

The Manual of the Psi

Created and Written by Denny Hill²

Edited, Proofread, and generally Reality Checked by Bil Lockwood

Now, for the legal hub-bub:

Marvel Super Heroes is a © and ™ of Marvel Characters, Inc. Super Hero is a dual © and ™ of Marvel Characters and D.C. Comics, Inc. However, Universal Heroes, the Manual of the Psi, and all the neat ideas within are the © of me, Denny Hill. No, I don't claim to have invented telekinesis, but I did create such cool things as Deionacists, Psychoturges, and Technopsis. Feel free to use any of my ideas as you please, as long as you don't claim to have made them up yourself. Enjoy the book!

The Basic Idea

What exactly is this psionics thing, you ask? Well, psionics is the practice of tapping into your inner potential, letting you perform feats with your mind and body that are normally thought to be impossible. Most all human beings (well, just about every sentient being, anyway) have the potential to become psis, but they don't due to a lack of either the proper training or the drive to succeed in the mental arts. A select few have what it takes, however, and these special folk are the subject of the Manual of the Psi.

The basic idea is this: with lots of deep meditation and intensive training, you may eventually unlock certain abilities contained within your mind, body, and spirit -- abilities that all beings can theoretically use if they simply put their minds to it. It is vital to understand this basic tenet of true psionics: all of the abilities acquired through psionic study are not superhuman powers of any sort, but are instead learned talents. In other words, psionists are effectively normal humans for the purposes of game play, and aren't at all affected by the more traditional methods of power neutralization.

The basic principles of psionic power are described in great detail in the following sections, in order for you to make your own psionic PC or to simply gain more information about the psi, should you ever encounter one in your own adventures.

Core Principles

Before you go off and make your very own psi, there are a few basic concepts about this character class you need to understand, that are presented in the following sections.

Psionic Disciplines

The first vital concept that one needs to understand is the discipline structure of psionic powers. Disciplines are, in the end, groups of psionic powers, each of which represents a different type of psi power available to a student of the mental arts. Psionic disciplines mean

different things to different characters, a fact that becomes evident during character generation, but this definition will do for now.

Those of you who cheated and looked ahead will notice that there are nine disciplines of power described in the Manual of the Psi. Six of these are available to your standard psi, and the other three can be gained through use of the CmC rules; table 2 in the PsCGI reflects this, and keeps the psimantic, technopsi, and theonic disciplines out of a regular psi's hands. These are included in the Manual of the Psi to prevent any unnecessary duplication, and to keep all the rules in one place.

At any rate, all the psionic disciplines of power are described here:

Empathic Powers: empathic powers are those that are gained by acquiring an awareness of the threads of life-force woven throughout the multiverse, often known as the essence. Once a psi can perceive the essence and see how he is connected to it, he can control the very forces of life and death.

Metapsi Powers: metapsi powers are those that are acquired when a psi learns the various ways in which he can manipulate his own body. The metapsi powers give one a definitive physical edge over most humans (and many super humans, as well), granting exceptional durability, attack capability, and physical prowess.

Psikinetic Powers: these psi powers are the mental means of manipulating energy and matter, both animate and inanimate, without physical contact. A psikinetic has the ability to manipulate, destroy, and even create (to some extent) objects in his environment, as he sees fit.

Psimantic Powers: strangest of the nine psionic disciplines, the psimantic powers allow a psi to manipulate the very forces of magic to produce various effects. With practice, a psychoturge can eventually stand toe to toe with even the mightiest of magicians, having full control over the powers such folks regularly use.

Psimotive Powers: the rather potent psimotive discipline contains all of the means of egress from one location to another, most often without physically crossing the spaces between them. Once a psi has mastered this psionic discipline, he can be barred from no place, as he has the means to reach everywhere.

Psipathic Powers: true powers of the mind (as if the others were not), the abilities of the psipathic discipline are used to achieve direct mind to mind contact. With a bit of work, a psipath can use these impressive abilities to communicate with, control, or possibly even destroy the minds of others.

Superpsi Powers: the complement of all other disciplines, the powers of the superpsi are used to manipulate the psionic powers of you or another. This discipline is extremely powerful when combined with any of the others, but it is nonetheless quite useful in its own right, having several unique powers within, just waiting to be discovered...

Technopsi Powers: a relatively newer discipline of training, technopsi powers deal with all things technological (if you didn't already guess). Once he begins his study of them, a psi will gradually acquire more and more control over electronic and mechanical things, and will quickly evolve into a technological dynamo.

Theonic Powers: the rarest of psionic abilities, theonic powers deal with all things divine. They're used to mimic the abilities of, communicate with, and combat immortal beings. The theonic powers are very dangerous to have (much less, to use), however, as the gods tend to be a stubborn lot, and can use the unprepared theonist in any way they choose...

Psionic Power Types

Another thing that a body should know about psionic powers is that they come in three distinct flavors. In the order of their importance and magnitude, from first to last, they are arts, talents, and skills, all three of which are described here:

Arts: the big guns of the mental trade, these powers most often take the form of devastating attacks and many other vital capabilities. As the most potent psionic abilities, arts end up costing the most when purchasing new powers, and begin at the lowest power level of the three when bought (at Good (10) rank).

Talents: though they aren't necessarily the most potent psi powers, talents do have many uses. Usually defensive or backup in nature, psionic talents are often the difference between life and death in battle. Talents usually begin at a medium level of power (Excellent (20)) when bought, and are not too expensive to purchase.

