

"I'll make your heart stop beatin' with my mind!"

~ Jensen, "The Losers"

While the Graphic Novel, *The Losers*, is not set in the Star Trek universe; nor is the film based on it, the type of dangerous mental powers the Jensen character is claiming to have in the above quote is quite possible with a highly trained Psion in the Star Trek roleplaying game.

And that is what this booklet will try to define. The perimeters of learning and using Psionic skills in the CODA system; including specialties, and the intricate mental disciplines of one of Star Trek's most powerful Psionic species – *The Vulcans*.

PSIONIC SKILLS

The Psionic skills detailed in the *Star Trek Player's Guide* (pp. 126-127) are a very basic, rudimentary description of the mental powers available to psionic adepts in the Star Trek universe.

And they are treated as skills, which is a very accurate assessment of the nature of psionic powers. They are, for the most part, learned and honed and practiced just like a technical skill, fighting art, or even a hobby that requires a great deal of practice.

Psionic skills are bought as per other skills in the CODA system, and advanced, in many cases, as Professional Skills by psionically powerful races, or individuals.

However, there are no Specialties given, or suggested for Psionic skills. Nor are there options for learning certain Psionic abilities without actually possessing advanced mental powers. And some psionic abilities can be learned without the benefit of actual psionic energies – especially those that are defensive in nature, protecting people from unwanted intrusion into their thoughts.

Empathy (PSI)

Empathy is the ability to sense other people's emotions, read their feelings, and detect changes in another person's emotional and mental state. It is almost a prerequisite of a good Ship's Counselor, and is taught and practiced extensively in Deltan and Betazoid culture.

Empathy is also the ability to project one's own emotions into the minds of others, either openly, or without their knowledge. Although doing so without the knowledge of the recipient can be considered a serious violation if the person doing the projecting is aware he or she is doing so at the time.

Further information on the use and effects of Empathy can be found on page 126 of the *Star Trek Player's Guide*.

Empathy actually has several specialties, and key traits associated with its use.

Projective Empathy

This specialty of Empathy governs the ability of an Empath to project her feelings onto a recipient. This ability can make another person feel whatever the character experiences – fear, happiness, or trust for example. With sufficient training (Empathy (Projective) +7) the character can make the target feel emotions she (the sender) is not experiencing.

Projective Empathy is resisted by Mind Shield, and Willpower.

Receptive Empathy

Another Empathic specialty. In this case, the Empath can sense the emotional state of those around her. This actually comes across as a general sense of another person's broad feelings – anger, hostility, peace, happiness, and so on. A Receptive Empath cannot read the exact details of an emotion (ie.: An Empath can tell someone is angry, but not who they are angry with, or why).

In some cases Receptive Empathy can be resisted by either Mind Shield, or Willpower. Especially if the person being sensed is aware that an Empath is actively attempting to read their feelings.

Empathic Healing

This is a *Key Trait* of Empathy. See the *Starfleet Operations Manual* (p. 19, under Armed Combat) for a description of Key Traits and their function in the CODA system.

This trait is keyed to Receptive Empathy, and a Psion must have Empathy (Receptive) +4, or higher to acquire this Key Trait.

Rather than simply receive the emotions of another, the Empath can literally take pain and even physical damage from a subject. In effect, the Empath shares her neural energy with the subject and helps the subject to heal. While the healing produced by this power seems miraculous, it comes at a serious cost.

During the healing process, the Empath directly experiences the pain and damage felt by the patient. In addition, while healing serious wounds the Empath shares so much of her life-energy it can actually damage her. The Empath receives one point of damage for every two points she heals. And if an Empath is reduced one Wound level by the healing process, she must make a Stamina reaction (TN 10) or pass out from the strain.

Empathic healing takes approximately 10 minutes of uninterrupted concentration during which the Empath must physically touch the patient. Interrupting the process can be dangerous, in that the Empath will still suffer the damage described above, but the patient will not recover any damage from the interrupted healing process.

Empathic Attack

Another Key Trait of Empathy, this time keyed to Projective Empathy. The philosophy behind an empathic attack is "That which can be used to heal can also be used to cause harm".

Empathy (Projective) +4 or higher is required to use an Empathic Attack.

By focusing and projecting negative emotions – rage, hatred, etc., - at a single target the Empath can literally harm the target with these emotions. This projection disrupts the target's

neural energy causing it to flow in damaging feedback loops producing neural damage and internal injuries at a rate of 1d6+PSI mod of the attacker.

Using this ability requires intense concentration; if the Empath is seriously distracted increase the TN by +3. The Empath must be able to sense the target clearly to use this ability. Sane Vulcans never learn this ability.

Mind Control (PSI)

The Mind Control skill allows the Psion to control another person's actions, and perceptions. This includes making a target perform actions he wouldn't otherwise undertake or see something that isn't there. The use of this skill can effect a target's thought patterns, forcing him to reach conclusions that are erroneous or against his nature.

For a full description of Mind Control, it's uses and effects, see page 127 of the *Star Trek Player's Guide*.

There are no specialties, or Key Traits associated with Mind Control beyond some of the teachings of the Vulcans detailed below. A successful use of Mind Control can cause almost any effect the user desires. Within reason, and at the Narrator's discretion.

Mind Shield (PSI/PRS)

Mind Shield skills are used to protect the mind against unwanted psionic intrusions, and manipulations. And since being able to protect oneself from Mind Control, and Empathic Attack, or an unwanted Vulcan Mind Meld can be just as useful an ability for a non-psion as for a person with psionic powers the Mind Shield skill is often taught to people who do not have natural psionic ability.

Mind Shield is commonly taught to non-psionic Intelligence operatives, Special Forces operators, and other personnel who either deal with psions on a regular basis, or could be interrogated and forced to reveal sensitive information during a mind probe.

Mind Shield skills learned under these circumstances are governed by the Presence attribute, instead of the Psionic attribute. But, anyone who learns Mind Shield without the benefit of the Psionic edge, and a Psionic attribute cannot advance the skill as a professional skill. Non-psions are also unable to learn any of the specialties associated with Mind Shield.

For basic use of the Mind Shield skill, see the information on page 127 of the *Star Trek Player's Guide*.

Reflective Mind Shield

This is a Specialty of Mind Shield. Like Mind Shield, this skill protects the user from unwanted psionic intrusions. But, with a successful Mind Shield test any psionic ability used against her is reflected back at the attacker. A Telekinetic Blast would damage the attacker instead, while a Telepathic message or Empathic attack would affect the person sending it.

Psionic Negation

This is a Key Trait of Mind Shield, and carries a prerequisite of Mind Shield +5. Possibly because of their widely renowned will and determination, this Key Trait can only be learned by Psionic Humans.

Using Psionic Negation, it is possible to make yourself and anyone or anything within the range of your psionic ability temporarily immune to psionic effects. In addition to being immune to Mind Meld, and Telepathy, this ability can make the user and nearby people or objects immune to the effects of Telekinesis, Empathy, and other psionic powers.

Psions use Psionic Negation to make Opposed Tests when resisting Psionic Skills. This Key Trait can be upgraded twice.

With the first upgrade, the Psion can extend this protection to someone else by making a Mind Shield skill test (TN 10). On the second upgrade a Psion may use Psionic Negation to temporarily disable another Psion's powers. This is done as a Mind Shield test (TN 15).

If successful, the target's psionic abilities are "turned off" for 1d6+PSI mod in rounds. On a Superior Success, this duration is doubled. On an Extraordinary Success the duration is equal to 3d6+PSI mod in rounds.

Telepathy (PSI)

This skill allows a Psionic adept to read peoples' thoughts and intentions, as well as to project their own thoughts into the minds of others.

For a complete description of the use and effects of Telepathic abilities in the CODA system see page 127 of the *Star Trek Player's Guide*.

Projective Telepathy

This is a Specialty of the Telepathy skill. A Projective Telepath has the ability to project her thoughts directly into the mind of a target. Typically, this is used purely as a form of communication. In some cases, however, it could serve as a way to distract or confuse another character.

Aspect

A Specialty of Telepathy, but requiring the Projective specialty as a prerequisite. Use of the Aspect ability causes the Psion to radiate a charismatic aura that manipulates the emotions of others, making everyone who comes into contact with the Psion notice and respect them either as a positive or negative reaction.

Aspect projection can be resisted by other psionic abilities or by a simple Willpower reaction, modified by the target's Renown modifier.

Receptive Telepathy

Another Telepathic Specialty, Receptive Telepaths have the ability to read the surface thoughts of a target. The Psion can also elect to probe the target's thoughts more deeply, but this can be opposed normally if the target is aware of the attempt.

Receptive and Projective Telepathy are often used in tandem by species such as Betazoids who commonly communicate using their mental abilities.

PsiSense

A Specialty of Telepathy, but requiring the Receptive Telepathy specialty as a prerequisite. This ability allows a Psion to detect not just the presence of another mind, as per Psychosense (see below), but the active use of psionic powers.

A successful Telepathy (PsiSense) test can reveal that psionic abilities are in use. On a Superior success the nature of the

power being used can be discerned (Telepathy, Empathy, Telekinesis, etc.) and on an Extraordinary Success the identity of the user, even if the individual is not within the sensing Psion's line of sight. The use of PsiSense can be blocked by Mind Shield, or countered with other psionic abilities, or with a Willpower reaction as an opposed test.

PsiSense can be used to resolve an extended test.

Illusion Creation

This is a Key Trait of Projective Telepathy, and has a prerequisite of Telepathy (Projective) +6.

With this ability, the Psion creates a convincingly realistic illusion in the mind of a target. This could range from altering a person or object's appearance to creating a full sensory landscape. All such illusions, while seemingly real and tangible to the target, are purely psionic in nature. Sensor scans taken off the illusions will not register anything.

To maintain the illusion requires the full concentration of the Psion. Distractions create a +1 to the initial Telepathy TN per distraction.

