Hidden behind the known mental characteristics C4 and C5 are the incredible and often untapped powers called Psionics.

Every character has an obscure and usually unreferenced characteristic called Psionics (abbreviated Psi or CP). The characteristic remains obscure until (or unless) the individual is made aware of it through an awakening event. Characters do not generate Psionics until it is first called for by the situation or the referee.

UNDERSTANDING PSIONICS

Psionics is the ability to interact --through the powers of the mind, and independent of physical bodily activity-- with the environment.

Basic Terms: An individual using a psionic ability is an **Operator** or a **Psionic.** If he is interacting with a physical thing or device, it is an **Object**. If he is interacting with a living being (an animal or a sophont), it is a **Subject**. Unless the distinction is important, the term Object includes Subject and Operator.

The capability of an Operator to use Psionics is a Psionic Ability or simply **Ability**.

Psionics Is Obscure

Most people doubt the existence of Psionics, dismiss it as quack science, and generally look down on those who do believe in it.

Culturally Inappropriate. Most cultures in the universe reject Psionics (because of its potential for abuse; because it is poorly documented; and because its scientific foundations are suspect).

Forbidden Knowledge. Psionics is a field of knowledge that is not discussed in polite society. Raising the subject to ordinary citizens can lead to social rejection, cultural ostracism, and legal harassment.

Confusion About Psionics

Psionics is often confused with the otherwise ordinary or normal abilities of various sophonts. Blind sophonts do not understand vision and call humans Psionic because they can sense things by sight. Various talents and senses with sound physical as sound physical basis are labeled Psionic by the ignorant or uneducated.

THE THREE BRANCHES OF PSIONICS

	The Ability To
ESP **Extra Sensory Perception**	Acquire sensory data directly to the mind.
ECM **Extra Corporeal Manipulation**	Manipulate without the use of the body.
Intuitions **Insight, Curiosity, and Luck**	Access useful information before it is needed.

Extra Sensory Perception (Sensing). Psionics allows the acquisition of information from the environment (the same function that the senses fulfill) without the direct use of the physical senses. Each of the senses has a Psionic analog: a Psionic may be able to see at a distance (Clairvoyance), or hear at a distance (Clairaudience).

Extra Corporeal Manipulation (Manipulation). Psionics allows the manipulation of the environment (the same function that manipulators fulfill) without using the body, hands, arms, or manipulators. The basic physical actions have Psionic analogs: a Psionic may be able to move objects without touching them (Telekinesis) or transport them from one place to another (Teleportation).

The Intuitions. Psionics allows the acquisition of limited knowledge not available by any other means, including partial knowledge of events before they occur. Because the future is not immutable, the Intuitions provide an inexact understanding of possible future events.

THE AWAKENING

Psionics is the capability to use Psionic Abilities (which are similar to skills, knowledges, and talents). It is an obscure characteristic which remains unknown to the character until it is awakened by a suitable experience or mentor. A character's first realization that he may have some psionic ability is called an **Awakening**.

In one of the extreme moments of life (when confronted by great danger; when confronted with few or no apparent alternatives) a character undergoes a **Crisis**. The referee makes the decision to impose an Awakening:

The Sanity Check. The character Checks Sanity (which, by secret direction of the referee, fails). The character is overwhelmed by a sense of calm and great power. At that instant, the Referee secretly creates the character's CP (= 2D +3 - Life Stage) and uses it as a powerful favorable Mod for the remainder of the Crisis. Record this value for the character.

After the Crisis, the Referee says to the character (as a voice in his head):

"I think I might be Psionic."

The Search For Truth. The character now has a choice: to pursue a personal quest to find out more about Psionics, or to ignore the insight.

The Immediately Available Information. Data banks and references provide the following general information.

- Psionics is illegal. It infringes on individual liberties.
- Psionics is quackery; it has no basis in science.
- Small ads (popups, printed pages, spam) promote various "Sciences of the Mind" and potential for "self-development."
- Supposedly, every major population center has a Psionics Institute devoted to Psionics training.