Skills: often the most passive of the psionic powers, skills are nonetheless vital to the success of any psi. This is, of course, because they take the form of defensive, sensory, and other, less flashy (but necessary) abilities. Least expensive to buy, skills also start at the highest level of power when bought (Remarkable (30)).

Character Generation: the Making of the Psi

The psi is similar in many ways to the sorcerer; both wield many unbelievable and fantastic powers while being simple, normal humans (physically, at least). With this in mind, the psi will roll for his Ftg, Agy, Str, End, Res, and Pop on table A, and his Rsn, Int, and Psc scores on table D of the rank generation tables. These (and all of the other tables discussed from here on) are presented in the PsCGI (or, the Psionic Character Generation Insert), which is situated at the very end of the Manual of the Psi.

With your initial primary ability ranks generated, go ahead and gamble on two of them; just make sure that your new psi's ability scores remain within traditional human limits. The gambling tables are (of course) situated right after the rank rolling tables. To finish, split up your stats as desired, and determine your Hpts, NH, MH, Kpts, and (if the character will belong to one) his Karma pool total.

Schools of Study

After all that initial information has been determined, it is time for the player to decide the manner in which he will be learning his psionic powers. While the player should choose the school he will be utilizing to acquire power, table 1 is provided for the random element, if it is desired. There are three basic schools of thought concerning psionic training. While the end result of each will be the same (the character acquires psionic powers via all three), the means with which this is done can vary wildly from psi to psi. The key to these differing processes is the flexibility with which powers are gained, which is explained in the definition of all three methods of power acquisition.

Traditional Study: the least flexible and most regimented of the three types of psionic learning, traditional studies are nonetheless preferable to most players who see themselves investing lots of time (and karma) into their character. In effect, traditional study requires that a psi student choose one discipline to begin with, and not begin the study of another until he has mastered that first one. Once this has been done, he may learn additional powers from it at his leisure, as well as beginning his studies in the next discipline of his choosing.

While this severely limits the range of powers the psi has to choose from at first, the traditional school of psionics does indeed have several plusses that balance out this limitation. First off, the intensive study of specific disciplines makes the psi assimilate powers more easily, reducing the karma cost for newer powers. Secondly, as the psi must master a discipline before starting up another one, he gains the benefits of doing so. Finally, the traditional student can eventually overmind in a discipline if he studies it long enough, an ability casual and intermediate psis lack outright. For details on disciplinary mastery and psionic overminding, read the character advancement section.

Intermediate Study: though a little bit more regimented than casual methods of psionic training, this school is still more flexible than the traditional vein of

psionic studies. This is because the intermediate psi is allowed to change disciplines after learning three powers in said discipline (if he so desires), as opposed to having to master it first. The end result of this is that, while a bit more restrictive than casual study, the intermediate power acquisition method is structured enough to allow the psi to potentially learn all of the available powers in a discipline, unlike the casual psi (who is restricted in exactly what he can be taught).

The greatest advantage of intermediate schooling over casual study is that the student can eventually master psionic disciplines like a traditional psi, but this may end up taking longer (since the temptation to shift to other disciplines for a time can often be quite strong). The disadvantage of this school is that an intermediate student will never have the potential to overmind in a discipline as can a traditional psi. Furthermore, intermediate schooling requires that the student pay more karma for his powers as he learns them (but still less than a casual psi would have to).

Casual Study: the psi participating in casual study will have a madly variant selection of powers, as he's not bound by the prevailing theories of psionic mastery. When selecting his powers, the casual psi can draw from a different discipline each and every time he rolls, whether during character generation or while purchasing powers at a later date. This is much more convenient than the other, stricter schools of power acquisition, as the psi will have access to a range of powers that an opponent normally couldn't match.

This wild flexibility does have its costs, however. First, psi powers cost more karma, as the lack of rigid structure in training requires more effort from the psi to master his powers. Secondly, as the casual psi holds no truck with that disciplinary mastery business, he can't ever master any of the disciplines, and can never receive the benefits of doing so. Finally, many of the most powerful psionic abilities are just unavailable to casual psis, since their unconventional minds simply aren't organized enough to use them.

Determining Beginning Discipline(s)

Once you have chosen the schooling that fits for this particular psi, you need to determine what his initial discipline of power is. While table 2 is provided for those who don't wish to choose, every psi is allowed to pick the first discipline he will be rolling his powers from. Of course, what this means to each psi will depend on the schooling he follows.

Traditional psis are kind of stuck with their first discipline, as they must study the powers within until they master it; in other words, they need to learn nine powers in their first discipline before they can choose to train in another. Unlike psis who are of intermediate or casual schooling, traditional students do not have to deal with acquiring another discipline during the entire character generation process. So, since you'll be stuck with that first one for quite some time, you'd better be really sure that you like the powers within.

Intermediate psis aren't so bad off, as they can change disciplines with higher frequency. After rolling up their first three powers (see below), they must roll on table 2 for another discipline, unless they are sticking with the one they started with. Further changes are available to the intermediate every time he has acquired a number of powers equal to a multiple of three (3, 6, 9, etc...). A generous GM may even let an intermediate psi pick his next discipline instead of having him roll it up randomly...

