technically.

Sample Ability: Damage Control

8/24/32/64/72/92/112 for levels 1-7

Skill: Damage Control (HT/Hard).

When injured, you can instinctively toughen up your vital organs to better resist damage. This requires a skill roll. If successful, attacks to your vitals or skull count as normal torso or face hits, respectively, negating the wounding modifiers. Damage Control is a passive ability.

As you improve Damage Control, your organs become tough enough that, *if you succeed at your skill roll*, bullets and similar attacks can rip through them without causing system failure. At higher levels, even noninvasive attacks have a harder time hurting you! Use the chart below to determine the wounding multiplier for each damage type (you'll always get a minimum of 1 point of damage, except with crushing).

Level	pi-	pi	pi+	pi++	cut	imp	other
1	x1/2	x1	x1.5	x2	x1.5	x2	x1
2	x1/5	x1/3	x1/2	x1	x1.5	x1	x1
3	x1/10	x1/5	x1/3	x1/2	x1.5	x1/2	x1
4	x1/10	x1/6	x1/4	x1/2	x3/4	x1/2	x1/2
5	x1/20	x1/10	x1/6	x1/4	x3/4	x1/4	x1/2
6	x1/30	x1/15	x1/9	x1/6	x1/2	x1/6	x1/3
7	x1/40	x1/20	x1/12	x1/8	x1/3	x1/8	x1/4

Statistics: Level 1 is Injury Tolerance (No Brain, No Vitals; Psychometabolism, -10%; Requires HT Roll, -10%) [8]. Level 2 adds Unliving [24]. Level 3 is Injury Tolerance (Homogenous; Psychometabolism, -10%; Requires HT Roll, -10%) [32]. Level 4 is Injury Tolerance (Damage Reduction 2, No Brain, No Vitals, Unliving; Psychometabolism, -10%; Requires HT Roll, -10%) [64]. Level 5 is Injury Tolerance (Damage Reduction 2, Homogenous; Psychometabolism, -10%; Requires HT Roll, -10%) [72]. Level 6 upgrades Damage Reduction to 3 [92]. Level 7 upgrades Damage Reduction to 4 [112].

Harden Bone

Hard

Default: Damage Control-4; cannot exceed Damage Control.

When damage is enough to cripple or dismember a limb or extremity, you may roll against this technique to mitigate that result. Success gives two benefits: First, the limb or extremity cannot be dismembered – only crippled. Second,

when checking duration, a critical failure is a *lasting* injury, not a permanent one.

This technique is at an extra -4 penalty for Damage Control 1 (no penalty at higher levels).

Sample Ability: Projected Senses

7 points/level

Skill: Projected Senses (IQ/Hard).

You can use your vision and hearing to “zoom in” on a spot. With a skill roll, you can send your senses some distance away as a free action; subtract your power level from the range penalties (p. B550) to look at or listen to something. For example, if you had Projected Senses 6, you could see and hear someone 70 yards away (normally, range penalty -9) as if they were only seven yards away (adjusted range penalty -3). If you Aim before making this skill roll, *double* your power level before looking it up. This ability also can give you up to +1 Acc per level with any ranged weapon (not cumulative with scopes), provided you Aim for seconds equal to the bonus.

In settings without Psychometabolism, this may be an ESP (p. 37) ability. It differs from Clairaudience and Clairvoyance in that it does not require much concentration, but it cannot be used to see or hear anything that you couldn't already with a telescope and laser microphone.

Statistics: Parabolic Hearing (Hearing range cannot exceed Vision range, -5%; Psychometabolism, -10%; Requires IQ Roll, -10%) [3/level] + Telescopic Vision (Psychometabolism, -10%; Requires IQ Roll, -10%) [4/level].



Quick Shot

Hard

Default: Projected Senses-4; cannot exceed Projected Senses.

When using Projected Senses as a scope, you only have to Aim for one second for every +4 bonus (or fraction thereof).

Additional Psychometabolism Abilities

Further abilities for this power can be built on the following advantages.

- Extra ST without HP (with Costs Fatigue). This costs 8 points/level.