Induce Trance

Another Key Trait of Projective Telepathy that carries a prerequisite of Telepathy (Projective) +4. This ability allows a Telepath to confuse and distract a single subject temporarily.

The Psion selects a single target and projects barrage of confusing and hypnotic images into their mind. If the skill test is successful the target becomes temporarily disoriented entering a relaxed state similar to the effects of being under hypnosis. All attempts to use psionics on a subject in this state are made at a +2 to the initial TN.

The subject will remain entranced for a duration equal to the projecting Psion's Psionic attribute score in minutes.

This ability may be upgraded twice. Each upgrade has a cumulative effect of increasing the TN for further psionic use on an entranced subject by +2 for a total of +6 to the initial TN. The duration of the trance is also extended by +2 minutes per upgrade.

Psychometry

A Key Trait of Receptive Telepathy, Psychometry carries a prerequisite of Telepathy (Receptive) +4.

All living beings leave behind residual psionic traces on every object they touch. Psychometry allows a Psion to perceive and understand these traces.

To use Psychometry, the Psion must touch the object and open her mind to the impressions within it. Doing so normally requires one or two minutes. Receiving these impressions can sometimes be a confusing and inexact procedure. Impressions left by multiple people tend to overlap.

Psychometry can be upgraded once. And with this upgrade, the Psychometer becomes able to pick up impressions from places, as well as objects. This is done with a penalty of +2 to the initial TN, however.

Psychosense

Also a Key Trait of Receptive Telepathy. This simple, but extremely useful ability can only be learned by humans, and members of other species who's psionic and telepathic abilities

are often tied in to their emotions.

The prerequisites for Psychosense include not only a level of 3, or higher in Telepathy (Receptive), but also at least two levels of Empathy, and a Presence of no lower than 7.

Psychosense can be learned by most naturally psionic species such as Deltans and Betazoids, as well as psionic humans. But, Vulcans rarely grasp the disciplines of this exercise due to the intricacies of emotion tied into the use of Psychosense.

Psychosense allows the Psion to locate living minds within range, similar to a biological scan with a tricorder. This ability also reveals which lifeforms are sapient and which are not. This ability does not pick up insects, small rodents, and other tiny, non-sentient life forms.

The presence of non-corporeal entities and similarly alien life-forms can be located and identified with this ability.

Basic Psychosense can be activated with a Telepathy (Receptive) test at TN 10. And the range, for detecting a mind, or minds is equal to the Psion's Presence attribute in meters.

Psychosense can be used to identify specific individuals provided the Psion knows the subject quite well, or has previously shared mental communication with them. When using Psychosense, the Psion can determine only the location, sapience, and possibly the identities of the individuals sensed.

Psychosense can be used to target attacks, or even transporter locks. If the Psion makes a successful Psychosense test, then the appropriate attack, or Systems Operation (Transporter) test can be made. Due to the precision required for such actions, all attack and transporter tests are made at a +2 TN to the original Psychosense test.

As a Key Trait, Psychosense can be upgraded to increase the range of the ability. Each upgrade increases the range by 2 meters, so that a character with a Psionics score of 7 and three levels of Psychosense would have a range of 9 meters. Each upgrade of Psychosense also remove one point of penalty from the TN to perform precision tasks such as attacks and transporter locks using the Psychosense ability.

Psychosense may be upgraded twice.

Erase Signature

A Key Trait of Telepathy requiring levels of 4+ in both Receptive and Projective Telepathy, or an overall Telepathy skill rating of 8+.

This ability allows a Psion to erase mental tracks from an area or an object, making it impossible for a Psychometer to detect them. If a Psychometer attempts to read any signature erased by another Psion with this ability, they do so at a penalty of +1TN for every point of success rolled on the Erase Signature test.

Erasing a signature does not leave a psychic signature itself, except in the case of a Disastrous Failure.

This trait may be upgraded once, and this upgrade removes the signature left behind by a Disastrous failure. Upgrading the trait does not negate the possibility of failure, preventing the Psion from removing their original signature, however.

Psychokinesis (PSI)

Skills within the Psychokinesis skill group represent various ways in which a Psion can manipulate matter, or energy on a molecular level. Unlike various telepathic disciplines, psychokinesis produces actual measurable force, and as such works on normally non-psionic beings such as Breen, or Ferengi. By the same token, psychokinesis works without regard to the species of the subject so it is easy to perform telekinesis on a member of the same species, or on a species that is completely alien and unfamiliar.

Although not included as one of their basic Psionic disciplines in the Player's Guide, Psychokinesis was originally described on Page 116 of Aliens, as part of the species traits of the Ocampa. However, Psychokinesis can be learned by a wide range of species.

Pyrokinesis

This is the ability to increase the temperature of objects by exciting their molecules. You can effect a radius up to your PSI in meters. Raising a temperature by PSI degrees, Celsius over the course of a minute is fairly straightforward (TN 5), but speeding up the process increases the difficulty +5TN for each halving of the time with anything under 15 seconds counting as a single turn. Excess heat dissipates at a rate of 10 degrees per minute.

Cryokinesis

The ability to reduce the temperature of objects by slowing their molecules. Effect radius is equal to PSI in meters as with Pyrokinesis, and the difficulty also depends on the desired level of temperature decrease at the same ratio as increasing an object's temperature using Pyrokinesis. Lowering a temperature by PSI degrees, Celsius, in 1 minute is a simple task (TN5). And the same time-ratio applies to speeding up the process as given above. +5TN for each halving of the time required.

Telekinesis

The ability to move objects with your mind. The difficulty depends on the amount of force exerted. TN5 for an effective Strength and Agility rating equal to one half of your PSI, with a +1 for each level of success scored.

Once an item is successfully telekinetically grabbed no further tests of Telekinesis are needed unless the situation changes (such as someone breaking the item, or striking the Telekinetic manipulating it). Actually manipulating an item, at range, may require additional skill rolls – using a phaser telekinetically, for example, requires an Energy Weapons test, using the effective Agility score.

Test: Make a test to determine your ability to clear your mind and focus on the desired result. Range modifiers apply.

Action Time: Full-round action

Extended Test: Yes

Range: 1 / 2 / 5 / 10 +2m

Electrokinesis

Only members of powerful naturally psionic species such as Betazoids, Vulcans, Deltans, or the Cairn can learn this rare ability.

A Psion trained in this ability learns to focus her mind precisely enough to effect the operation of complex electronic, duotronic, and isolar circuitry. To use this ability the Psion

must make a test depending on the complexity of the device and the difficulty of the task.

Taking several rounds to concentrate and focus on this ability gives a +2 bonus to the test. Attempting to use this ability while in combat or in any other high-stress situation gives a +2 increase to the TN.

Simple (TN5): Operating extremely simple electronic devices such as turning a lamp or similar device on or off.

Routine (TN10): Controlling a small, easily used device like a PADD or communicator.

Challenging (TN15): Controlling complex personal devices like phasers, tricorders, or medical equipment. Attempting to control a device equipped with security interlocks to prevent unauthorized use.

Difficult (TN20): Attempting to control systems on a small but complex vehicle like a shuttlecraft.

Virtually Impossible (TN25): Controlling a system on a starship, starbase Starfleet research facility, or any similar large, exceedingly complex computer.

Clairvoyance (PSI)

The term clairvoyance is used to refer to the ability to gain information about an object, person, location or physical event through means other than the known human senses, a form of extra-sensory perception. A person said to have the ability of clairvoyance is referred to as a clairvoyant.

In game-terms, Clairvoyance is a type of very advanced telepathy that allows a Psion to see people and events by tapping into the energy of the space-time continuum using their psionic abilities.

Visions

This is the most basic of the Clairvoyant talents. Some potent Psions develop this ability spontaneously. In its rudimentary form the Psion simply receives visions whenever events occur of deep import to them.

In general, Psions with this ability receive visions when their lives, or the lives of people they love or feel great devotion to are in immediate danger. War, natural disasters, powerful psionic or temporal phenomena, and similar powerful events also frequently trigger spontaneous visions.

Characters who only possess one level of this ability are limited to spontaneous, and uncontrollable visions only. Psions with two or more levels in Clairvoyance (Visions) can learn to induce and control their visions to varying degrees.

Simple (TN5): Inducing visions about people or objects with which the Psion is intimately familiar. Close friends, beloved family members, hated personal enemies, and personal possessions.

Routine (TN10): Inducing visions about people or objects which the Psion encounters frequently but which have little personal connection to her.

Challenging (TN15): Inducing visions about someone or something the Psion has interacted with on a few occasions.

Difficult (TN20): Having visions about unfamiliar subjects. The Psion knows a good deal about the subject, but direct interaction has been largely nonexistent. Famous individuals or starships, and people or places visited long ago fall into this category.

Virtually Impossible (TN25): Viewing a subject known only through descriptions, a few holodeck images, or similar

second-hand information.

Far-seeing

This specialty skill of Clairvoyance is similar to Visions, except the Clairvoyant can actually see and hear the target as though physically present. To use this ability the Psion must enter a deep trance. During this trance the Clairvoyant cannot move. She becomes unaware of the world around her.

Without at least five minutes to prepare, the Psion cannot properly induce the trance, and if attempting to induce a trance in a less than conducive condition she must do so at +2 to the TN.

While the Clairvoyant can observe the area around her point of view, it is impossible to view events beyond the target's location.

Simple (TN5): Viewing people or objects with which the Psion is immediately familiar. Close friends, loved ones, etc.

Routine (TN10): Viewing people or objects that the Psion encounters frequently but which have little personal connection to her.

Challenging (TN15): Viewing something or someone the Psion has interacted with on a few occasions. Fellow crewmembers on a large starship.

Difficult (TN20): Viewing unfamiliar subjects. The Psion knows a good deal about the subject, but direct interaction has been largely nonexistent.

Virtually Impossible (TN25): Viewing a subject known only through descriptions, a few holodeck images, or similar second-hand information.