Now, for the casual psi, this discipline will be where he gets his first power from. After this has been determined (as described in the next section), he will roll randomly for his next discipline on table 2 and then acquire another power. This process will continue until he is all out of powers. Often, if the game Judge is willing (and a nice guy), he'll let the casual psi choose the next discipline he will roll from; this is the Judge's discretion, however.

I can assure you that they're often nice in this area, most of the time...

Rolling for Initial Powers and Power Ranks

Before rolling up the powers your psi will be wielding, it is important to know that this must be done in a specific sequence. A psi will always roll for powers in the order of art, talent, and skill within a given discipline. In effect, each time the psi encounters a new discipline when rolling for powers, the resulting power that is picked up will be an art. The second time he rolls from a discipline, the power gained will be a talent. The third time he rolls from a discipline, the psi will roll for skills, and so on. Now, this only tends to cause headaches for casual psis, who are constantly shifting disciplines.

Furthermore, it is important to note that each psionic discipline has a signature ability, one power within the discipline that lays the mental groundwork for all the others. These special powers are absolutely vital to true mastery of the discipline, so the traditional psi must learn them first, before studying any other power in that discipline. An intermediate psi need not learn the signature ability first, but will not master a discipline until it is studied. As usual, casual psis fly in the face of tradition, so they don't need to study signature abilities at all, and can learn psi powers within a discipline unhampered by their lack of knowledge. Signature powers are marked with an asterisk (*) in the PsCGI.

With all that understood and settled, it is time to actually roll up your psionic powers. To start with, roll the number of initial powers your psi will possess on table 3. Having determined that, go ahead and use tables 4 through 57 to determine your powers. Note that two tables exist for each level of power within each discipline, one for the casual psi and one for the intermediate and traditional students. A player can pick or roll for his powers, depending on the disposition of the Judge, though I personally recommend a mixture of both; this helps to generate a psi that is both what the player wants and is refreshingly new each time. At any rate, don't forget to get your powers (by whatever means) in the proper order.

It is important to note that a few psionic abilities have a prerequisite power; that is, they cannot be learned before the prerequisite power has been. Powers that require a prerequisite are noted with a capital 'p' in their power listings, and those powers that don't require a prerequisite aren't. If a power you've rolled requires a prerequisite to be learned first, and you don't yet have that power, you have several means of handling this.

First, you can discard this power and try for one where the prerequisites are not a problem. However, you have the option of selecting this power and the prerequisite(s), if you still have enough power slots of the same power class still available. If room is still a problem and you really, really want to have this power, you can opt to discard some of the powers you've already rolled up to make the space, if it is that important.

Once all of your initial powers have been sorted out, it is time to return to page one of the PsCGI to roll ranks for them. Do this on table D. Once this has been done, you may gamble on your psionic power ranks once if you have up to four powers, or twice if you have up to seven powers. As always, the tables used to gamble (and the risk taken) is up to the player.

Talents

The talents your sparkling new psi will start out with can be determined as per any other character type, starting by rolling for his number of initial talents on table 58. Then, roll for the category each talent will belong to on table 59. To finish up, roll for individual talents using tables 60 through 65, one table for each category of talents.

However, the actual talents a character has should be determined by his origin. Keeping this in mind, the Judge might opt to let a player choose the talents his psi will have, allowing him more creativity in the next three sections.

Contacts

Also presented in the PsCGI for your convenience is that table used to detail

the initial number of contacts a new character will have; it is present as table 66 here. Table 67 lists the types of contacts a psionist may have upon the start his career, if any ideas are needed.

Quirks

Again, for your convenience, the tables for determining quirks for a character are provided. Quirk type is shown on table 68, and the individual quirk tables run from 69-74. Again, though, quirks are something that shouldn't be rolled up randomly; the charts just make for a convenient form of list.

Filling in the blanks

Once all the basic details concerning your psi have been ascertained, it is time to 'fill in the blanks', or to detail all of the N/PC's personal information and background. Who is he? What does he look like? Where is he from? What is he like? Why has he spent the time to learn the mental arts? Who trained him how to access his inner abilities? Why?

With the sole exception of your psionic master (who the Judge must generate, with maybe the exception of a name), all other character information must be determined by the player in order to make it truly his character, and to really 'flesh him out'. This is often the most difficult part of the character generation process, the part where many tend to fail.

However, with a little effort and some serious consideration, the answers to these questions can make that simple little piece of paper with all the funny words on it really come alive!!!!

A Day in the Psi Life: Everyday Existence for Psionic Folk

Okay! Now that you have your funky new psi character, what do you do with him? Does he just sit around all day, hanging out at the local diner watching television, waiting for that news flash about the latest criminal caper? Well, maybe. But he might just have a life, you know.

Daily Life

The convenient thing about a psi is that he shows no outward sign of having any super human nature, unless he's actually using a power. This makes it awfully easy for a psi to maintain a secret identity. As such, most tend to do so, since this helps to keep trouble away from the house (and thus, away from friends and relatives). Not all of them do, mind you, but it's easier in the long run.

An important thing to consider is how easy one's psi powers can help out their job. Imagine the television repair man that has diagnosis, or the lawyer with lie detection. These psis could be frighteningly good at what they do, and make lots of money in the process. Is this entirely ethical? That's a very hard question to answer, but when the bills are due, it can be difficult to resist the temptation to 'cheat' with one's powers.