- Extra DX and/or Basic Speed (with Costs Fatigue).
- Breath-Holding.
- Catfall.
- Damage Resistance (with Tough Skin). The GM should set a maximum level for this in a non-supers game; “total levels cannot exceed the psi’s Will” is common.
- Enhanced Defenses (any).
- Extra Attack.
- Perfect Balance.
- Reduced Consumption.
- Super Climbing.
- Super Jump.
- Temperature Tolerance.

Do you believe in UFOs, astral projections, mental telepathy, ESP, clairvoyance, spirit photography, telekinetic movement, full-trance mediums, the Loch Ness monster, and the theory of Atlantis?

– Janine Melnitz, **Ghostbusters**

Cinematic Psis and Uber-Techniques

In an appropriately over-the-top campaign, where characters are expected to have *minimum* skill levels of 25 to 30, the GM may wish to allow psi techniques with penalties that go far beyond the normal -10 limit. Doing so vastly increases the potential power level of psis, both directly (by allowing large enhancements to be added at will) and indirectly (by greatly increasing their flexibility). Because of this, the following techniques should be considered *extremely* optional, even in a high-powered or cinematic game. All are separate techniques for each skill (e.g., buying up Permanent Effect (Cancellation) does not change your Permanent Effect (Drain Emotion) level).

Permanent Effect

Hard

Default: Any appropriate psionic skill-30; cannot exceed prerequisite level.

This technique is available for any psionic ability with a duration greater than one second; this excludes abilities with instantaneous or permanent effects (e.g., Cure, Mental Stab, and so on). If the use of your ability is successful, your duration is permanent! The target gets no further rolls to recover or resist. This can de-power, stun, curse, etc. a target for the rest of his life.

At the GM’s option, if the duration of a psi ability is determined by its level (e.g., Curse, p. 45), this technique can only be used if you have the maximum number of levels in the ability. Otherwise, psis who buy up this technique have little incentive to raise the ability beyond level 1.

Lethal Attack

Hard

Default: Any appropriate psionic skill-30; cannot exceed prerequisite level.

This technique is available for any psionic ability that causes injury (including fatigue injury). If the target takes more than 2/3 his HP in injury from your attack (or 2/3 his FP for fatigue attacks), he drops to the ground and will die in minutes without medical care (treat as a heart attack, p. B429). This damage does not have to be inflicted all at once – you can cause the damage with cumulative attacks, as long as they all use this technique and he doesn’t heal between attacks.

Omnicast

Hard

Default: Any psionic skill-30; cannot exceed prerequisite level.

Your psi ability bypasses any defenses against it (though the subject still gets a resistance roll, if applicable). This allows you to ignore any DR or Mind Shield that your target may have. In addition, you can affect subjects who would normally be immune. For example, you could use Cyberpsi on a normal human or Telepathy on a machine. Similarly, you can use psi normally on subjects with Immunity to Psi, Psi Static, or similar advantages.

APPENDIX A

SAMPLE

CHARACTER

For details on how Samantha Jo was created, see *Building a Psi: An Example* (p. 5).

SAMANTHA JO

275 points

As a detective in the Baltimore Police Department, Samantha's natural intuition and sense of a crime scene gave her the lowest percentage of unsolved cases in her precinct. This caught the eye of a headhunter in the Department of Homeland Security's newly formed "Special Psychology Branch." He recruited Samantha into America's first true government psi-ops division.

When her superiors began authorizing some legally questionable activities, Samantha approached the head of the department with her concerns, only to have her worries brushed off. The next day, she went straight to a Congressional Oversight Committee. The investigation ended with half the department written up and dozens of people out of jobs. Samantha kept her position, but she has begun getting assigned to field work in more and more distant locations – anything to keep her out of the office, where her supervisors fear conflict may brew.

Samantha is a woman in her early 30s with a deceptively innocent smile. She is 5'7" and 170 lbs., with a curvaceous build and very pale skin. Her naturally blonde hair is dyed bright red and worn in a different style almost every day. A complex tattoo of a lotus covers her right arm completely, though she hides this under long sleeves when interacting with strangers.

An easy person to get along with under most circumstances, the psi's respect for the law can be a bit grating in morally questionable situations. She is accustomed to being *right*, and she has a hard time accepting when she (or a decision she's made) is not.