Psionics Institute. Any organization dedicated to research and training in the psionic sciences. Institutes have existed since before star flight, although usually with limited success. At some point in the development of every society, students of the mind sciences make the requisite breakthroughs and develop a scientific basis for their studies.

Psionics Instittutes are dedicated to refining the psionic sciences and disseminating that information to those who can use it.

THE VARIOUS PSIONICS INSTITUTES

Every High Population world has a Psionics Institute dedicated to some aspect of the sciences of the mind. The key is the high population of the world: providing enough potential recruits to sustain the organization. Psionics Institutes on worlds with Pop less than 9 are usually frauds.

A Psionics Institute May Be Open Or Cloaked

Open Institutes. On worlds which embrace or tolerate Psionics, the Institutes which teach Psionics are Open. They have offices and classrooms accessible to most people, often advertise in the local media, and are listed in local directories.

Cloaked Institutes. Because Psionics is illegal and considered immoral in the Imperium, Psionics Institutes on High Population worlds within the Imperial borders are Cloaked. They are hidden from public attention and attract students through word of mouth or through veiled invitations.

False Institutes. On many worlds, a false institute is interposed between the public and the true Psionics Institute. The false institute provides harmless meditation training (at high cost and dubious effectiveness). Promising candidates are carefully evaluated and may be invited to attend the true institute.

THE PSIONICS INSTITUTE

Flux	Institute Name
- 5	<World> Institute of Psionics
- 4	<City> Institute of Psionics
- 3	<PatronName> Institute of Psionics
- 2	Room 28, Psych Department, <World> University
- 1	<World> Industrial Training Center
0	<World> Psionic Institute
+1	<Name> Retreat for Personal Development
+2	Imperial Society of Magicians and Wonderworkers
+3	Society for the Development of Psionics
+4	Zhodani Cultural Exchange Institute
+5	The Gimalarash Institute

THE TRUE INSTITUTE

A True Psionics Institute provides psionics testing, training, and mentoring.

CP= Psi

Every character has an obscure and usually unreferenced characteristic called Psionics (abbreviated Psi). Characters do not generate Psionics until it is first called for by the referee and the situation.

Psionics is the capability to use Psionic Abilities.

Universal Structure. All sophonts generate Psionics with 2D +3 - Life Stage. A character tested in infancy for Psi rolls 2D +3. Characters are more likely to be tested in adulthood: a human character at age 18 (Life Stage 3) rolls 2D +3 -3.

Recording Psionics. Psionics is not normally indicated in references to a character. When necessary, it is stated independently as CP=N or Psi=N. The value should be stated in Ehex.

Psionics Is Genetic. Record the first Die of Psi as the genetic D.

Psionics Testing.

A Psionics Institute provides high quality testing and evaluation of an individual for Psionics Ability.

Preliminaries. The Psi Test involves detailed brainscanning and further evaluation (including under stress) of the individual. The Test takes a full day.

A Psi Test costs Cr1,000. For suitable or indigent candidates, the cost is waived.

The Psi Test. The Psi Test generates the individual's Psi.

If Psi has already been generated (in an Awakening), that value is used. Reduce it by -1 for each full four years since it was generated.

If Psi has not been previously generated, create it with 2D +3 - Life Stage.

Psionics Is Genetic. Record the first Die of Psi as the genetic D.

Psionics Potential. Any character with Psi=7 or greater is evaluated by an Institute as having potential, and they recommend that he should be trained. Anyone can proceed, however, regardless of recommendation.

Psionic Abilities Are Acquired. Once a character has been tested for Psi and received initial training, he begins his life-long quest to acquire (learn, discover) a variety of Psionic Abilities.

PSIONICS EDUCATION AND TRAINING

Psionics Institutes provide Education or Training for characters with potential. The process consists of a series of training sessions which investigate the character's psionic abilities.

Psionics, however, has an element of philosophy enmeshed in its teachings. To encourage an understanding of the universe, any specific Psionics Institute will only provide one Training Session. Once that session is complete, the character must (in his travels) find another Psionics Institute for his next Training Session.