Of course, the opposite lifestyle is also an option. The character could live in costume, having a public identity and staying in a hero group's headquarters. He just might watch the news looking for trouble, or go out on patrol in the Psimobile with his trusty sidekick. The hero biz can easily be a full time job as well. It's all a matter of what best suits the character, something that will have lots to do with his origin, to be sure.

Either way, under normal conditions, a psi will spend an hour or two per day in deep meditation and study, honing his powers to a fine degree. At least. This time could easily be doubled if the psi is attempting to learn a new power. There is no set time needed to learn new powers, but it's recommended that a psi learn no more than one power per adventure. If he's got a bit of excess karma, make him wait a little while.

What he does with the extra time is, ultimately, up to him. He could go to work, stop a bank robbery, or anything else that turns his crank. If his studies are interrupted, it won't necessarily put a dent in his power ranks; it might just take a little while longer to learn that next power, or to raise an existing rank that much higher...

Psionic Combat

Now we all know that, were the world a better place, super heroes wouldn't be necessary. Unfortunately, a very small percentage of the population is bad to the core, and sure enough, a lot of 'em have super powers. As such, a psi will eventually get into a fight for some odd reason or another, and there's a few things he ought to know about using his powers in battle, in order to save himself from any unpleasant surprises.

To begin with, psionic combat flows in the same manner as does a regular fight. You determine what you're going to do, you roll initiative, and when it is your turn, you go. The trick is, a psi's powers aren't always 'on', and he must specifically activate them in order to benefit from their effects. As such, a psi is most vulnerable when taken by surprise or ambushed, as he likely has no powers active in his defense.

Now, though he may have twenty six or so psi powers, a psi can only have so many active at one time. The number of powers the psi can simultaneously operate depends on his Reason (mem) rank. To begin with, a character with a Reason rank of Typical (6) or less can only use or maintain one power at a time. For each Rsn (mem) rank higher than Typical (6), the psi can operate or maintain an additional psi power.

Also, it normally costs a psi one action in combat to activate a power, but none to deactivate one. This applies to any psi power, whether it is maintainable (flight, armor, etc...) or not (empathic hammer, psi bolt, etc...). Now, if a psi anticipates trouble a bit in advance, he can usually activate all the powers that he normally can ahead of time.

For example, say we have a psikinetic fellow with a Remarkable (30) Reason (mem). He can operate a maximum of four powers at once. Now, he knows he's about to get in a scuffle with some mutant thugs, and activates flight, force field, and concussive strike, but leaves room for one more power, just in case the mutants pull something out of their sleeves that he didn't account for. You know those sneaky mutants...

Character Advancement: the Development of the Psi

As the psi gains lots and lots of karma during his adventuring career he may, for some reason, wish to do something with it. Like any other character type, he can spend karma earned through his actions to buy himself new talents, contacts, or ability and power rank increases; this is handled as defined in the Creative Campaigning book. One facet of karma use that is different for psis is the process of buying powers.

Purchasing New Powers

Since psi powers are learned through extensive studies that awaken abilities we all supposedly have, the purchase of new ones is handled much like the buying of talents, although the price of doing so depends on a psi's schooling. For traditional psis, arts will cost 1500 karma points, talents cost 1000 karma points, and skills cost a measly 500 karma points. Intermediate psis pay a little more for powers; for them, arts cost 1875 karma points, talents cost 1250 karma points, and skills cost 625 karma points. Powers aren't cheap for the casual psi, as arts cost 2250 karma points, talents cost 1500 karma points, and skills will cost 750 karma points whenever purchased.

Power Stunts

Another issue is a psi's development of exciting new ways to use his existing powers; these are known as power stunts. Power stunts cost 50 Kpts per try, but are otherwise governed by the same basic rules that exist for all other characters. So go ahead and give that crazy idea of yours a try... it might just work!!

Mastery of the Disciplines

Although the majority of the disciplinary mechanics have been talked about at length, things change a little bit after character generation is complete. For instance, after a psi has learned nine powers in one discipline (three arts, talents, and skills), he is considered a master of that discipline. This reaps a few cool benefits.

First off, the cost of purchasing further abilities within a mastered discipline is reduced by twenty percent. Secondly, all of the psi's powers in the mastered discipline are boosted by + 1 CS, to a maximum of Unearthly rank. This rank boost applies to existing powers as well as those the psi buys later within this discipline. Finally, as far as traditional students are concerned, the mastery of a discipline leads to overminding.

Overminding in a Discipline

Regardless of the rigid training and all else they must tolerate, traditional psis have it good, since their strict schooling reaps lots of benefits. Both traditional and intermediate psis can master any discipline, but only a traditional student can overmind in one. Overminding is a special situation that occurs within the mind of a psi after he has acquired at least half of the available powers in a discipline.

The theory is this: since the powers in a discipline are structured so similarly, they will begin to overlap in the psi's mind after he learns a majority of them. This will cause a psi to spontaneously develop new psionic powers, ones he hasn't even learned (or paid for) yet! In other words, he need not buy any more powers in that discipline, as they are all going to show up within a month or so, anyway.

This overlapping has another effect as well, that being yet another increase in power; the psi will receive another + 1 CS on all of his power ranks within that discipline, exceeding an Unearthly rank only under very special circumstances (in other words, if your Judge is dumb enough to let you get away with it...). Also, since this utterly completes that discipline, the process of overminding allows the psi to begin work on another discipline if he hasn't already, starting the process all over again!