Precognition

This is probably the most complicated, and difficult to learn of all the skills in the Clairvoyance skill group. With this ability, the Clairvoyant can see into the future. Since the future is not predetermined, Precognition is rather limited.

It is possible to receive visions only about events which which are highly likely. Such events need not ever occur, however.

Like Visions, at level 1, Precognitions work only spontaneously, and will involve only incidents of deep importance to the Psion. The degree of warning the Psion receives is normally in direct proportion to both the likelihood of an event and the degree of impact it will have upon the Psion experiencing the vision.

At higher levels the Precognitive can induce this ability through meditation. The difficulty of the precognitive vision is identical to those produced using the Visions ability.

Simple (TN5): Inducing visions about people or objects with which the Psion is intimately familiar. Close friends, beloved family members, hated personal enemies, and personal possessions.

Routine (TN10): Inducing visions about people or objects which the Psion encounters frequently but which have little personal connection to her.

Challenging (TN15): Inducing visions about someone or something the Psion has interacted with on a few occasions. Fellow crewmembers on a large starship fall into this category.

Difficult (TN20): Having visions about somewhat unfamiliar subjects. The Psion knows a good deal about the subject, but direct interaction has been largely nonexistent. Famous individuals or starships, and people or places visited long ago fall into this category.

Virtually Impossible (TN25): Viewing a subject known only through descriptions, a few holodeck images, or similar second-hand information.

While some of these descriptions may seem repetitive, this is necessary to define the functions of each separate sub-skill in the Clairvoyance skill group. Since all Clairvoyance deals with some type of psionic, or psychic vision it makes sense that the difficulties of each different Clairvoyant discipline would have similar origins.

Astral Projection (PSI)

You can control your "astral body", sending it out to explore while your physical body remains in place. Your astral body is insubstantial and can "fly" and your normal rate of movement. For someone projecting themselves who is normally unable to move, their rate of movement is equal to the normal movement of a member of their species walking, running, or using whatever means of locomotion is available to their race.

And astral body cannot be physically harmed by anything in the physical world with the exception of an Empathic Attack, or some other form of psionic assault. Psionic Negation will shut down astral projection, forcing an astral body to return to it's host.

Astral bodies may interact with each other, even doing damage to one another in physical combat. But one cannot carry a weapon into the astral plane and therefore any combat between astral bodies must be unarmed.

The astral body is not effected by damage to one's physical form. If a Psion's astral body is ever destroyed she becomes a mindless husk. If her physical body is destroyed while she is astral, then the Psion becomes a virtual ghost or specter similar to the disembodies consciousnesses of the Ux-Mal prisoners on the Mab-Bu VI moon in the TNG episode, *Power Play*.

Astral Projection has the following levels of difficulty.

Simple (TN5): Projection up to PSI in meters.

Routine (TN10): Projection up to 2xPSI in meters.

Challenging (TN15): Projection up to 5xPSI in meters.

Difficult (TN20): Projection up to 20xPSI in meters.

Virtually Impossible (TN25): Projection up to 100xPSI in meters.

Teleportation (PSI)

Similar to Astral Projection, except that this time the physical body goes along for the ride. Probably the most advanced, powerful, and difficult psionic skill known. Teleportation is a naturally occurring ability in some species such as The Q, or the Metrons.

Teleportation has a the same incremental range of effect as an astral projection.

Simple (TN5): Teleport up to PSI in meters.

Routine (TN10): Teleport up to 2xPSI in meters.

Challenging (TN15): Teleport up to 5xPSI in meters.

Difficult (TN20): Teleport up to 20xPSI in meters.

Virtually Impossible (TN25): Teleport up to 100xPSI in meters.

Autoteleport

This Specialty of Teleportation simply makes it easier for a Psion to teleport herself from one place to another. It not only adds the usual +2 to a Teleportation test for a specialty, but it also gives the Psion the ability to execute several consecutive teleportations (equal to PSI) without becoming fatigued. Without Autoteleport a Psion must make a Stamina reaction test after each 3 teleportations, with any failure indicating a state of fatigue at which time the Psion must stop teleporting and rest their body and mind.

Combat Teleport

This Key Trait of Teleportation requires a prerequisite skill of Teleportation 5+, and may be upgraded twice.

The initial effect of Combat Teleport allows a Psion to make a short teleportation jump to avoid injury in combat. The adept teleports herself out of the path of a disruptor bolt, or an incoming blow from a weapon, or an unarmed attack moving up to a distance equal to ½ their PSI score in meters. This jump is made instantaneously, but carries a +2TN on the initial test.

Upgrading this ability to level 2 removes this penalty, and a second upgrade, to Combat Teleport 3, allows the Psion to teleport up to their full PSI score, in meters, out of harm's way.

Exoteleport

This is the ability to transport objects from point to point, and functions as a Specialty of the basic Teleportation skill. The Psion can teleport an object without having to teleport herself.

The size and mass of the object able to be teleported is equal to the PSI attribute of the Psion doing the teleporting x2, and the distance the object may be teleported is equal to PSIx10 in meters. Thus a Psion with an attribute score of 12 could move a 24kg object up to 120 meters on a successful Teleportation roll.

This ability could theoretically work to teleport a person, however a very high Psionic attribute score would be required to move a full-grown adult any considerable distance. To move an adult human male weighing 77kg the Psion would require an attribute score of 39.

TEMPORAL PSIONICS

Psionic skills are very valuable tools to a time traveler. They are "equipment" which is ultimately portable and difficult to take away. Skills such as Telepathy and Empathy are useful in better understanding natives in other time periods and overcoming language barriers. Telepathic skills can also serve to confuse or influence others. And Mind Shield skills can help to protect a time traveler from unwanted discovery by other time travelers, or even from people in a native time period who happen to possess some form of Psionic talent.

There are several Key Traits keyed to individual psionic skills that are also very useful for time agents and time travelers.

Temporal Projection

The character can project his consciousness through time to inhabit another physical body in a different time period. Conscious, deliberate control of this ability is unknown among the races of the Federation. But the DTI has recorded incidents of beings apparently able to use it

Prerequisite: Telepathy 7+, Physical Science (Temporal Physics) 6+

Effects: A Telepath with the Temporal Projection Key Trait may perform a Telepathy skill test, at +3 TN to project their consciousness through time at the following difficulty levels:

Simple (TN 5): Hours
Routine (TN 10): Days
Challenging (TN 15): Years
Difficult (TN 20): Centuries
Virtually Impossible (TN 25): Millennia or more

Upgrade: This ability may be upgraded twice. Each upgrade reduces the TN penalty by one. The penalty cannot be reduced below +1.

Temporal Sense

A talented Empath has the ability to sense shifts in temporal flux, including those that change the existing timeline.

Prerequisite: Empathy 7+, Physical Science (Temporal Physics) 5+

Effects: By making an Empathy skill test (TN 15), the character can "feel" the temporal signature of her location in space-time, pinpointing the correct time down to the nearest second. The character can also sense the Quantum Signature of the timeline (TN 20), and detect shifts in the timeline (TN 25)

Upgrade: This ability may be upgraded twice. On the first upgrade skill tests are performed at TNs reduced by 5 points each (10, 15, and 20 respectively). And on the second upgrade the TNs are reduced a further 5 points (5, 10, and 15)

Time Shift

Some very powerful Psions with Telekinetic skills can psionically alter her temporal flux and move into the past or future at will. But, this ability requires very, very high levels of skill and psionic power.

Prerequisite: Telekinesis 9+, Physical Science (Temporal Physics) 7+, Psionic Focus edge, Psionic attribute 10+

Effects: The character makes a Telekinesis skill test, at +3 to the TN to move into different time periods at the following difficulty levels.

Simple (TN 5): Hours
Routine (TN 10): Days
Challenging (TN 15): Years
Difficult (TN 20): Centuries
Virtually Impossible (TN 25): Millennia or more

Upgrade: This ability may be upgraded twice. Each upgrade reduces the TN penalty by one. The penalty cannot be reduced below +1.

Time Stop

Another trait of unusually talented Telekinetic Psions, this ability allows a character with the appropriate skill to step "outside" the normal flow of time, causing time to appear to stop while the character stands between moments.

Prerequisite: Telekinesis 8+, Physical Science (Temporal Physics) 6+, Psionic Focus edge, Psionic Attribute 10+

Effects: While Time Stop is in use, the world appears frozen to the character, who is able to move and act normally. Time Stop is initialized by performing a Telekinesis skill test, with the duration of the Time Stop depending on the difficulty of the test.

Simple (TN 5): A few seconds
Routine (TN 10): A minute
Challenging (TN 15): 4d6-4 minutes (4-20 min.)
Difficult (TN 20): 2d6 Hours

Upgrade: This Key Trait is not able to be upgraded. A naturally occurring version of this ability exists as a *Species Trait*, among the Ba'ku, however. And it is a talent known by all Ba'ku by the time they reach adulthood.

THE ANDORIANS

The Aenar, a race of blind, albino Andorians; are well known for their psionic abilities. Well, perhaps not well-known, because even after over 2 centuries since contact was first made between the Aenar and Captain Jonathan Archer the Aenar are still a reclusive people.

The Aenar are covered in detail, in the excellent fan-created supplement to Decipher's Aliens sourcebook; *The Alien Compendium*, by *Scott Rhymer*. The profile of the Aenar, beginning on page 4 of that volume, includes information on Aenar psionic abilities.

But, Andorians who are not Aenar can also demonstrate some psionic ability with the same frequency with which human psions are encountered. It is not a common condition among the species, but it can occur.

Andorian psionics, when used by a non-Aenar, function very similarly to psionic abilities had by members of other species that are not naturally psionic (such as Betazoids, or Deltans). There is one major difference that make Andorian psions unique.

Their antennae.

Andorian antennae provide a +2 species bonus to most tests involving the Andorian's perception of their immediate surroundings. And psionic Andorians receive this +2 to all use of psionic ability as well – whether it be Telepathy, Telekinetic ability, or any other psionic power with the exception of Mind Shield, and related talents.

