

NAME:

SPECIES:



PSI STRENGTH

Psi Points

PSI RANGE

RANGE	DISTANCE	Telepathy or Clairvoyance	Telekinesis	Teleportation
Personal	0m to 1.5m	+0 Cost	+1 Cost	+1 Cost
Close	1.5m to 3m	+0 Cost	+1 Cost	+1 Cost
Short	4m to 12m	+1 Cost	+2 Cost	+2 Cost
Medium	12m to 50m	+1 Cost	+4 Cost	+2 Cost
Long	51m to 250m	+2 Cost	+8 Cost	+4 Cost
Very Long	251m to 500m	+2 Cost	--	+4 Cost
Distant	501m to 5km	+3 Cost	--	+6 Cost
Very Distant	5km to 5000km	+3 Cost	--	+6 Cost
Continental	501km to 5000km	+4 Cost	--	+8 Cost
Planetary	5000km to 50000km	+4 Cost	--	+8 Cost

NOTES

VALUE	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
PSI Strength																
SCORE	-3	-2	-1	+0	+1	+2	+3									

PSIONIC TALENTS

AWARENESS

Power	Time	Diff	Cost	Effect
Body Armor	d6 sec	-4 DM	1	+1 Armor per Cost spent
Enhanced Awareness	d6 sec	+0 DM	1	Add Psi Strength to all Skill Checks
Enhanced Endurance	d6 sec	+0 DM	1	+1 END per Cost spent
Enhanced Strength	d6 sec	+0 DM	1	+1 STR per Cost spent
Regeneration	d6x10 sec.	-4 DM	1	Heal 1 point per Cost spent
Suspended Animation	d6 min	+0 DM	3	7 days w/o food/water/minimal air

CLAIRVOYANCE

Power	Time	Diff	Cost	Effect
Clairaudience	d6x10 sec.	+0 DM	2R	Remote Hearing Effect = duration
Clairsentience	d6x10 sec.	-2 DM	3R	Remote Viewing and Hearing, Effect = dur.
Clairvoyance	d6x10 sec.	+0 DM	2R	Remote Viewing, Effect = duration
Sense	d6x10 sec.	+2 DM	1R	Snapshot of a distant place
Tactical Awareness	d6 sec	+0 DM	2R	Danger Sense, Effect = duration

TELEKINESIS

Power	Time	Diff	Cost	Effect
Flight	d6 sec	+0 DM	5	Fly 6m/rnd for Effect in rnds.
Microkinesis	d6x10 sec.	-2 DM	3	Move microscopic objects, Personal rng
Pyrokinesis	d6x10 sec.	-2 DM	3R	Effect 5-8 d6 dmg, 9+ 2d6 dmg+flame
Telekinesis	d6 sec	+0 DM	1R	+1 Str per Cost, Effect = duration
Telekinetic Punch	d6 sec	+0 DM	1R	2d6 dmg + Effect

TELEPATHY

Power	Time	Diff	Cost	Effect
Assault	d6 sec	-6 DM	8R	2d6 dmg + Effect to Psi, Int, then End
Life Detection	d6x10 sec.	+4 DM	1R	Sense other minds and approx loc.
Probe	d6 min	-4 DM	4R	Read deep thoughts, detect lies
Read Surface Thoughts	d6x10 sec.	+0 DM	2R	Read active, current thoughts
Send Thoughts	d6x10 sec.	-2 DM	2R	Send thoughts to target
Shield	Blocks Psi both ways, always on, Free Action to lower			
Telepathy	d6x10 sec.	+2 DM	1R	Read/send emotions

TELEPORTATION

Power	Time	Diff	Cost	Effect
Self, no clothes/equip	d6 sec	+0 DM	R	Teleport self w/o equipment/clothes
Self w/ 10kg	d6 sec	-2 DM	2R	Carry up to 10 kg and clothes
Self w/ 500kg	d6 sec	-4 DM	4R	Carry up to 500kg of equipment

Notes: Teleporter cannot take any other living beings with them and they must have Preknowledge of Destination (either visited, pulled from thoughts of another, or remotely viewed). Jumps at Very Distant Range leave teleporter disoriented for 2d6x10 seconds. Jumps cannot be made at Ranges greater than Very Distant. Teleporting onto fast moving vehicles has the teleporter take collision damage (page 66). Teleporting cannot exceed 400m in elevation change in one jump or over 600m in an hour.

PSIONIC EQUIPMENT

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