The Comprehensive Psi Power List

The following dozens of pages hold a description of every single psi power currently available for players of the Universal Heroes game. Have a good time reading them!

7

7-D Anchor (S): this motive skill acts as an anchor against the rest of the multiverse in general. When in use, the 7-D anchor prevents a psi from being forcibly removed via banishment, dimensional transport or portal, or any other motive ability. 7-D anchor works by disrupting the use of such abilities in relation to the anchored character(s). Teleportation effects simply fail, while dimensional apertures actually collapse before the character can be forced through them. In order to overcome this defense, an opponent must pass a power FEAT versus the psi's End (res) +3 CS or the 7-D anchor power rank, whichever of the two is higher.

7-D Awareness (A): this extrasensory art is the core of the psimotive group of powers. With this ability, a psi acquires an intuitive understanding of the seven dimensional nature of this reality. This, then, allows for a greater knowledge of space and time, laying the groundwork for the manipulation of both of these elusive things. While 7-D awareness is mainly the key to the development of other psimotive powers, it has some uses in game play.

Essentially, a psi using 7-D awareness will always know what continuity he is currently in, if he's ever been there before, and the basic physical realities of that dimension. Additionally, any psimotive being will sense which type of multiverse said universe lies within; in other words, he can determine if the local time and space are of a positive or negative value, if these physical properties are present.

7-D Memory (S): with the use of this motive skill, a psi can remember all the places he's ever been, and how to get there. This is great for psis who tend to get lost while crossing the dimensions or traveling through time, for example. Remembering the 7-D coordinates of a location in the same dimension takes only a green power FEAT, recalling the coordinates in a different reality or time requires a yellow power FEAT, and the remembering of 7-D coordinates from locations in another multiverse requires a red power FEAT.

A

Acidic Touch (T): using this talent, a psi can temporarily alter all the sweat glands on his hands (or feet, or head), causing them to emit a corrosive agent instead of sweat. This agent will inflict power rank MB damage to inorganic items such as walls, robots, or a solid homogenous lifeform. This damage is considered -3 CS versus organic stuff, such as wood or people.

Adaptation (T): this talent, once it is activated, will alter the metapsi's body in order to function within an inherently hostile environment. This change will take from one to ten turns, depending on how extreme the change is. This talent only counters hostile landscapes, not sudden, harmful situations (such as falling off a cliff). This change includes any necessary biochemical alterations, organs, and limbs.

Adrenal Boost (T): by making use of this talent, a metapsi can release a controlled burst of adrenaline into his system, which acts to boost his Str score. Lasting 1d10 turns, this boost will equal the psi's Str +1 CS or this power rank, whichever is higher. This boost can work in conjunction with the adrenal surge quirk, but once both of the boosts wear off, the psi will be at -2 CS to all FEAT rolls for the next 1d10 turns.

Adrenal Vampirism (A): this psionic art works by siphoning away the metabolic energy of others. Once a target's End (res) is overcome with a power FEAT, this metapsi art is used to drain Str or End points from the target directly into the psi. The psi can drain a number of points from the victim's ability scores equal to this power rank number with each attack, boosting his own stats on a point per point basis, though his Str and End will not exceed this power rank or his Str or End ranks +2 CS, whichever would be higher in each instance. Also, the adrenal vampire and his victim must recalculate their Hpt and NH scores to reflect their new, temporary ability scores.

This boost of ability scores will last for 1d10 combat turns. Once this time has

expired, the raised ability scores will drop 1 CS each turn until they reach their normal values. As far as the victim is concerned, his ability scores cannot be drained below Feeble (1), and the loss will similarly last for 1d10 turns. Once this time has elapsed, the drained stats will rise by 1 CS per turn, until they return to their normal values. The Hpt and NH changes due to the adrenal vampirism revert to normal with the ability ranks themselves; they must be recalculated each turn until the Str and End scores are normal.

Age Modification (S): using this skill, a metapsi can alter his apparent age. He can change his age (either older or younger) by a number of years equal to the power rank number. There is no upper limit to the age the character can assume (though hitting an age of 100 or higher is hazardous), but he cannot reduce his age below zero. This would reduce him to infancy, and anything further than that stage would kill him.

Analysis (T): with this talent, psimantic characters can know the nature of any magical effect in operation, once it is understood to be magic. First, the psi can determine the type of magic in use (personal, universal, or dimensional energy). Secondly, he can determine what school of magic the effect belongs to (elemental, philosophical, scientific, etc...). Furthermore, the psychoturge will know if this magic results from spell use, supernatural phenomena, or the activities of magical beings (such as a vampire, elemental, demon, or other extradimensional being...).

Animal Hybridization (A): when this art is first learned, the metapsi acquires the ability to transform himself, in whole or in part, into an animal form. The psi becomes intimately familiar with the biology of a single animal upon gaining this power, and can alter his own body to duplicate any 'power' the animal can normally use in nature. Further animal biologies may be memorized as per a power stunt.

Complete transformation allows the psi to use all of the creature's abilities and ability ranks (but not Hpt score), and completely assume the appearance of

his choice animal. On the other hand, a partial transformation will gain the psi animal abilities depending on the parts transformed. For example, to gain the claws of a tiger, a character will modify his arms and legs to accommodate the extra organs, and (this being a minor transformation) would only change his appearance a little.