Samantha can be used as a PC or Ally in a government-based psi game. With some adjustments, she would make an excellent Patron for a less powerful party: Raise her IQ to 15, her Administrative Rank to 4, and add Administration (A) IQ+1 [4]-16 and Teaching (A) IQ-1 [1]-14. This represents her as a seasoned, 335-point supervisor in the department, happy to work with "the new guys" as long as they can keep things inside the law.

ST 10 [0]; **DX** 11 [20]; **IQ** 13 [60]; **HT** 12 [20].

Damage 1d-2/1d; BL 20 lbs.; HP 12 [4]; Will 13 [0]; Per 14 [5]; FP 12 [0].

Basic Speed 5.00 [-15]; Basic Move 5 [0]; Dodge 8; Parry 9 (Wrestling).

Social Background

TL: 8 [0].

CF: Middle Eastern [1]; Western (Native) [0].

Languages: Arabic (Accented) [4]; English (Native) [0]; Russian (Broken) [2].

Advantages

Administrative Rank 1 [5]; Appearance (Attractive) [4]; Astral Projection Talent 1 [5]; Astral Sight 1 [6]; Astral Travel 1 [28]; ESP Talent 4 [20]; Legal Enforcement Powers [10]; Oracle (ESP, -10%) [14]; Psychic Hunches 1 [14]; Retrocognition 3 [30]; Visions (Aspected, National Threats) [8].

Perks: Honest Face; Projection Clock. [2]

Disadvantages

Honesty (9) [-15]; Pacifism (Reluctant Killer) [-5]; Post-Combat Shakes (12) [-5]; Reputation -2 (Whistleblower; All the time; All non-idealist Homeland Security personnel) [-5]; Stubbornness [-5].

Quirks: Bluntly honest with friends; Distinctive Feature (Lotus tattoo covering right arm); Incompetence (Public Speaking); Likes owls; Prone to misplacing unimportant things (pencils, business cards, etc.). [-5]

Skills

Astral Sight (H) Per-1 [1]-13*; Astral Travel (H) IQ+1 [4]-14*; Criminology/TL8 (A) IQ [2]-13; Detect Lies (H) Per-1 [2]-13; Diplomacy (H) IQ-2 [1]-11; Fast-Talk (A) IQ-1 [1]-12; First Aid/TL8 (E) IQ [1]-13; Forensics/TL8 IQ [4]-13; Guns/TL8 (Pistol) (E) DX+1 [2]-12; Hidden Lore (Underground Terrorist Cells) (A) IQ-1 [1]-12; Intelligence Analysis/TL8 (H) IQ [4]-13; Law (U.S. Criminal) (H) IQ-1 [2]-12; Lip Reading (A) Per-1 [1]-13; Observation (A) Per-1 [1]-13; Occultism (A) IQ-1 [1]-12; Oracle (H) IQ+2 [1]-15†; Psychic Hunches (H) IQ+4 [4]-17†; Psychology (H) IQ-1 [2]-12; Research/TL8 (A) IQ-1 [1]-12; Retrocognition (H) IQ+5 [8]-18†; Savoir-Faire (Police) (E) IQ [1]-13; Search (A) Per+1 [4]-15; Streetwise (A) IQ-1 [1]-12; Visions (H) IQ+5 [8]-18†; Wrestling (A) DX+1 [4]-12.

Techniques: Event Search (Retrocognition) (H) [6]-18.

* Includes +1 from Astral Projection Talent.

† Includes +4 from ESP Talent.

APPENDIX B

PSIONIC ABILITY TABLE

The abilities from Chapter 3 are summarized here for easy reference. The table below provides the following details:

Ability: The name of the ability. If an ability has a variant, it appears on the following line, in parentheses; see *Variants* (below) for more information.

Skill: The name and type of skill required to control the ability. In all cases, this skill defaults to the controlling attribute-6. A "*" after the skill means that it is optional; using the ability itself does not call for a skill roll. Abilities that *never* require a skill roll and thus do not need a skill list "(none)" here; these are generally abilities found in the *Additional (Power) Abilities* list at the end of each section.