The Five Stages Of Psionics

The Five Stages of Psionics

The adherents of Psionics progress in their understandings of the science through five distinct **stages**, each with its own meaning and importance.

Those who understand Psionics understand a simple question which also serves as a secret recognition code:

What Stage Are You? Huh?
The person clearly has no clue what this question means. The conversation progresses to other subjects.

What Stage Are You? Second Stage? And you?

The conversation has begun; each has tentatively revealed an interest in, and an understand of, Psionics.

THE **FIRST** STAGE

The character learns his basic aptitude and a simple trick.

A character attending his first training session determines explores his psionic strength and determines if it is balanced, or if it is concentrated in one of the Basic Abilities.

Every Psionic has (or may have) three Basic Abilities: Direct, Self, and Remote. These abilities control the circumstances and results of psionic activity.

The first training decision is whether to remain equal in all three, or if he should concentrate his powers in one or two areas. The decision will last a lifetime.

Basic Ability Allocation. The character has **three times** Psi in points available to allocate to Direct, Self, and Remote, but no Basic may be allocated less than Half CP in points. It is possible to allocate zero points to an Ability.

Direct requires physical contact between the operator and the subject. Psionic tasks assume Direct. Direct is limited to R= 0 Contact.

Remote operates at a distance from the operator and without physical contact. Remote Psionic tasks add a Remote component (and cost). Remote is limited to R= CP.

Self reflects the power of Psionics onto the individual himself. Self Psionic tasks are distinct from Remote or Direct.

At the end of the First Training session, the character also learns a fundamental psionic arcane ability (some call it a trick):

To cloud other minds
Check Psi (2D)

Success forces others to completely ignore the character (and those around him as part of his group). The effect does not affect security sensors, imagers, or technological devices. Most new Psionics try out their new ability as soon as possible.

Finally, the character is formally declared a **First Stage Psion.**

THE **SECOND** TRAINING SESSION

The character learns his aptitude for ESP.

A character attending his second training session determines explores his ESP Extra Sensory Perception abilities. There are six Psionic Senses corresponding to the six natural senses.

Sensing Mirrors The Known Senses

Sensing operates in very same way as the known senses: Vision, Hearing, Touch, Smell, Awareness, and Perception. The distinction is that an Operator need not have the corresponding physical sense in order to have a Psionic Ability. The use of the Psionic Senses allocates CP and Abilities into the Sense Action requirements for Constant. Other applicable Mods are imposed and the Action is resolved. Use of the Psi-Senses is Remote; Range is counted from the operator.

Basic Ability Allocation

The character has **three times** Psi in points available to allocate to the six Psionic Senses, but no Psionic Sense may be allocated less than Half CP in points. It is possible to allocate zero points to an Ability.

The points allocated to the Psionic Sense become the Sense Constant. Psi- Touch and Psi- Smell actions (normally required to be in contact and using 2D) are instead resolved with dice equal to Range. If Psi-Vision is selected, any three adjacent wavelengths may be selected.

The Psionic Senses operate without regard to barriers and obstructions. Objects larger or smaller than Benchmarks produce Mods equal to the difference in Size.

At the end of the Second Training session, the character has learned the basics of ESP. He is also instructed in the dangers of fatigue when using ESP: after every Psi-Sense action, there is a chance of overwhelming fatigue: Check Endurance; failure advances Attention Level (see The Personal Day) one lower.

At the end of the session, the character is declared a **Second Stage Psion**.

For example, Human Citizen Uvasti Seng 666B99 Psi-5 has found a new Psionics Institute for his Second Training Session. He has (Psi-5 x 6 =) 30 points to allocate among the Psionic Senses. He decides to concentrate and allocates all 30 points to Psi-Vision.

After the session, in his ship, he stands in the cargo hatch and experiments. About a kilometer away (Range = 5) there is a person on an access road under some lights. He looks out into the distance (he isn't looking for the person; the action determines if he Spots or notices it). His Vision Action is V- 16-RGB. He must roll 16 or less on 5D (about a 40% chance of noticing it). He rolls 16 and he Spots the person.