Animal Sympathy (T): with this talent, an empath can communicate with non-sentient animal life, either terrestrial or otherwise. The difficulty of the FEAT is determined by the differences in the biology of the animal sympathizer and the animal being communicated with. Communication with animals of similar build to the character (humans 'talking' to simians) requires no roll. A talk with beings of the same basic classification (a human talking with other mammals) requires a green FEAT roll. Talking out of this range (a human talking a shark out of eating him) needs a yellow FEAT roll. Any communication with animal forms of non-terrestrial origin requires a red FEAT roll.

Anti Deionic Attack (T): by use of this deadly talent, a psi can attack others with potent anti deionic energy. This power functions just like the theonic talent deionic attack, but if used against any deionic defensive power besides the anti deionic aura, the energy will carry with it two additional effects if the defense fails a power FEAT roll against the damage inflicted. To begin with, the damage will be AP in nature, as it cancels out a bit of the defensive force used against it. On a more subtle level, the anti deionic attack will destroy a number of the victim's faith points equal to the damage inflicted. This is enough to give even an exponential immortal pause (until he quashes the deionocist like a bug, that is).

Anti Deionic Aura (S): using this skill, a theonocist can surround himself with a powerful force field composed of anti deionic energy. In combat versus mere mortals, this field will act in the same manner as does a deionic aura, which grants the following protection against incoming attacks:

-1 CS / -0 CS / -4 CS / -6 CS / -0 CS

Furthermore, the anti deionic aura will cancel the effect of any deionic power used on the theonist, if that power fails a FEAT roll against the intensity of the aura. However, if said power FEAT succeeds, any De damage inflicted will carry an AP effect.

Anti Deionic Field (A): using this art, a deionist can blanket an area with anti deionic energies; this area is a sphere having a radius in yards equal to the power rank number. This field has the effect of preventing any deionic powers from functioning in the area at all, save for anti deionic abilities, unless the psi who wields them can pass a successful power FEAT roll versus the anti deionic field. Further, deionic sensory abilities attempting to look in on the affected area are also blocked, unless they, too, can overcome the power rank of this field.

Anti Gravity (T): using this talent, a psi can generate anti gravity. The reverse of standard gravity, itself the attraction matter has towards other matter, anti gravity is thus a repulsive force applied against other matter. This lends itself to a number of uses in play, some of which are described here:

Flight: applying anti gravity downward, a psi can lift himself off the ground, and fly by pushing off objects (including air) with air speed determined by the power rank.

Repulsion: by applying anti gravity to a specific target, a psi can push it away with power rank Str, or focus the anti gravity into a force beam that can inflict power rank Fo damage.

Repulsion Field: by enmeshing himself in a field of anti gravity, a psi can grant himself power rank resistance to any physical attack that must make contact with his person.

Anti Magic Aura (S): this skill allows a psychoturge to manifest an aura of anti magic energy about his person. While this aura is in place, any magical power or spell used directly against the psi will fail, if it can't pass a FEAT roll against the intensity of the anti magic aura. In other words, this power will cover any

magical manipulations and energy, but not spells that indirectly attack the psi, or generate 'mundane' forms of energy.

This may prevent a psychoturge from using his magical abilities, but only a novice psychoturge would see this as a serious disadvantage. Primarily, this is because the aura provides protection versus attack as does a distortion aura, which defends against attack like so:

-1 CS / -0 CS / -0 CS / -6 CS / -8 CS

However, if a magical energy attack is used against the psychoturge, and said attack passes the necessary FEAT roll against this power, the So damage it inflicts will carry with it an AP effect, as it will cancel out some of the defensive energy the aura generates.

Anti Magic Beam (T): with this talent, a psychoturge can emit a beam of anti magic energy. In play, this beam acts as does a distortion beam, inflicting So damage against its target. However, if used against a magical defense other than an anti magic aura, the beam will carry an AP effect if the beam passes a power FEAT roll versus the power rank of the defense. Further, any mage or magic being hit by the anti magic beam must pass an End (res) FEAT versus the intensity of the damage inflicted, or lose the use of any magical spells or powers for 1d10 combat turns.

Another significant difference between a distortion beam and an anti magic beam is that anti magic carries with it no TF effect. In fact, the beam can be used to soak up lingering TF in matter if it passes a power FEAT roll against the intensity of the original effect used to deposit the TF in the first place.

Anti Magic Field (A): when using this art, a psychoturge creates a powerful field of anti magical energy; this field is a sphere having a radius in yards equal to the power rank number. This field will negate any magical effect within the affected area, if it fails a FEAT roll against the intensity of the anti magic field. Further, a mage or magic being in the area who fails an End (res) FEAT against the intensity of the anti magic field cannot initiate any spell or spell-

like power until they overcome the anti magic. Characters so affected receive another FEAT roll to resist every turn, though they can avoid these effects by simply leaving the anti magic field.

Anti Matter (A, P): a psikinetic with this art has the ability to generate minute amounts of anti matter. He can create enough anti matter to cause explosions of power rank intensity when the anti matter reacts with regular matter. Now, this anti matter must be encased within a force field to prevent it from blowing up until the psi wishes it to; as one can guess, force field is the prerequisite power for this art.

Now, if anti matter detonates upon an object, it will inflict power rank Energy damage to the target, against which no armor is effective (the anti matter acts to actually put a hole in such armor). A force field will protect from this damage (as no actual contact is made), as will the metapsi resistance powers (if used against Energy attack, that is).