Levels: The maximum number of levels available for this ability. "GM" means that this value is open-ended unless the GM sets a ceiling.

Cost: The character point cost of the ability. This is a shortened version of the notation on p. 22. For example, "20/35/50"

means 20 points for level 1, 35 for level 2, and 50 for level 3. Similarly, "20/35/+10" means 20 points for level 1, 35 for level 2, and 10 for each *additional* level (e.g., 45 for level 3, 55 for level 4, and so on). Similarly, "10/level" means 10 points per level. "Special" indicates that the cost is too complicated to describe here; see the footnote or ability description for specifics.

Page: The page reference for the ability.

Notes: Footnotes with more information about the ability, found at the end of the table.

Variants

Some abilities offer variants – e.g., Photorefraction versus Photorefraction (Blocking) (pp. 36-37). In such a case, the variant appears in parentheses directly below the standard ability, along with its cost. The skill, maximum number of levels, and page number are always the same as for the standard ability, and are thus marked with a "-" on the table.

Ability	Skill	Levels	Cost	Page	Notes
Animal Telepathy (pp. 71-72)					
Animal Speech	Animal Speech (IQ/H)	9	15/18/20/25/30/35/40/45/50	71	
Beast Control	Beast Control (IQ/H)	5	10/18/23/48/73	72	
Anti-Psi (pp. 23-26)					
Cancellation	Cancellation (Will/H)	5	20/35/50/70/95	23	
Interruption	Cancellation (Will/H)	4	10/25/45/70	23	[1]
Para-Invisibility	Para-Invisibility (IQ/H)	10	5/level	23-24	
Psi Static	(none)	1	30	26	
Psionic Overload	Cancellation (Will/H)	4	25/40/60/85	24	[2]
Psionic Shield	Psionic Shield (Will/H)	GM	2/level	24-25	
Psychic Armor	Psychic Armor (Will/H)*	GM	8/level	25	
Resistant to (Power)	Psionic Resistance (Will/H)*	2	5/7	26	
Resistant to Psionics	Psionic Resistance (Will/H)*	2	10/15	26	
Screaming	Screaming (Will/H)	GM	9/+15	25	
True Sight	True Sight (Will/H)	2	16/21	25	
Astral Projection (pp. 26-30)					
Astral Armor	Astral Armor (Will/H)*	GM	3/level	26	
Astral Celerity	Astral Movement (DX/H)*	GM	6/level	26-27	
Astral Sight	Astral Sight (Per/H)	3	6/10/13	27-28	[3]
Astral Sword	Astral Sword (DX/H)	GM	8/+6	28	
Astral Travel	Astral Travel (IQ/H)	6	28/36/48/56/68/80	28-29	
Doesn't Eat or Drink	(none)	1	8	30	
Doesn't Sleep	(none)	1	16	30	
Protected Power	(none)	1	5	30	