To **Spot** an Object
Range < Vision + Benchmark + Adjust + Comment
5D < 16

Now he turns and scans the darkness across the tarmac. He cannot See a thing. He turns his attention to his Psi- Vision. There is a Size-5 Attack Beasts almost at the horizon Range= 6.

To **Spot** an Object Psi-Vision
Range < Psi-Vision + Benchmark + Remote + Mod
5D < 30 - 1

He must roll 29 or less on 5D (which is almost automatic). He is amazed at how clearly he can see in the dark. Then (Check End [not C5]) he is overcome by a feeling of fatigue; he closes the cargo hatch and retires for the night.

THE THIRD TRAINING SESSION

The character explores his aptitudes for ECM.

A character attending his third training session determines explores his ECM Extra Corporeal Manipulation abilities.

Extra Corporeal Manipulation uses psionic ability to move or change matter or energy in the environment. In a very general way, Manipulation represents active (rather than passive) Psionics.

Manipulation may be Remote or Direct.

There are six Psionic ECM Abilities: Move, Teleport, EShift, The Touch, OOB, and Mentation.

Basic Ability Allocation

The character has **three times** Psi in points available to allocate to the six Psionic ECM Abilities, but no Ability may be allocated less than Half CP in points. It is possible to allocate zero points to an Ability.

The points allocated to the ECM Ability become the Constant in the use of the Ability.

At the end of the training session, the character is formally declared a **Third Stage Psion**.

Move

Move is the Ability to change an object's physical location.

To Move an Object
Range (nD) < Constant + Remote – Size
Range (nD) < Constant + Direct - Size

Move is a physical location change (Psychokenesis if the operator is touching the object; Telekinesis if the operator is remote) rather than Teleport. If an operator performs Move on himself, it is Levitation. It is possible for an operator to Move an object which standing or riding it.

Move can impart a Speed to an object. Minimal speed and location change is easy and automatic. The maximum speed that can be imparted is Move Constant divided by 10 (retain fractions).

Gravity is not involved in the Move process.

Teleport

Teleport is the Ability to move objects (including the Operator himself) instantaneously to a distant point.

Teleport is instantaneous.

Teleport Distance. Teleport requires that the operator visualize (or sense) the destination. A Psion can Teleport to a location he can see (or use another of his senses to sense). excluding As a practical matter, possible Teleport distance is the limit of ordinary vision (R=8 = 500 km).

Teleport ignores all intervening obstacles: it passes through walls, matter, energy differences, all barriers.

Temperature Change. An object or a person who changes altitude is subject to a temperature change effect: Altitude Change R = Range. If the subject increases altitude, the subject sustains Cold- R. If the subject decreases altitude, the subject sustains Heat-R.

To Teleport
Range (nD) < Constant + Remote - Size
Range (nD) < Constant + Direct – Size

Teleport using Direct requires the operator physically touch the object being teleported.

Explorer Bin Lagash (CP=9, Teleport-8, Size=5) is surveying a world far beyond the Imperial frontier. Surprised by a snowcat (Size=3, Range=1), he reacts instinctively as it leaps and tries to teleport the snowcat one kilometer straight up (=Range 5). He needs to roll 17 - 1 - (3 + 1) - 5 = 7. He rolls 6 and succeeds. The Snowcat inexplicably finds itself 1000 meters up, immediately suffers Cold-5, and is falling.

Bin likes the dramatic; a better-trained user would simply teleport the Snowcat 50 meters away Range=2, leaving the animal unharmed. He would need to roll 17 - 1 - (3 + 1) - 2 = 10, giving a substantially better chance of success.

Stutterport. It is possible for an operator to continuously teleport an object over a series of very small distances.

To Stutterport
Range (nD) < Constant + Direct - Size
Each action takes 1/C3 seconds (Endurance-7 allows seven actions per second.