Anti Psion Aura (S): this skill allows a superpsi to create an aura of anti psion energies about his person. While this aura is in place, any psi power used against the superpsi that directly uses psions will fail if it cannot pass a power FEAT roll against the intensity of the anti psion aura. Such powers include telekinesis, psi bolt, or telepathy, but not an acidic touch, attack portals, or energy control.

Furthermore, the anti psion aura offers the superpsi protection from attack as follows:

-1 CS / -0 CS / -4 CS / -0 CS / -8 CS

However, the anti psion aura also acts to negate all of the psi's powers, unless they have been polarized to operate on anti psions; see the various polarization powers for more on this. This negation effect lasts only until the anti psion aura is dropped. Also, if an attack that uses a karmic energy form (spectral flame, psion beam, etc...) is used against the aura, and passes the power FEAT to affect the psi, it will carry with it an AP effect, as it will cancel out some of the defensive energy used against it.

Anti Psion Beam (T): with this talent, a superpsi can emit a beam of focused anti psions. This beam acts in all ways as a regular psion beam, unless used against a defense form that is primarily composed of psions. If the beam can pass a power FEAT versus the power rank of the psion based defense, the anti psion beam will carry with it an AP effect. Further, psis hit by an anti psion beam must pass an End (res) FEAT versus the intensity of damage taken, or lose the use of their psi powers for 1d10 turns, as the anti psion beam will actually strip the psions away from their body for that amount of time.

The only psi powers usable during this negation period are those that the psi has polarized via the various superpsi polarization powers, or the specific anti psion energy powers.

Anti Psion Field (A): a more powerful version of the anti psion aura, the anti psion field allows a superpsi to blanket an area around himself in an intense field of anti psions (hence the name); this area is a sphere having a radius in yards equal to this power rank number. A field of anti psions negates the effect of any non-polarized psi power that is used within the affected area, including the superpsi's, if it fails a FEAT against the intensity of the anti psion field.

Also, any psi or psionic being within the area of effect that fails an End (res) FEAT roll against the intensity of the field cannot initiate any psi powers until they have overcome the anti psion field. An affected being gains another chance to make a FEAT to resist the field each combat turn, or can avoid the effect by simply leaving the anti psion field.

Area Sense (S): this skill grants a psimotive being an awareness of every object in his area; this area being a sphere with a radius, in yards, equal to this power rank number. If they are not masked by invisibility powers, objects in the area are noted by a mere green power FEAT roll. A yellow FEAT will detect any beings observing the psi in the area, but masked by being hidden in the astral plane, or other such similar things.

A red FEAT will reveal beings not in the psi's area, but observing him from afar with such powers as temporal window or clairvoyance. If the object or person is masked by any invisibility power that would affect this sense, the psi has to pass a power FEAT roll versus the rank of the invisibility, or be unable to sense the invisible thing.

Armor (T): this talent allows a metapsi to steel his body against any incoming harm. In effect, without any visual clue, the psi gains the following resistance to the various attack forms:

-0 CS / -2 CS / -4 CS / -6 CS / -8 CS

Artifact Creation (T): with this talent, a theonocist can create permanent items to carry his power. Spending 10 faith points, a theonocist can create a base receptacle for power. After this basic expenditure, the theonocist must pay for the material strength and all powers the item possesses on a point per point basis. These artifacts can be of any material strength the psi can afford, but the powers carried by them will not be of greater rank than this power rank. Thus, most artifacts are given to the theonocist's faithful to boost worship, as opposed to being used by theonocists themselves.

Artificial Power Source (S): using the skill of APS, a technopsi can provide the power required to allow any device, electronic or mechanical, to function. This skill can fuel technological effects less than or equal to the rank of this skill, in addition to the normal amount of energy used when the device is idle, but functioning. For example, a psi having this skill at Incredible rank could power a vehicle traveling at Incredible speeds, or an energy weapon capable of inflicting Incredible energy damage.

If a device to be powered can perform at a level higher than the technopsi can provide, the technopsi can operate the device at his lesser rank instead. In other words, if a technopsi manages to 'find' a phase plasma cannon that can dish out Unearthly AI En damage per blast, and his APS skill is at Amazing rank, he can still operate the beautiful instrument of destruction. However, he

can only do so at Amazing rank; a small cut in power, but useful still...

Assimilation (A): this nifty technopsi art allows a technopsi character to literally absorb the form, functions, and actual matter of any device into himself. This process is limited somewhat by the size of the item to be assimilated, as a psi can't take in an amount of techno matter greater than his body mass. If a technopsi attempts this, he can merge with the new object(s), but the excess matter will protrude from his body in an obvious manner. Sentient devices can be assimilated, but they must fail an End (res) FEAT versus this power rank first. If absorbed, such items will rebel at every opportunity that presents itself (when the technopsi tries to use them, for instance).

Assimilated devices are used just as they were before they were absorbed, but they must be pulled from the pool of techno mass to do so, forming the item from hands, feet, etc..., so they may be utilized. While 'pulled out', the item(s) are still connected to the psi's body, truly an extension of his being, and are controlled as such. Further, the psi may expel any device at any time, returning it to the state it was in when absorbed.