Since the Mind Shield ability is a type of “psionic deflector screen”, and the antennae serve to enhance an Andorian's senses, and his reception of external stimuli, it is not logical for the antennae to provide a benefit in blocking out the neural wave patterns that Mind Shield protects a psion from.

The antennae do not cause a penalty for the use of Mind Shield. They simply do not help an Andorian avoid an intrusion into his mind.

THE VULCANS

Probably one of the most psionically powerful species ever to become a part of the Federation, or to serve in Starfleet. The Vulcans have elevated the use of their naturally occurring psionic talents into a series of disciplines similar to how some Martial Arts, or religious disciplines are developed and handed down within other cultures.

One could even presume that psionic powers are a type of religion among the Vulcan people held as near and dear to the Vulcan heart as the teachings of Surak and their high regard for logic as a life-philosophy. While Vulcan psionics are not

taught as part of the Kohlinar disciplines, a Vulcan adept who undergoes training to hone and perfect his psionic skills goes through just as much in-depth training, and preparation as a student of the Kohlinar.

Not all Vulcans study psionics, or work to enhance their psionic talents as these abilities are not a logical necessity of their chosen profession or path of life.

A Vulcan serving as a science officer on board a Starfleet vessel, for example, would find very little need for the wide range of powers available to a Vulcan adept.

The vast majority of Vulcans can only perform a basic mind-meld. However, there are other more powerful psychic and mental abilities which have been developed over the centuries by highly trained Vulcan adepts.

Mind Meld (PSI)

This Vulcan discipline allows them to share memories with another character. Both participants in a meld know the origins of their new memories, and melding does not cause identity loss or confusion. Mind Meld is a Psionic skill, and can be learned and advanced as any other psionic skill. But, under normal circumstances can only be learned, or used by Vulcans.

Most Vulcans will begin their knowledge of Mind Melding techniques at skill level 1. And a Vulcan can advance their Mind Meld abilities as a professional skill.

In addition to the most basic of Mind Melding skills, there are several other Vulcan psionic powers that are not as well known, nor are they normally taught outside of Vulcan society.

These specialized powers may only be performed by individuals trained in their use by a Vulcan teacher. Each of these abilities is learned separately. Only the abilities *Khat-kutha*, *Khat-kel*, *Rha-tet*, *Rha-fak*, *Vhoshanta*, and *Vhoslan* can be learned by non-Vulcans. All six of these abilities may even be learned by non-psions, providing the outsider can find a Vulcan willing to teach them.

Teaching or learning any of these abilities is a highly personal and demanding process, involving several deep mind-melds between the teacher and the student and several years of intensive training. Learning any of these abilities often builds a deep, long-term bond between the student and the teacher. Unlike Betazoid telepathy, Vulcan psychic powers (including all of these abilities) work on almost all living creatures, including lifeforms which are non-corporeal or silicon-based. So, Vulcans also use mind-melds when teaching aliens.

THE PATH OF KHAT

Khat-kutha (PSI/PRS)

This ability is identical to the standard Mind Shield described on page 127 of the *Star Trek Player's Guide*. However, some Vulcan mental adepts have learned to teach this ability to people with no psychic ability. Such individuals use Presence as the governing attribute, just like a non-psion learning the basic Mind Shield.

Khat-kel

This is a Key Trait of Khat-kutha with a prerequisite of Mind

Shield or Khat-kutha +4. Some Vulcan adepts can also teach Khat-kel to non-psions. At the request of Starfleet, Vulcan teachers have trained a number of important diplomats from several Federation species in this ability. Today, a number of different religious and monastic orders teach this ability.

Students learn to clear their minds of all thoughts and emotions. At the student's discretion, telepaths attempting to read his thoughts or emotions will either not notice the student's mind at all, or will merely sense calm and peaceful thoughts of no importance.

A basic skill test (TN10) is needed to begin using this ability, and it may be maintained as long as desired. However, this mind bar must be dropped if the subject wishes to use any other psychic powers.

If the subject is injured, another skill test, at TN15 is required to maintain Khat-kel. However, even if this test fails, the difficulty of all attempts to read or otherwise contact the mind of someone who knows Khat-kel is increased by +1TN, unless the subject desires such contact.

An upgrade of Khat-kel will decrease the initial TN to 5, and the level of the difficulty to maintain Khat-kel when injured to TN10.

THE PATH OF LIS

This path is in some disrepute among Vulcans, given its close association with untruthfulness (a major Vulcan taboo). Its use is tightly regulated by the Vulcan government; only priesthoods with a tradition of Lis may teach it, and these orders teach it almost exclusively to those entering the sect as novices.

While the Path of Lis could be used by disreputable individuals to perform illegal acts, on Vulcan it is most commonly used by temple actors and other entertainers to perform feats of stage magic and to produce elaborate costumes and exotic appearances. In some communities, students of this discipline play parts in certain ritual dramas which may only be performed by individuals trained in this ability. In the Time of the Beginning, several mindlord sects of highly trained Vulcan spies used Lisjata to aid in disguise and impersonation, but these sects have largely vanished in the modern day.

Lisjana

Lisjana is a Key Trait requiring a level of Telepathy (Projective) at +4 or higher. The student learns to confuse psychically the senses of those around them.

Students can make themselves unrecognizable to anyone looking at them, including people who know them quite well. This ability is especially useful when the student is attempting to blend into a large crowd. Students may add their skill level with Lisjana to any Stealth or Disguise rolls they make if they succeed in a Lisjana test of equal difficulty to the Stealth or Disguise test.

The use of this ability is closely tied to the Shalis (see below), and will not function without the use of such a device.

While quite powerful, Lisjana is also extremely limited. This ability will fool the senses of all living beings observing the student. However, because the power is purely psionic in

nature, sensors, robots, and automatic equipment remain entirely unaffected. In addition, Lisjana affects all nearby sentient beings who are observing the student, including those who are using sensors to scan the student, as long as the subjects are also within physical sight or hearing of the student.

Subjects who are physically isolated from the student and who are observing the student using only sensors are entirely unaffected by Lisjana. Today, few Vulcans learn Lisjana. It is primarily studied by ritual temple performers who wish to learn Lisjata, and by a few hermits and wandering adepts who use it to assist in survival in the Vulcan wilderness.

Lisjana is performed using a basic Telepathy (Projective) test, modified by any appropriate modifiers, as well as the effects of the Shalis.

Lisjata

This is a Key Trait requiring that the student have already mastered Projective Telepathy to level 6 or higher, and also requires the use of a Shalis.

Only individuals trained in Lisjata may create a Shalis. Most teachers of this ability require that their students carve their own Shalis crystal before teaching the student more than one level of this ability.

Using Lisjata, students may psionically alter their appearance so that they appear to be someone else. Students may even successfully appear to be another form of humanoid, and may also use Lisjata to change the appearance of their clothing to resemble any garb they desire. While the illusions produced by this ability are incapable of causing any harm, they will fool all of the senses, including touch.

Minor changes in appearance or garb require a Telepathy (Projective) test at TN10, and several minutes of concentration.

Changing appearance more rapidly increases the TN by +2, and making changes in a more extreme manner, can increase the TN to 15, or even 20 depending on the circumstances.

Once the ability has been used the new appearance may be maintained indefinitely. However, the illusion vanishes if the user sleeps or is knocked unconscious, and the user must make another skill test (TN15) to maintain the illusion if he is injured.

A student who has had a chance to observe another humanoid closely for several hours or more may even choose to assume the form of this humanoid psychically. While this ability does not give the student the knowledge of the subject's language or behavior, it will allow the student to look, sound, smell, and feel exactly like the subject.

Given the psionic nature of this disguise, observers must make a Savvy reaction test vs. the level of success achieved by the student. However, individuals who know the subject being impersonated extremely well reduce the difficulty of this test by a factor of 3.

Liskle'tu

Liskle'tu is a Key Trait requiring a level of 7+ in Telepathy (Projective) skills, and, like the other arts of Lis, the use of a Shalis. Students of Liskle'tu may also use their Shalis to

become invisible. This invisibility causes living beings not to notice the student with any sense. This form of invisibility is extremely demanding. A Telepathy test (TN10) and several minutes of intense meditation are required to become invisible. The difficulty of this test is increased if this time is significantly shortened, or if the student is under extreme stress while becoming invisible.

Students may only remain invisible for up to 15 minutes, after which they must make a successful Stamina reaction (TN15) or rest and refrain from all psionic disciplines for at least another 30 minutes. A Failure of the Stamina test, and the student becomes visible, a Complete failure and the student begins to suffer the effects of fatigue. Catastrophic Failure means the student has taxed himself to such a degree that he passes out, and will remain unconscious for 5+2d6-VIT mod in minutes.

Injury or unconsciousness immediately dispels this invisibility, and since combat invariably draws intense attention to the attacker, this invisibility may not be maintained if the user attacks anyone. As with the related abilities of Lisjana and Lisjata, all of the affects produced by Liskel'tu are purely psionic in nature and affect the perceptions of living beings only.

THE PATH OF PLAT

Plat-vok

Plat-vok is a Key Trait of Mind Meld. And to master the skill, one must already have mastered Mind Meld to level 3 or higher. Plat-vok is a fairly common ability taught primarily by a number of sects of wandering psychic adepts including the Planfa monks, an order dedicated to promoting deep and harmonious marriages and friendships.

The Planfa monks will only teach Plat-vok to a pair of extremely close friends or lovers. Students of Plat-vok are able to establish a telepathic linkage with anyone they have ever shared a mind-meld with. This linkage allows both parties to halve the range penalties for all telepathic abilities either party uses on the other.

Students of Plat-vok may also share sensory information with someone they are linked to. This sharing allows the student to receive all or part of the sensory information his target is currently receiving, as well as sharing his own sensory information with the target. At the deepest levels the experience of Plat-vok is considered similar to being actually present in the target's body. However, while sensations of pain can be shared, the person receiving such sensations is not injured in any way. This sense sharing also experiences the same reduction in range penalties as all other uses of Plat-vok.