Rogue Ank Lagash 777B77 (CP=9, Direct-9, Teleport-9) climbs aboard a slab of rock (Size=6) and concentrates. He needs to roll (9 + 9 – 6) = 12 on 2D which is automatic. The slab moves about 50 meters instantaneously; he keeps concentrating, and the slab moves another 50 meters in the same direction. Ank could keep this up all day long (he thinks), but after perhaps 21 of this short teleports (Check End each time), he feels a wave of fatigue and grounds the slab. He has moved about (21 teleports of 50 meters each) = 1,050 meters; each teleport controlling thought took about a seventh of a second: the slab had an effective speed of (21 teleports / 7) = 3 seconds; (1,050 meters / 3 seconds) = 350 meters per second.

Eshift or Energy Shift

Energy Shift is the Ability to channel energy from the environment into or out of object: Energy Transfer is the equivalent of a heat pump.

To Shift Energy In
To Shift Energy Out
Range (nD) < Constant + Remote - Size
In Contact (2D) < Constant + Direct - Size
Self (2D) < Constant + Self - Size

Success in Eshift allows the operator to impose Hot-N, Cold-N, or Elec-N where N is the Eshift Constant (N = actual points transferred, not Dice).

Energy Shift can be used in both positive and negative ways. It can inflict damage on objects, or it can counteract or cancel damage inflicted on objects.

Characteristic Shift. Eshift can also transfer or enhance Characteristics.

To Transfer a Characteristic
Range (nD) < Constant + Remote – Value
Contact (2D) < Constant + Direct – Value

Transfer may be <u>out</u> (from the operator to the subject) or <u>in</u> (from the subject to the operator). The transferred value remains with the recipient for about an hour and then wears off one point per minute. The donor's characteristic is similarly reduced.

The Touch

The Touch is the Ability to influence biological processes. It may be a positive or a negative activity. The Touch is Direct or Self.

The Healing Touch
The Hurting Touch
Direct (2D) < Constant + Direct – Size – Hits
Self (2D) < Constant + Self – Size - Hits

The operator lays his hands (manipulators) on the subject and removes (or inflicts) hits (damage). Hits are expressed in points (not Dice). If the action is Self, the operator is healing his own wounds.

OOB

Out Of The Body is the Ability to project one's consciousness to a location apart from the body and without regard to barriers. The individual is equipped with his own senses and his psionic senses in the remote location.

To Travel OOB
Range (nD) < Constant + Self
The consciousness (indeed, the personality) of the operator leaves the body to travel to the remote location; the body remains unconscious for the duration of the activity. Travel time to the location is about one minute per Range Band. The operator may remain OOB as long as he desires, but when the operator becomes Tired, the consciousness is drawn back to the body.

An operator in OOB can observe with the physical senses as well as the Psionic Senses. He cannot interact with physical objects except through Psionic abilities.

MENTATION

Mentation is the Ability to read, influence, and control minds. The process is one of domination: those with greater Psi are able to influence those with lesser (or with no) Psi.

To win a Psionic brawl.
Difficult (3D) < Psi + Remote - PsiShield
Opposed (up to 4). Resolves the brawl in one task. All losers receive 2D hits. The winner is unscathed.

To Control A Mind
Difficult (3D) < Psi + Remote - PsiShield
Difficult (3D) < Psi + Direct
Opposed (2). Resolves in one task.
The Loser is obeys the winner for 1D Rounds.

To Read A Mind
Difficult (3D) < Psi + Remote - PsiShield
Difficult (3D) < Psi + Direct +Mod
Opposed (2). Resolves in one task.
The winner obtains the information from the mind of the loser.

Armor. PsiShield is a defense against the Remote psionic efforts; it does not restrict defenses.

THE FOURTH TRAINING SESSION
The character explores his abilities in Ethics.
A character attending his fourth training session finds that the focus has shifted. He already has a potentially wide array of abilities and has had the opportunity to use them in everyday life. The Fourth Session teaches no abilities; it instead deeply examines the personality of the individual and its disposition toward Ethics.

The Test
The character undergoes a simple but formal test under the supervision of a committee of advanced Psions. Their examination probes into the depths of the character's mind and personality and evaluates it.

Roll Flux for a value between +5 Good and – 5 Evil.
Roll Flux for a value between +5 Order and – 5 Chaotic.
In each case, 0= Neutral.