<i>Ability</i>	<i>Skill</i>	<i>Levels</i>	<i>Cost</i>	<i>Page</i>	<i>Notes</i>
Biokinesis (pp. 72-73)					
Mold Flesh	Mold Flesh (Will/H)	8	32/34/36/38/40/42/44/46	72-73	
Strike Sense	Strike Sense (Will/H)	GM	22/24/28/33/+33	73	
Dream Control (pp. 73-74)					
Dream Projection	Dream Projection (IQ/H)	9	20/30/40/50/60/65/75/85/95	73-74	
Reshape Dream	Reshape Dream (IQ/H)	4	7/14/18/25	74	
Ergokinesis (pp. 30-37)					
Confuse	Confuse (Will/H)	GM	15/18/21/26/+26	32-33	
Dampen	Dampen (IQ/H)	GM	12/level	33	
Data Retrieval	Data Retrieval (IQ/H)	4	8/14/16/26	30	
EK Shield	EK Shield (IQ/H)	GM	4/level	33	
Electric Vision	Electric Vision (Per/H)	2	8/12	33	
Flash	Flash (Will/H)	GM	22/+5	35	
Hologram	Hologram (IQ/H)	GM	10/+special	35-36	[4]
Hyperspectral Vision	(none)	1	23	37	
I/O Tap	I/O Tap (IQ/H)	4	6/9/12/27	30-31	
Infravision	(none)	1	9	37	
Lightning	Lightning (IQ/H)	GM	12/level	33-34	
Netrunning	Netrunning (IQ/H)	GM	20/30/40/50/75/90/100/+7	31-32	
Photorefraction	Photorefraction (IQ/H)	GM	5/level	36-37	
(Blocking)	–	–	4/level	–	
Protected Power	(none)	1	5	37	
Protected Vision	(none)	1	5	37	
Radar Sense	Radar Sense (Per/H)	GM	12/+2	34	
Remote Control	Remote Control (IQ/H)	4	10/15/20/45	32	
Surge	Surge (Will/H)	GM	11/level	34	
Ultravision	(none)	1	9	37	
ESP (pp. 37-43)					
Awareness	Awareness (Per/H)	GM	9/+2	39-40	
Clairaudience	Clairvoyance (IQ/H)	GM	13/+5	40	[5]
Clairvoyance	Clairvoyance (IQ/H)	GM	13/+5	40-41	
Combat Sense	Combat Sense (IQ/H)	GM	24/level	37	
Common Sense	Common Sense (IQ/H)	1	9	43	
Danger Sense	Danger Sense (Per/H)	1	14	43	
Illuminated	Illumination (IQ/H)	1	14	43	[6]
Oracle	Oracle (IQ/H)	1	14	43	
Prognostication	Prognostication (IQ/H)	13	18/23/28/33/38/43/48/53/ 58/63/68/73/78	37-38	
Protected Power	(none)	1	5	43	
Psi Sense	Psi Sense (Per/H)	4	8/13/22/32	41	
Psidar	Psidar (Per/H)	4	9/14/19/29	41-42	
Psychic Hunches	Psychic Hunches (IQ/H)	4	14/29/36/51	42	
Racial Memory	Racial Memory (IQ/H)	2	14/36	43	
Retrocognition	Retrocognition (IQ/H)	4	14/20/30/40	38	
Retrocognitive Flashbacks	Retrocognition (IQ/H)	4	10/16/26/36	38	[7]
Seekersense	Seekersense (Per/H)	4	7/13/18/29	42-43	
Signature Sniffer	Psi Sense (Per/H)	4	4/9/18/28	38-39	[8]
Spirit Communication	Spirit Communication (IQ/H)	4	8/13/18/28	43	[6]
True Sight	True Sight (Will/H)	2	15/19	25, 43	
Visions	Vision (IQ/H)	1	special	39	[9]
Probability Alteration (pp. 43-46)					
Adjustment	Adjustment (IQ/H)	9	10/14/18/22/26/30/34/38/42	44	
Coincidence	Coincidence (IQ/H)	GM	27/level	44	
Combat Sense	Combat Sense (IQ/H)	GM	24/level	37, 45	
Curse	Curse (Will/H)	9	22/24/26/28/30/32/34/36/38	45	
Protected Power	(none)	1	5	46	