If desired, all forms of Plat-vok linkage can be maintained without the knowledge or consent of the target. However, most Vulcans consider this a gross violation of privacy and perform such a linkage only in dire circumstances. A Plat-vok linkage can be attempted at any time, regardless of the present distance between the participants. Numerous Vulcan married couples share this linkage with each other.

Also, a number of Vulcan intelligence operatives and first-contact specialists use this ability to maintain contact with other agents without the risks of detection inherent in using combadges.

Plat-ra

This relatively uncommon ability is known primarily to a few monasteries in the Llangon Mountains near ShirKahr.

It is considered a specialty of Mind Meld, rather than a key trait, or a separate skill.

Related to the process which allows a dying Vulcan to place his katra in another, Plat-ra is essentially the ability to switch minds temporarily with another living being. In essence the two individuals switch bodies. However, this linkage is rather stressful and difficult to perform. First, the student must initiate a successful Mind Meld with the target. Making the actual transfer then requires another Mind Meld test (TN15) to perform. If the target is unconscious or asleep when this ability is used, the difficulty of the test is reduced by one -2TN.

Each time one of the participants suffers a wound level of damage, the student must make a TN10 Mind Meld test to maintain this switch. In any case, this linkage only lasts for one hour for every point the test succeeds by (minimum of one hour). If either party is killed during the switch then both parties die when it ends. While rarely used in this fashion, this ability can also be used on unwilling targets.

Since the two minds remain linked for the entire time the ability is in use, the student can gain access to some of the target's memories or skills on a successful Mind Meld test (TN15), if the target is cooperative. If the target's mind is asleep, unconscious, or actively resisting this sharing, then the difficulty of this task is raised to TN20. This test must be rolled each time the student attempts to access the target's memories. If desired, students of Plat-ra can also place both minds in one body, leaving the other body in a deep, comalike trance. If both individuals share a body, then sharing skills and memories is automatic.

This ability was once used by Vulcan mind lords who wished to control their underlings more directly. Today, it is most commonly studied by Vulcan diplomats or ship's counselors who use this transfer to help them more directly understand the individual they are negotiating with or counseling. The sharing experienced through Plat-ra has proved especially helpful in achieving a deep understanding with radically alien races. This ability is also occasionally used by Vulcans working in Starfleet Intelligence.

THE PATH OF RHA

Rha-tel (PRS)

This is one of the most basic and most widely known of these mental abilities. Like other abilities in the paths of Rha and Vhos, this ability is not fully psionic in nature. Instead, students learn to exert conscious control over their own bodies in a manner impossible for those not trained in this technique. This ability is most commonly learned from the Hakihr adepts of the Tinsha Monastery. The Hakihr adepts are a sect of ascetics devoted to achieving total, harmonious unity between mind and body. Several other monastic and ascetic orders on Vulcan also teach this ability.

Students learn to control their bodies so that they can reduce the affects of pain (eliminate all wound penalties for being Dazed or Injured, and halve the penalties from being Wounded). Eliminating these penalties requires a successful Rha-tel test the same round the character is wounded. All

more serious wound penalties are unaffected. Also, badly damaged characters still lose all further actions in the round they are injured.

In addition, students of Rha-tel learn to perform exceptional feats like enduring extremes of hunger and thirst without having their efficiency reduced, fire walking, remaining completely immobile for several hours, enduring extreme temperatures (-20° C to 75° C) without harm, staying awake and functional for up to 48 hours, and holding their breath for up to 10 minutes. Most such uses of Rha-tel require a skille test at TN10. (At the Narrator's discretion, successful Rha-tel tests may improve the character's chances at such skills as Survival.) However, uses in combat or under extreme stress are at +3TN.

RHA-TEL TEST DIFFICULTIES	
WOUND LEVEL	RESIST PENALTIES
DAZED	TN5
INJURED	TN10
WOUNDED	TN15
INCAPACITATED	TN20
NEAR DEATH	N/A

Rha-tel-pan (PRS)

Students learn to block all pain completely. Characters with this ability suffer no penalties from being Dazed, Injured, or Wounded, and may act normally on the same round they are wounded. To eliminate these penalties, characters must succeed in a Rha-tel-pan test in the same round they are injured.

Students of Rha-tel-pan also learn to use their control of blood flow and shock reactions to heal one wound level from all wounds they receive. This healing requires several minutes of concentration, and must be performed within approximately 30 minutes of the injury. Students may also place themselves into a deathlike trance which slows their consumption of food, water, and air by a factor of 30.

Entering this trance requires a skill test (TN10, TN15 if the character is injured or under extreme stress). Doctors must make a First Aid or Medical Sciences test to determine that a character in such a trance is not actually dead.

RHA-TEL-PAN TEST DIFFICULTIES		
WOUND LEVEL	RESIST PENALTIES	HEAL DAMAGE
DAZED	TN0	TN0
INJURED	TN10	TN5
WOUNDED	TN15	TN10
INCAPACITATED	N/A	TN15
NEAR DEATH	N/A	TN25

Rha-fak (PRS)

Like Rha-tel, this ability is also primarily learned from the Hakihr adepts. Students learn to focus their will to enhance their Strength and Vitality temporarily. This ability allows students to temporarily add one half (round down) of their Presence attribute to their Strength, or Vitality score - but to only one attribute at a time. Either attribute may be enhanced for no longer than 30 minutes.

At the end of this time this bonus ceases and the normal attribute level is temporarily reduced by one until the character has rested for at least 30 minutes. Students may not enhance any attribute until after they have rested. Enhancing either attribute requires at least a minute of concentration and a TN15 skill test. Enhancing an attribute instantly, or during highly stressful situations like combat, increases the difficulty of this test by +3TN.

Rha-fak-pan

This is a Key Trait which requires levels of 6+ in both Rha-fak and Rha-tel. Students of this ability learn to focus their will so that they can enhance their reflexes and heighten their senses. This ability allows students to add one half (round down) of their Presence attribute, temporarily to their Agility or Perception score. Only one attribute may be enhanced at a time.

Enhancing Coordination or Perception requires at least a minute of concentration and a skill test at TN15. Enhancing either attribute instantly or during combat or other highly stressful situations will increase the difficulty of the test by +3TN.

Students also learn to speed up their perceptions and reflexes. Any round the student can perform a Rhafak-pan test (TN15), the student can perform a number of actions equal to the degree of success without any multiple-action penalties.

However, all uses of Rha-fak-pan are extremely strenuous and may be performed for no longer than half an hour at a time. It is impossible to perform more than one feat of Rha-fak or Rha-fak-pan at a time. After performing any such feat the student must rest for at least half an hour before any other feats can be performed.

THE PATH OF SHAN

Shantip (PSI)

Shantip is one of the most commonly known of any of the abilities listed here. Many Vulcans learn Shantip while they are young, and numerous monasteries and wandering monks teach this ability. The student learns techniques needed to place himself into a deep trance which facilitates healing. In this trance the subject shuts out all external distractions and completely focuses his mind on aiding the healing process.

This trance allows the student to stabilize his wounds and to heal significantly more rapidly than normal. However, for the duration of the healing the student is in a deep trance. Prematurely rousing the subject from this trance is risky, and unless a Medical Sciences (TN10) test is made the shock of doing so will cause the subject to lose one wound level (calculated after all healing has been accounted for).

The safest method of ending a healing trance is to mind-meld with the patient; however, in emergencies shaking him vigorously also works. A student automatically leaves the trance when he has reduced his level of injury to Dazed. Entering the trance requires no roll; the actual healing is more difficult. Every six hours the character may make a roll to heal one wound level. If this roll succeeds he heals one wound level, if an Extrordinary Success is rolled he heals two wound levels, and if a Catastrophic Failure is rolled an additional wound level is lost through mental strain.

SHANTIP TEST DIFFICULTIES	
WOUND LEVEL	HEAL DAMAGE
DAZED	TN0
INJURED	TN5
WOUNDED	TN10
INCAPACITATED	TN15
NEAR DEATH	TN20

Shan-laka

This is a Key Trait requiring that the student have already mastered both Shantip and Mind Meld, to a level of 6+ in each discipline. Long used by traditional Vulcan healers, this ability is still taught in some high traditional Vulcan medical academies as well as by wandering monks. Most of those who know this ability will gladly teach it anyone who displays a deep and sincere desire to heal.

Students of Shan-laka learn how to place others in healing trances. Vulcans may use this ability upon any unresisting lifeform, sentient or not. Placing a character in a healing trance allows the character to make Shantip rolls based upon the healer's PSI attribute. Healers also learn to feed additional healing energy to their patients while these patients are in a healing trance. This energy allows characters to heal more safely and easily, but the healer must provide this energy for at least 15 minutes for every three hours the subject is in the healing trance. Transferring this energy requires that the healer be in a mind-meld with the patient. Providing the healing energy grants an additional +2 to the healing rolls made in this trance.

This trait can be upgraded 3 times, increasing the healing bonus exponentially per upgrade to a maximum of +6.

THE PATH OF TAS

Tashaka (PSI)

Every living being leaves minute psychic traces of its presence behind on everything it touches. Students of this ability learn to detect such traces.

Today, this ability is known to some Vulcan historians and law-enforcement officials. Use of this ability requires the student to clear his mind and touch the place or object for several minutes.

Students of Tashaka learn to identify the psychic traces left on objects and in places by people who have touched or visited them. The student may learn the identity of the people who

have most recently touched the place or object, as well as how long ago and for how long the person touched the object. While traces left by each person are unique, students of this ability will only be able to identify traces of people they have met. Identifying the traces left by another Vulcan is at TN5. Traces left by other races, or extremely old traces, increase the difficulty of the test.