The committee (the Referee) then discusses these results with the character (the Player). Through a process of negotiation, they adjust the results to values which the character accepts as ideal.
The process is entirely non-judgmental: no specific results are encouraged or discouraged.

At the end of the session, the character is formally declared a **Fourth Stage Psion.**

FINDING A FIFTH STAGE INSTITUTE
A Fourth Stage Psion or higher must find an institute which is in tune with his personality. When the character finds and approaches an Institute, roll Flux twice to produce values for Good/Evil and Order/Chaos. An institute which does not coincide with the character's general values will be (sadly) turned away.

The Types Of Institutes

Order / Good	Neutral / Good	Chaotic/ Good
Order/ Neutral	Neutral / Neutral	Chaotic/ Neutral
Order/ Evil	Neutral/ Evil	Chaotic/ Evil

For example, Fourth Stage Psion Ank Lagash Tested -3 Chaotic +2 Good and after some negotiation with the Committee, he accepted a rating of -3 Chaotic +3 Good. While visiting a world, he locates a Psionic Institute (which the Referee determines is Order Good (the specific values don't matter).
They turn him away as unsuited for their disciplines.

THE FIFTH TRAINING SESSION
The character explores his abilities in the Intuitions.
A character attending his fifth training session discovers the details of the Intuitions and his abilities with them.

The Intuitions
There are three Intuitions: Insight, Luck, and Curiosity.
Curiosity relates to the serendipitous acquisition of information.
Insight relates to the processing of information.
Luck relates to forcing favorable outcomes.

Basic Intuition Allocation
The character has **two times** Psi in points available to allocate to the three Intuitions, but no Intuition may be allocated less than Half CP in points. It is possible to allocate zero points to an Intuition.
At the end of the training session, the character is formally declared a **Fifth Stage Psion**.

Using The Intuitions

The Intuitions are values to be Checked.

Only One At A Time. In each gaming session, randomly select one of the three Intuitions (even if the character has that Intuition at zero-value). The Intuitions are available one-at-a-time. Once one has expressed itself, it becomes dormant until both of the others have expressed themselves as well.

Check Insight. The character can see (or puzzle out) correct action, which usually expresses itself as a question: "Why don't we try (blank)?"

Roll 2D. If the result is equal or less than **Insight**, the proper course of action reveals itself to the character.

Check Curiosity. The character wonders about the nature of objects or the environment, which usually expresses itself as a question: "Why is that (blank)?"

Roll 2D. If the result is equal or less than **Curiosity**, the nature of the object becomes apparent.

Check Luck. The character is naturally lucky. When a negative event occurs, he has a chance that it will miss him. "Just lucky I guess." Luck applies to its holder: it cannot be shared or transferred to others.

Roll 2D. If the result is equal or less than **Luck**, the negative event does not happen.

THE SIXTH STAGE

The Sixth Stage represents the beginning of self-instruction and self-improvement….

PSIONICS IS AN ORGANIC ABILITY

Non-organic (electronic, fluidic, photonic, positronic) brains are incapable of psionics.

On the other hand, a semi-organic brain with psionic ability is capable of psionics and may even be enhanced by its nonorganic computing power.

Organic personalities with psionic ability retain that ability but cannot use it while in purely electronic form. If overlaid or implanted on an organic or semi-organic brain, the psionic abilities of the personality become usable again.

TRADITIONAL PSIONIC ACTIVITY EQUIVALENCES

Traditional	Psionic
Astral Projection	OOB
Clairalience	Psi-Smell
Clairaudience	Psi-Hearing
Clairgustance	Psi-Smell (the Taste aspects)
Clairsentience	Psi-Touch
Clairvoyance	Psi-Vision
Cryokinesis	Eshift
Electrokinesis	Eshift
Healing	The Touch
Levitation	Move
Mind-Reading	Mentation
Out of the Body	OOB
Psychokinesis	Move
Pyrokinesis	Eshift
Remote	Viewing Psi-Vision
Telekinesis	Move
Telepathy	Mentation
Teleportation	Teleport

The traditional names for paranormal activity have their equivalents in Psionics, as shown in this table.