<i>Ability</i>	<i>Skill</i>	<i>Levels</i>	<i>Cost</i>	<i>Page</i>	<i>Notes</i>
Probability Alteration (Continued)					
Second Chance	Second Chance (IQ/H)	4	12/24/36/48	45	
Weather Control	Weather Control (IQ/H)	GM	22/level	45-46	
Wild Talent	(none)	GM	18/level	46	
Psychic Healing (pp. 46-49)					
Aura Reading	Aura Reading (IQ/H)	5	4/7/13/16/22	46	
Cure	Cure (IQ/H)	GM	18/+6	46-47	
Cure Disease	Cure (IQ/H)	GM	6/level	47	[10]
Cure Injury	Cure (IQ/H)	GM	12/+6	47	[10]
Disease Shield	Disease Shield (Will/H)	8	15/17/19/21/23/25/27/29	48	
Empathy	Empathy (IQ/H)	1	14	49	
Life Extension	Life Extension (IQ/H)	GM	9/+12	48-49	
Metabolism Control	Metabolism Control (HT/H)	GM	4.5/level	49	[11]
Protected Power	(none)	1	5	49	
Recovery	(none)	1	9	49	
Regeneration	(none)	3	9/23/45	49	
Regrowth	(none)	1	36	49	
Resistant to Disease	(none)	3	3/5/9	49	
Resistant to Ingested Poison	(none)	3	3/5/9	49	
Resistant to Poison	(none)	3	5/8/14	49	
Resistant to Sickness	(none)	3	5/8/14	49	
Sleep	Sleep (Will/H)	GM	25/28/31/36/+36	49	
Psychic Vampirism (pp. 49-52)					
Detect (Life)	Detect Life (Per/H)	1	27	52	
Drain (Attribute)	Drain (Attribute) (Will/H)	9	24/26/28/30/32/34/36/38/40	50	
Drain Emotion	Drain Emotion (IQ/H)	4	10/15/25/30	50	
Protected Power	(none)	1	5	52	
Steal Dreams	Steal Dreams (Will/H)	5	23/31/40/48/67	50-51	
Steal Energy	Steal Energy (Will/H)	GM	32/34/37/39/42/44/+7	51	
Steal Life	Steal Life (Will/H)	GM	25/+4	52	
Steal Power	Steal Power (Will/H)	9	55/65/75/85/95/105/115/125/135	52	
Psychokinesis (pp. 53-57)					
Cryokinesis	Cryokinesis (Will/H)	GM	13/level	55-56	
Extra ST without HP	(none)	GM	7.2/level	57	[11, 12]
Levitation	Levitation (IQ/H)	GM	14/+2	55	
PK Shield	PK Shield (IQ/H)	GM	4/level	56	
Protected Power	(none)	1	5	57	
Pyrokinesis	Pyrokinesis (Will/H)	GM	14/level	56-57	
Super Jump	(none)	GM	9/level	57	
Telekinetic Control	Telekinetic Control (IQ/VH)	GM	8/level	54	[13]
Temperature Tolerance	(none)	GM	0.9/level	57	[11]
TK Bullet	TK Bullet (IQ/H)	GM	5/level	53-54	
TK Crush	TK Crush (IQ/H)	GM	5/level	54	
TK Grab	TK Grab (IQ/H)	GM	7/level	54-55	
(Short Ranged)	–	–	4/level	–	
Walk on Air	(none)	1	18	57	
Walk on Liquid	(none)	1	14	57	
Psychometabolism (pp. 75-76)					
Damage Control	Damage Control (HT/H)	7	8/24/32/64/72/92/112	75	
Projected Senses	Projected Senses (IQ/H)	GM	7/level	75-76	
Telepathy (pp. 57-67)					
Aspect	Aspect (Will/H)	GM	4/level	61	
Borrow Skill	Borrow Skill (IQ/H)	GM	7/+3	57-58	[14]
Emotion Control	Suggestion (IQ/H)	6	10/15/25/30/55/80	61	[15, 16]

<i>Ability</i>	<i>Skill</i>	<i>Levels</i>	<i>Cost</i>	<i>Page</i>	<i>Notes</i>
Telepathy (Continued)					
Emotion Sense	Emotion Sense (IQ/H)	4	3/9/18/20	58	
Instill Fear	Instill Fear (Will/H)	GM	18/+3	64-65	[16]
Mental Blow	Mental Blow (Will/H)	6	17/20/23/28/33/38	65	[16]
Mental Stab	Mental Stab (Will/H)	6	33/43/52/69/85/101	65-66	[16]
Mental Surgery	Mental Surgery (IQ/H)	5	10/25/33/48/65	61-62	[16]
Mind Clouding	Mind Clouding (IQ/H)	GM	6/level	66	[16]
Mind Shield	Mind Shield (Will/H)	GM	4/level	66-67	
(Feedback)	–	–	3/level	–	
Mind Swap	Mind Swap (IQ/H)	5	20/45/60/65/70	62	[16]
Mindlink	(none)	1	varies	67	[17]
Mindwipe	Mindwipe (Will/H)	6	20/23/26/31/36/41	62	[16]
Protected Power	(none)	1	5	67	
Sensory Control	Sensory Control (Will/H)	5	33/40/43/45/48	62-63	[16]
(Overload)	–	–	20/28/30/33/35	–	[16]
Sleep	Sleep (Will/H)	GM	25/28/31/36/+36	49, 66	[16]
Suggestion	Suggestion (IQ/H)	7	10/20/30/35/50/75/100	63-64	[16]
Telecontrol	Telecontrol (IQ/H)	5	30/45/60/75/90	64	
Telepathy Sense	Telepathy Sense (Per/H)	4	4/7/11/16	67	
Telereceive	Telereceive (IQ/H)	6	21/36/42/45/60/75	58-60	[16]
(Shallow)	–	–	9/18/24/27/42/57	–	[16]
Telescan	Telescan (Per/H)	5	11/15/20/25/30	67	
Telesend	Telesend (IQ/H)	6	9/18/21/24/27/42	60	[16]
Telespeak	Telesend (IQ/H)	6	18/30/39/45/63/93	59	[16]