TASHAKA TEST DIFFICULTIES

THESE DIFFICULTY LEVELS SHOULD BE ROUGHLY CUMULATIVE. FOR EXAMPLE, READING HUMAN OR KLINGON TRACES A DAY OLD WOULD BE AT TN20.

SPECIES*	ELAPSED TIME	DIFFICULTY
Vulcan	10 minutes	TN5
Romulan / Vulcanoid	Within a day	TN10
Humanoid	Within a month	TN15
Carbon-based non-Humanoid	Within a year	TN20
Non-carbon based lifeform	More than a decade	TN25

*= Assuming a Vulcan telepath

THESE DIFFICULTY LEVELS ARE GUIDELINES AT BEST. POWERFULLY PSIONIC BEINGS MIGHT LEAVE STRONGER TRACES, OR MIGHT USE A MLKD SHIELD TO AVOID LEAVING ANY. A WHOLE CIVILIZATION LEAVES STRONGER TRACES THAN ONE PASSERBY, AND A BEING LEAVES CLEARER TRACES ON A COMMONLY USED ITEM THAN ON A STREET IT ONCE WALKED.

FINALLY, READING THE TRACES OF SOMEONE VERY WELL KNOWN TO THE ADEPT MAY BE EASIER THAN THE RACE OR TIME WOULD INDICATE (FOR SPOCK TO DETECT KIRK'S PSYCHIC TRACES WOULD PROBABLY BE ROUTINE OR MODERATE AT WORST). THE NARRATOR SHOULD ADJUST THE DIFFICULTY LEVELS TO AN APPROPRIATE NUMBER AT HIS DISCRETION AND KEEP IN MIND THE GOOD OF THE GAME.

Taskefa

This is a Key Trait requiring that the student have already mastered both Tashaka and Mind Meld. Because psychic traces fade when overlaid by many sets of more recent traces, the historian-priests of the Kalrenta plateau in Col use this ability on ancient artifacts to learn more about the earliest days of Vulcan history.

Students of Taskefa learn to extract more detail from these traces. They can now learn the approximate mental and emotional state of the person while he was touching an object or visiting a place. Only feelings and mental state which were experienced while the subject was actually touching the object can be sensed. Many of these traces are not clear enough to allow the student to pick up the actual words or images in the subject's mind. However, most these impressions are quite vivid, if rather imprecise. Certain traces are particularly strong, including those left while the subject was seriously upset or experiencing other deep feelings; these traces actually allow the student to experience directly the subject's mind at the time he touched the object, in a manner similar to the mental sharing experienced in a mind-meld. Reading the traces left by another Vulcan is a skill test at TN5. Traces left by other races, or extremely old traces, each increase the difficulty of this test as with Tashaka.

But, as a key trait, this ability can be upgraded to reduce the difficulties by 1 level per upgrade. *Taskefa* can be upgraded twice.

THE PATH OF VHOSH

Vhoshanta (INT)

This ability is non-psionic in nature. Students of Vhoshanta learn to read and understand the subtle, nonverbal signals given off by all lifeforms. Vhoshanta may be used on both sentients and animals, but it may only be used on lifeforms the user has spent a significant amount of time with. However, since all humanoids have similar physiologies, students of this ability may successfully use it on unfamiliar races of humanoids (at +3 to the initial skill TN, at the Narrator's discretion).

Vhoshanta is used like any other non-psionic skill. Using this ability requires the user to make a test modified by his Intellect attribute rather than Psionics or Perception. All other appropriate Edges, Professional Abilities, and other applicable modifiers should also be applied to the initial test score.

Similar skills have been developed by a number of other races, including the Cardassians. On Vulcan this ability is most commonly learned either from the Hakihr adepts who use it to understand better how the workings of the mind are physically expressed, or from wandering Planfa monks who use this ability to help them in dispensing advice and aid to those in need.

The student learns to observe and interpret carefully the nonverbal signals produced by all lifeforms. Whether sentient or not, if the user can observe a living being for a minute or more, he can roughly determine its current mental and emotional state. The student can also use this information to predict how the subject will react in combat. Use of this ability gives the user a +2 to their Quickness reaction used to dodge or otherwise avoid being struck by any attacks made by the subject of the observation, if the student succeeds in a Vhoshanta test (TN10).

The student may observe only one subject at a time, and the Subject must be in plain sight and can be no more than four meters away. Vhoshanta may only be used when the subject is physically present. Because it relies on pheromones and kinesthetic contact to work, Vhoshanta does not work over any sort of com-link, even one with full visual or holographic capability.

Vhoslan

This is a Key Trait which requires Vhoshanta, at a skill level of 4+.

This ability is similar to Vhoshanta, except that now the student learns to use these same nonverbal clues as a method for determining more detailed information about the subject.

The student may determine the subject's basic character and motivations. It is even possible to distinguish a generally peaceful and forgiving person from one who is normally harsh and judgmental but is currently behaving in a peaceful and forgiving manner.

A basic Vhoshanta test is needed to use Vhoslan. As a key trait, Vhoslan can be upgraded a total of three times.

With the first upgrade, this ability may be used to analyze people over com-links, as long as both video and audio information about the subject is present.

Once this trait has been upgraded a second time, the user can now gain a general impression of the thoughts and emotions felt by large groups of people. For example, a student could easily determine the general reaction of a crowd to a speech or a performance.

The third upgrade gives a +2 to any use of the Vhoslan ability.

PSIONIC DEVICES

There are several devices that can be used to enhance the various mental powers covered under the general umbrella term of Psionic abilities. And while most of these devices are normally very hard to acquire, or will work only for members of certain species; those psions who can gain a benefit from having such a device will certainly try to come by one if the opportunity arises.

Psiberface Helmet

These neural interface devices are required to link a Psion's brain directly with some type of psychotronic machinery or an interface that utilizes, amplifies, or is powered by psionic energies.

Doning a Psiberface helmet counts as 2 actions. Psiberface interfaces can also be built into the helmets of EVA suits, or battle-armor.

Specifications: 1 helmet, sized for the head of the wearer, or generally for the species (usually a basic humanoid-sized helmet similar to that of an EVA suit). Approximately 0.9-1.3kg, mass & c3.8 liters in volume.

Description: Used to provide a portable neural interface to connect a psion directly to a computer or other device via their mind.

Rules: Controlled using any appropriate Psionic skill, with a 2-point affinity for Systems Operations. The Psiberface Helmet allows a Psion to access and interact with any interface capable of responding to neural input such as a telekinetically controlled flight control interface.

Duration/Energy: The helmet is powered using a self-contained and rechargeable powercell, capable of sustaining the psionic interface for a period of 96 hours before requiring recharging. Recharge-time is usually 8-10 hours.

Psiberface Implant

Those not wanting to be burdened with a helmet can have a psiberface port installed directly into their brain by implanting a cable into their skull. This is a very standard practice among the Borg. But, the Borg do not utilize psionic powers.

Borg implant cabling and interface nodes connect a drone's nervous system directly to the Borg collective. A Psiberface Implant would make it possible for a Psion to "plug" themselves in to a psioninc interface.

Psionic Amplifiers

These devices all serve the same purpose. To boost a Psion's range beyond the usual limits of their abilities. And no matter which device is chosen the results will be generally the same, depending on the type of psionic talent being amplified, and

the natural strength of the user of the amplification device.

Amplifier Throne

This device can artificially augment the range and the power of any one psionic ability at a time. The best example of an Amplifier Throne, although, as with the Borg, not a psionic device; would be the neural interface chair created by Reginald Barclay to allow him to run the Enterprise-D's systems using his enhanced mind after contact with a Cytherian probe.

Specifications: A large chair, easily larger than the standard chair used on the bridge of a starship. Capable of seating a full-grown human, or adult member of the species the chair was originally designed for.

Description: Fitted with interface couplings capable of tapping into the mind of anyone who might sit in the chair and amplifying any psionic output of that individual's brain. The Throne can have any appearance its designers desire and will usually fit the standard style used by the people who manufactured the device.

Rules: Controlled using Psionic skills with appropriate Systems Operations affinities. The Amplifier Throne will extend the psion's general range, for all ranged psionic abilities, to a distance equal to normal range+(PSIx10). ie.: If a Psion using a Throne has a normal long range for telepathy use of 200KM, and a PSI attribute score of 6, then their range as a telepath would become 260KM.

The Throne also gives a +5 bonus to any Psionic skill tests made while connected to it's interface. And an additional +3 bonus to any skill tests made to defend against psionic attack (Mind Shield, etc.) while using the Throne.

But, using an Amplifier Throne for any extended period of time can be very taxing on the mind and body. And after each half-hour in the Throne, the user must make a Stamina reaction test (TN15) or suffer fatigue.

Duration/Energy: The Amplifier Throne will normally be connected to a larger power source such as the power-supply of a Starship, or a building if the Throne is installed on the surface of a planet. This means the Throne can draw on all available power from this source unless it is disconnected from the power source.

Backpack Psi-amplifier

This device works like a standard psionic amplification device but uses a smaller, portable, and self-contained power-source built into a backpack apparatus.

The backpack is connected to a helmet that, in turn, is interfaced with the mind of the psions through a neural interface similar to the implants used to make a VISOR work as a replacement for a visual organ.

Specifications: A large backpack, roughly 5.7L in capacity. And a helmet roughly the size of the helmet of an EVA suit.

Description: The backpack itself will resemble a common backpack from the culture producing the device. And this "disguise" is intentional more so than for functional reasons or design simplicity. Some cultures find psionic powers, and especially enhanced psionic powers, an intimidating threat.

The helmet will match the backpack in color and design. And the interior of the helmet will be fitted with neural contacts that, when the helmet is placed over the head, the contact points connect, automatically, with a psionic interface implant fitted

onto the head of the user, similar to the neural contact points of the aforementioned VISOR.

Rules: This psionic amplification device functions similarly to the Amplifier Throne – providing a flat +5 bonus to any Psionic skill tests, and a +3 to any defensive uses of Psionic power. The helmet, powered by the backpack unit can extend a Psion's range by adding 5xPSI attribute to the normal psionic range.