Teleportation (pp. 68-71)

Autoteleport	Autoteleport (IQ/H)	14	20/30/40/50/55/60/65/70/ 75/80/85/90/95/100	68	
Combat Teleport	Autoteleport (IQ/H)	1	40	68-69	[18]
Exoteleport	Exoteleport (IQ/H)	GM	46/+5	69-70	
(Touch-Only)	–	–	35/+5	–	
Innerportation	Innerportation (Will/H)	GM	9/level	70-71	[6]
Portersense	Portersense (Per/H)	4	4/7/11/16	71	
Protected Power	(none)	1	5	71	
RL Exoteleport	Exoteleport (IQ/H)	14	45/55/65/75/80/85/90/95/100/ 105/110/115/120/125	70	
(Touch-Only)	–	–	34/44/54/64/69/74/79/84/89/94/ 99/104/109/114	–	

Notes:

- [1] Redundant if you know Cancellation.
- [2] Cost is a flat 5 points if you have Cancellation.
- [3] Add a flat 4 points if you can hear astral entities as well.
- [4] Every *two* levels cost an additional 5 points. Even levels cost 3 points and odd levels cost 2 points.
- [5] Cost is a flat 5 points if you have Clairvoyance.
- [6] Not available in all campaigns. Always consult with your GM before taking this ability!
- [7] Cost is a flat 6 points if you have Retrocognition.
- [8] Cost is a flat 5 points if you have Psi Sense.
- [9] Visions comes in different “flavors”; see p. 39 for details and costs.
- [10] You may “upgrade” from this ability to full Cure at any time for an additional cost; see description.
- [11] Multiply the fractional cost by the level being purchased, and *then* round up.
- [12] Represents touch-range telekinesis.
- [13] Comprises Levitation, TK Bullet, TK Crush, and TK Grab, and is generally only available if those abilities are not permitted separately.
- [14] May be purchased multiple times; see pp. 57-58.

[15] Cost is a flat 5 points if you have Suggestion.

[16] As written, this ability can affect any mind (including animals, aliens, etc.) If the Animal Telepathy power (pp. 71-72) is part of the campaign, this ability should add the Racial limitation (-20%), restricting it to members of the psi’s species. This reduces the cost. In some cases, it also makes level 1 and level 2 cost the same; if so, just start at level 2. *Emotion Control* becomes 10/10/15/20/45/70. *Instill Fear* becomes 12/+3. *Mental Blow* becomes 15/18/21/26/31/36. *Mental Stab* becomes 24/37/45/62/78/94. *Mental Surgery* becomes 10/15/23/38/55. *Mind Clouding* becomes 4/level. *Mind Swap* becomes 20/25/40/45/50. *Mindwipe* becomes 18/21/24/29/34/39. *Sensory Control* becomes 28/35/38/40/43, and *Sensory Control (Overload)* becomes 15/23/25/28/30. *Sleep* becomes 23/26/29/34/+34. *Suggestion* becomes 10/10/20/25/40/65/90. *Telereceive* becomes 14/26/32/35/50/65, and *Telereceive (Shallow)* becomes 6/12/18/21/36/51. *Telesend* becomes 6/12/15/18/21/36. *Telespeak* becomes 12/21/27/33/51/81.