Duration/Energy: The backpack contains a large power-cell that can provide enough energy to run the unit to peak efficiency for a total of 30 hours. After which time the power-cell must be recharged and can be recharged using a power-interface aboard a starship, or even a shuttle or runabout. Recharging takes 6-8 hours.

Amplifier Helmet

This is a low-powered psionic amplifier. A self-contained psionic helmet and accompanying power-cell. And an advancement in design and function of the amplifier backpack.

Specifications: The Psionic Amplifier Helmet is roughly the same size as the helmet normally issued with an EVA suit. Some even smaller units are closer in size to flight-gear helmets and fit tighter on the head.

Description: The amplification helmet, like the version equipped with the large power-cell in backpack form, will be designed to appear as similar as possible to a standard EVA helmet, or perhaps a closer-fitting flight-helmet. The helmet contains not only the usual neural connectors, but also a self-contained power-cell.

Rules: Provides the same bonuses to Psionic skill use - +5 to the basic use of most psionic skills, and +3 to the use of defensive skills such as Mind Shield. The helmet has a less amplified range than it's backpack-powered counterpart, providing only PSIx3 in additional range for most psionic powers.

Duration/Energy: The helmet's built-in power-cell can run for as long as 16 hours with minimal use. Recharge-time is usually 6-8 hours. And the unit can be recharged from most standard power-terminals.

Memory Crystal

A memory crystal is a sphere or a cube roughly 4 centimeters across. A Psion can use Telepathy (Projective) at TN10 to permanently imprint a single mental image within it.

The memory may be retrieved, or viewed using a Telepathy (Receptive) test (TN10). If the memory implanted is of a particularly upsetting, or violent memory, such as the murder of a friend anyone who retrieves and views it must make a Stamina reaction test (TN10) or suffer a sudden shock, forcing the expenditure of a courage point to avoid dropping the crystal, and recoiling in fear or disgust.

Specifications: A small, crystal in the shape of either a sphere or a cube. 4 centimeters across (cubicle), or in diameter (spherical).

Description: Usually semi-clear, with a blueish color tone. The crystal is smooth, polished, and normally not faceted.

Rules: Memories must be stored and retrieved as described above. Either Telepathy (Projective) or Mind Meld skills will work to implant a memory, and Telepathy (Receptive), or Mind Meld can retrieve it.

Duration/Energy: The crystals are made of naturally occurring material that can absorb mental energy. They do not require any type of power-source to function.

Thought Globe

A sphere anywhere from 4.5-24 centimeters in diameter. The thought-globe is highly sensitive to psionic impressions. Any individual – psionic or not – who touches the device and concentrates on a specific mental image will cause the globe to project that image as if it were a hologram.

Specifications: Variable size between 4.5 and 24 centimeters in diameter, with a mass up to 5.4KG. Captain Lee Austin of the *USS Aurora* has referred to these devices as “psychic bowling balls”.

Description: Austin's assessment is not entirely in error. Presumed to be devices of original Iconian design, Thought Globes of any size can bare a strong resemblance to the colorful bowling balls used to play the sport throughout the 20th century. Each Thought Globe will have a different color-combination, and an individually distinct pattern of marbling. This is how they are identified, and presumably how the Iconians chose to “label” the original stones.

Rules: To project an image using a Thought Globe a Psion uses Telepathy (Projective) and a non-Psion can achieve the same results using their Perception attribute. However, it is more difficult for a non-Psionic to project an image. Psions do so at a normal TN10, while non-Psionic people suffer a penalty of +2 to the TN.

Duration/Energy: Thought Globes do not run on any particular power-source. Although with the limited knowledge of Iconian technology available it could be that they are fitted with some kind of long-lasting “battery” with a duration of several hundred, or even several thousand years.

Psitector

This is a simple sensory headband. When worn and activated, it can perform a rudimentary neural scan to determine if the subject is psionically active, or has psionic potential.

Specifications: A simple headband with built-in sensor receptors. The headband is normally between 2-4 centimeters wide, and only a few millimeters thick.

Description: The headband is usually a blue or green in color, and made of a very soft, flexible material. The band is actually comfortable to wear but only has to be worn for a short time to get a solid reading of psionic potential.

Rules: There is no skill-test required to use the device to detect psionic power or potential. At the Narrator's discretion a Systems Operations, or General Medicine skill can be used to determine if the person trying to get a reading from the headband can activate it and use it properly. Medicine applies as using the device is similar to using a medical tricorder to get a diagnosis of an injury.

Difficulties for these tests should be TN10.

The real test of skill comes in resisting the scan. A Psion trying to hide their psionic nature can use Mind Shield to resist the probe (TN15), and anyone who is not psionic can resist using Willpower. A latent psionic may discover he or she has psionic ability when their powers activate in an attempt to resist the probe. This is a good way for a normally non-psionic character to begin using their psionic abilities in game after acquiring the Edge.

The sudden triggering of psionic abilities gives a +1 affinity from the Psionic attribute to the Willpower reaction to resist the probe.

Duration/Energy: The Psitector has a small, built-in power cell that can run continuously for 4 hours, or conduct up to 20

tests. The cell can be recharged in 2 hours.

Psicorder (aka Psycho-Tricorder, or Psionic Tricorder)

A special tricorder, tuned to pick up all manner of psionic and psychic energies. The device is designed to track e-band brainwave emissions and gauge their intensity in an attempt to locate traces of psionic activity.

Specifications: The standard Federation model from the 24th century has the same dimensions as a normal tricorder. 15.81x7.62x2.84cm, 3kg mass.

Description: For a full description of the basic Tricorder see p.175 of the *Star Trek Player's Guide*. The Psicorder is simply a tricorder that has been modified to detect amplified brain-wave patterns.

Rules: Psicorders provide a +5 bonus for detecting psionic energies, brain-wave activity, and other neural activity. The device is used as per a normal tricorder, using Systems Operations (Sensors) to make a scan.

Duration/Energy: An average Psicorder can run for 1000 hours of intermittent usage or 36 hours of continuous use.

Range: 5 / 25 / 500 / 2000 +0

Shalis

Shalis are used as an integral part of the psionic Path of Lis, among the Vulcan people. Only individuals trained in this path may create or use a Shalis. Most teachers of Lispatha require a student to carve their own Shalis.

Specifications: 10cm diameter. 3Cm thick. Surprisingly light weight, given the materials used in the design.

Description: The Shalis is lentil-shaped, a disk of bone, horn, or shell. On Vulcan, Shalis are most commonly used by temple actors and other entertainers to perform feats of stage magic and to produce elaborate costumes and exotic appearances.

Rules: While quite powerful, Shalis are also extremely limited. Used properly they will fool the senses of all living beings observing the user. However their power is purely psionic in nature. Sensors, robots, and automatic equipment are unaffected by a Shalis. This device may be used by any Vulcan or Vulcan-trained Telepath with the appropriate skills in the Path of Lis.

Duration/Energy: Shalis do not have a power-source, nor do they need one. They gain their abilities from the strength of the psionic energies of their users.

Range: 5 / 25 / 200 / 500 +0

The Haliian Canar

A crystal, usually rough-hewed, made of a naturally occurring material native to the Haliian homeworld; and used to channel, and filter Telepathic energies.

Specifications: 28cm tall, 0.76cm diameter, 1.04kg mass.

Description: A transparent crystal cylinder used, by the Haliians to enhance their natural telepathic abilities. The Canar looks like a rough glass tube, but does not have any sharp edges. It is 90% transparent, and when in use glows with a slightly purplish hue.

Rules: A Haliian may use the Canar in tandem with any other individual. To use the device properly, with a non-psion, the Haliian must make a successful Telepathy test at TN 10, modified by the other user's Perception modifier. When two Haliians, or a Haliian and another psionically adept individual such as a Betazoid or a Deltan use the Canar the Psionic attribute modifiers of both users apply to the TN, but only the Telepathy skill modifier of the Haliian initializing the link through the Canar applies.

After a successful test to activate the Canar and create the link, the two people using the Canar are telepathically linked through the device. This functions as a Vulcan Mind Meld. And the two Canar users can see each other's thoughts, and transfer thoughts and mental images between each other.

The link lasts as long the two Canar users concentrate.

Duration/Energy: The Canar does not require a power-source, and when a link is activated the Canar remains powered due to the psychokinetic energy of the Haliian or Haliians using the device.

PSIONIC WEAPONS

A psionic weapon is any device or method of attacking a sentient lifeform's mental capacity. Weapons such as these usually derive from, are directed against, or at least involve, lifeforms that have extrasensory perception, telekinesis or the ability to communicate telepathically or empathically.

Several cultures have developed psionic weapons, and the ancient Vulcans are rumored to have constructed some on a grand scale, capable of arming a starship or destroying an entire planet.

It is possible similar grandiose weaponry powered by mental energy were developed by the Iconians.

But, the psionic weapons profiled here are items that are actually available and known to exist with the Federation, to at least the Alpha and Beta quadrants.

Psionic Neutralizer

A powerful, and dangerous psionic weapon developed for use in intelligence work. The Federation, The Cardassians, and the Romulan Empire all have a version of the device.

Specifications: Usually designed similar to the most common energy-weapon side-arm of the day. Thus, similar in size and configuration to a Phaser, or a Disruptor Pistol. Psionic Neutralizers can range from 20cm long (0.6L in volume, 0.4kg mass) to 30cm long (1.1L volume, 1.2kg mass).

Description: A Psionic Neutralizer is designed to be used as a hand-weapon, and "fired" into a psionic field or at a Psion to neutralize their psionic abilities. Psionic Neutralizers usually appear to be some type of pistol, or carbine derivative of the common sidearm used by the military of the culture producing the weapon. Thus a Federation Neutralizer would look similar to a Type-II Phaser, while a Psionic Neutralizer used by the Romulan Tal Shiar would resemble a standard Romulan disruptor.