[17] See pp. B70-71 to determine cost; be sure to include the Telepathy (-10%) power modifier.

[18] Cost is a flat 15 points if you have Autoteleport.

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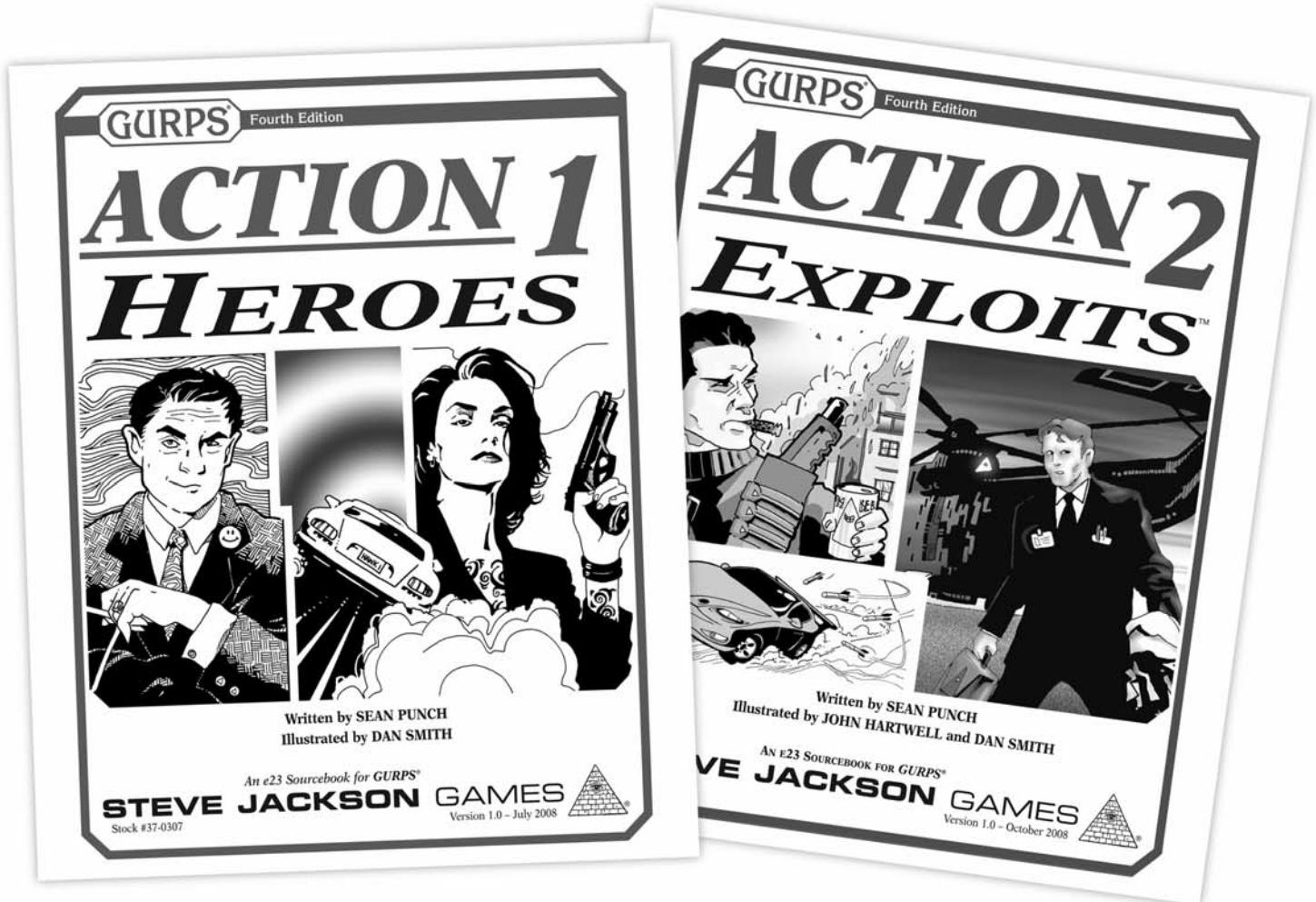
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