Rules: Used with Energy Weapon skill, as per a Phaser or Disruptor, and specialties in the use of a Type-II Phaser, Disruptor Pistol, or similar hand-weapon can be used to apply modifiers for attack tests. Psionic Neutralizers do not require any psionic skill, or ability to use.

Psionic Neutralizers work by "firing" high-frequency e-band waves. They have settings similar to those of a standard energy weapon. But the "damage" done by the e-band waves represent an amount of time that psionic impulses within a specific area are neutralized. When a Neutralizer is fired successfully, "damage" is rolled twice. The first roll indicates the length of time, in rounds, that all psionic energies are neutralized. The second roll is the range, in meters, effected

by the discharge.

Psionic individuals caught in this range must make a successful Stamina reaction at TN15 (modified by their Psionic attribute modifier). Failure, and their Psionic abilities are "shut down" for the same length of time as the roll for the effected area.

Damage rolls are done using the same number of dice, and points, assigned to the appropriate energy weapon setting. i.e.: a Psionic Neutralizer operating on a setting of 6 has a range of 15-30 meters of effect, for a duration of 15-30 rounds.

A failed attack indicates the e-band waves had no effect on the area the weapon was fired into, or that the user missed his target, firing the e-bands into an insignificant area, having no effect on the situation at hand.

Settings: 4, 5, 6, 7

Duration/Energy: 250 charges

Range: 5 / 20 / 50 / 100 +20

Vian Energy Transfer Device

A device used by the Vians – a race of incredibly powerful psions intent upon using their psionic abilities to conduct cruel experiments on other sentient beings. This Energy Transfer device enhances the psionic abilities of a Vian, or any Psion who knows how to use it.

While not considered a weapon by the Vians themselves, the effects that can be achieved by a Vian Energy Transfer device can be devastating, and deadly. The device can definitely be used very aggressively.

Specifications: 6cm long x 12cm high

Description: A handheld mechanism, shaped like a box that is worn over the front of the fist. The energy transfer device directs the user's mental energy to perform any number of tasks – from teleportation to physical manipulation. The unit is controlled by mental impulses and is programmed to respond to one user only.

Rules: Determine what the character wielding the energy transfer device wants to do – teleport, inflict physical pain, manipulate objects, heal damage, and so forth. Determine the difficulty based on the desired result; the more extreme the task, the higher the TN. Add the Vian character's PSI modifier to the result on 2d6 to determine success. Psionic modifiers apply. Vians can use these devices in combined tests to achieve spectacular results. The Vians are not omnipotent like the Q or the Metrons, and so can fail at an energy transfer test (which represents the limits of the Vian's abilities).

Duration/Energy: N/A

Range: 5 / 10 / 25 / 50 +20 meters

APPENDIX

Key Traits, or Specialties _____

While Key Traits, introduced into the CODA system in the *Starfleet Operations Manual*, are intended to further enhance the functions of certain skills, and add further detail and specialization to the CODA skill system, some Narrators simply do not like them.

Some people object to this introduction of a new category or statistic to keep track of for a CODA character, on what is

already a character-sheet filled with information – *Edges, Flaws, Professional Abilities, Reactions*, and now *Key Traits*.

And a lot of playing groups don't like the Key Trait system because no available character sheet, either included with any of the CODA manuals, or available on line include a section for recording them.

Others object to the system, especially when combat skills are involved, as acquiring Combat Maneuvers can be very restricting to a character's ability to advance in their skills as a fighter.

And still others will point out Key traits were only introduced into the Star Trek roleplaying game, and not the CODA system counterpart, the *Lord of the Rings Roleplaying Game*.

For whatever reason, a lot of players of Decipher's Star Trek roleplaying game simply do not like including Key Traits in their game.

Several of the psionic skills covered in this book are described as Key Traits, using the basic Key Trait rules given in the *Starfleet Operations Manual*. This is largely because a great deal of this information was culled from previous Star Trek roleplaying publications by the *Last Unicorn* company.

And that company's game system, the ICON system, had a rules-mechanic defining a specialized area within a skill or ability as a "cascade ability". Essentially the ICON system's equivalent of the Key Trait.

To simplify the information given in this book so that these additional Psionic skills and abilities can be used with the basic CODA system, by groups or Narrators who do not prefer to use the Key Trait system the chart, below, lists each skill and Key Trait described in this book.

Where applicable, the chart will define which Psionic skills each of the Traits in this book can be designated as Specialties of, rather than listing them as Key Traits. In these cases these Specialties function exactly like normal skill specialties, providing a simple +2 bonus to the basic skill test for using that particular Psionic skill, or ability.

Basic Psionic Skill Groups

<p style="text-align: center;"> Empathy Mind Control Mind Shield Telepathy Psychokinesis Clairvoyance Astral Projection Teleportation Mind Meld </p>

Basic Psionic Specialties

PSIONIC ABILITY	...A SPECIALTY OF
Projective Empathy	Empathy
Receptive Empathy	Empathy
Empathic Healing	Empathy

Empathic Attack	Empathy
Reflective Mind Shield	Mind Shield
Psionic Negation	Mind Shield
Projective Telepathy	Telepathy
Aspect	Telepathy
Receptive Telepathy	Telepathy
PsiSense	Telepathy
Illusion Creation	Telepathy
Induce Trance	Telepathy
Psychometry	Telepathy
Psychosense	Telepathy
Erase Signature	Telepathy
Pyrokinesis	Psychokinesis
Cryokinesis	Psychokinesis
Telekinesis	Psychokinesis
Electrokinesis	Psychokinesis
Visions	Clairvoyance
Far-seeing	Clairvoyance
Precognition	Clairvoyance
Autoteleport	Teleportation
Combat Teleport	Teleportation
Exoteleport	Teleportation

Temporal Psionic Specialties

PSIONIC ABILITY	...A SPECIALTY OF
Temporal Projection	Telepathy
Timeshift	Psychokinesis
Timestop	Psychokinesis

Vulcan Psionic Specialties

PSIONIC ABILITY	...A SPECIALTY OF
Khat-kutha ¹	Mind Shield ¹
Khat-kel	Mind Shield
Lisjana	Mind Control
Lispata	Mind Control
Liskle'tu	Mind Control
Plat-vok	Mind Meld
Plat-ra	Mind Meld
Rha-tel ²	Mind Control ²
Rha-tel-pan ²	Mind Control ²
Rha-fak ²	Mind Control ²
Rha-fak-pan ²	Mind Control ²
Shantip	Mind Meld
Shan-laka	Mind Meld
Tashaka	Telepathy
Taskefa	Telepathy
Voshanta	Empathy
Voslan	Empathy

1 = Khat-kutha is, actually, the Vulcan equivalent of the Mind Shield skill. Thus it can be considered a specialty of Mind Shield, indicating Mind Shield, as taught by a Vulcan master, or as a separate and distinct skill (a version of Mind Shield) with Khat-kei as a specialty.

2 = While the effects of skills in the Path of Rha are more accurately described as "Body Control" skills the psionic powers that effectively control anatomical responses under the skills of this Vulcan path originate in the mind. And the implementation of these skills could be defined as the adept, taking control of their body, through their mind, by controlling how their mind communicates with their body – thus, a form of self-inflicted Mind Control.

All Vulcan skills and abilities governed by non-Psionic attributes (Presence, or Intellect) can still be governed by these attributes as specialties of such psionic functions as Mind Shield and Empathy. At the Narrator's discretion, the higher attribute modifier may be used to control the usage of these skills as appropriate.

The ritual can sometimes take as long as 3 hours or more.

And at the end of this time, the adept is so exhausted she cannot perform any more psionic feats for a period of time equal to 2d6-VIT mod in hours.

CREDITS

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Temporal Psionic Material originally appeared in Last Unicorn Games' *Time Travel Sourcebook*

Converted to CODA by *Maria Fernandez*

Vulcan Psionic Material originally appeared in *The Way of Kolinhar*, published by Last Unicorn Games

Converted to CODA by *Elizabeth Knox*

Some of the Psionic Devices originally appeared in the *GURPS Psionics* sourcebook by *Steve Jackson Games*

Converted to CODA by *Elizabeth Knox*

Fal-tor-pan (PSI)

This is a very complicated Vulcan ritual the meaning of which translates roughly to "The Re-fusion". The purpose of the ritual is to rejoin a Vulcan's disembodied Katra with the body.

For this ritual to work the Vulcan's Katra must be stored in a live host body. The Katra must be live and active enough to occasionally assert itself as an aspect of the conscious mind of the host. This will be exemplified by the host behaving in an unusual way, knowing or doing things only the original possessor of the Katra would be able to know or would normally do; and even, on some extreme occasions, the host will speak in the voice of the true owner of the Katra.

Also, the body of the original owner of the Katra must be alive, and intact. In generally decent health. And both the host and the Katra's owner must be strong, and able to endure the transference. The transference itself is exceedingly difficult and should actually be conducted as an extended test.

The total difficulty for a complete Fal-tor-pan should be TN60.

20 points of this difficulty represents performing a successful Mind Meld with the host, and reaching deep enough into the host's mind to touch the Katra. 20 points of difficulty also represent initiating a Mind Meld with the usually dormant mind of the Katra's true owner. This is as difficult as it is because first of all, the owner has no true mind, or awareness without the Katra, and secondly, the Vulcan performing the Katra must reach the place in the virtually empty mind where the Katra must be placed to achieve the transference.

And the final 20 points of difficulty represent the actual transference of the Katra from one mind to another.

Fal-tor-pan can only be performed by a seasoned adept. And to perform Fal-tor-pan an adept must have a skill in Mind Meld of no less than +10, as well as mastery of the disciplines of the Path of Rha to the same levels.

The ritual is performed as a series of rolls using Mind Meld skill, with each roll representing a time-increment of 1 half-hour. This means a Fal-tor-pan performed in three rolls, or successful tests of 20+ would take a full 90 minutes, or one and a half hours to perform.