For example, let us look at the Swiss Army Arsenal, a technopsi that weighs in at 165 pounds. For convenience, he keeps all kinds of tools, weapons, and other miscellaneous devices stored in his body (which tends to cut down on theft). He carries about ninety pounds of stuff within him, and may thus add seventy-five pounds more before the excess begins to 'stick out'. After he finds a more powerful version of an energy weapon he had assimilated last month, the Swiss Army Arsenal ejects the old model and assimilates the new one immediately.

Later on in his adventuring career, the Arsenal finds himself on an alien craft, his only means of escape being the takeover of said craft. Not trusting the shifty aliens to take him home once defeated, and lacking that technopsi art override, he decides that he has to assimilate the alien craft. As it weighs

several hundred tons more than he, he cannot absorb the ship, so his body merges with the ship's frame only to his ankles. Even though he sticks out like a sore thumb and lacks mobility, he can control the craft as if it were a natural part of his body, using it to fly himself home.

Astral Body (T): with the use of this psimotive talent, a psi can physically transfer his body into the astral plane, actually changing it into an ectoplasmic equivalent. One advantage of this is that there is no magical cord to worry about being broken, and it serves as a great means to fake dimensional travel – sort of – as your body reverts to its natural state after reaching one of the various afterlife dimensions.

One obvious disadvantage of entering the astral plane in this fashion is that you can get yourself blown away just like in the real world, as opposed to the effects of 'dying' while merely astral projecting. Another is that opponents usually don't suffer from this limitation. Finally, there is always the possibility of getting yourself lost somewhere in the multiverse – unless you have that 7-D memory power, of course...

Astral Projection (A): with this powerful art, a psipath can separate his physical and mental selves. This is done thanks to the mental layer of reality known as the astral plane. While astral projection is in use, the psi's body lies comatose while his mind soars throughout astral space. This plane coexists with ours via the seventh dimension, and as such can be used to view any location within our reality without anyone being aware of it. This makes astral projection great for spies, doesn't it?

While in this realm of the mind, astral travelers can only use psi powers to affect the real world. When confronted with other beings in the astral plane, the character's full range of powers is allowed. However, the effects of these powers are translated into ectoplasmic equivalents, which operate at a -1 CS. Similarly, ability scores are altered for the duration of astral projection; Rsn functions as Str, Int functions as Agy, and Psc functions as End.

Also, for the duration of the trip, the character is connected to his physical form via a powerful magical cord, which prevents him from getting lost. This cord is CI 1000 m.s. for the purposes of breaking it. Only extremely specialized weaponry or death of the psi's physical body can break the cord, which results in the astral form dying as well, unless the character passes a Psc (will) FEAT against Unearthly intensity; doing so transforms the psi into a free-roaming spirit (see astral freedom, a groovy TxC power, for more on this).

This reality can also be used to travel into other dimensions; doing so requires a yellow power FEAT. While traveling the planes, the character will manifest a new, temporary frame if in one of the many 'afterlife' dimensions, which also brings along stuff carried as part of the character's self image. Oddly enough, if the astral equivalents of personal items are lost or left behind, the real world versions of the devices will cease to function.

If not in an afterlife realm, the character retains his normal astral form, and can explore any area of the plane that has a connection to the astral plane.

Astral Vampirism (A): this insidious art allows a psi to prey upon the spirits of the dead, usually right after death, as they travel through the astral plane on their way to one of the various afterlife dimensions. The art gives the superpsi the ability to sense souls, and literally consume them. If said soul fails a Psc (will) FEAT against the rank of this art, the superpsi can absorb an amount of MH from the spirit equal to this power rank number. The victim is allowed a FEAT to resist this attack each turn.

Unfortunately for the victim, he has no karma to spend in his defense (as he's dead).

The astral vampire may use this stolen spiritual energy in a number of ways. First, he can forego nourishment of the material variety (as per self sustenance 1) for one day for 5 MH points. He can use the power to recover from any damage inflicted by translating the MH directly into Hpts. Also, he can bolster

the use of any of his psi powers with the spiritual energy, also on a point per point translation basis. At any rate, a superpsi loses the absorbed power at a rate of one MH point a day.

If the astral vampire manages to swipe all of his victim's MH, he effectively absorbs the soul, and has access to all said soul's knowledge, trained psionic powers, and very personality. He may use the information at will, but each use of a purloined power consumes ten absorbed MH points. These powers operate at the absorbed soul's original power ranks. Once an absorbed soul is completely expended (it has no more MH) the psi loses all the excess psi powers and any personal info save that which he specifically tries to remember.

If a psi makes a habit of absorbing the souls of the dead, he will notice a few interesting limitations this power bears. First off, he can absorb any amount of MH points, but if the points of MH that belong to absorbed souls is greater than the psi's, the souls can attack the astral vampire within his own mind, attempting to cancel out his mind and take over. Furthermore, the normal loss of MH points (remember that?) is subtracted from absorbed souls first, in the order they were absorbed.

This has the unfortunate side effect of preventing a superpsi from keeping a vast catalog of potential psi powers at hand.

Attack Portals (T): by the use of this psimotive talent, a psi can open up a special portal into a particularly harmful location. This portal is extremely short lived, remaining open for only about a millisecond or so, but this is enough to inflict power rank damage to the target. The type of damage inflicted depends entirely on the place the attack portal opens up into. For example, a portal that terminates in the sun would emit plasma, causing En damage with the normal carryover damage from light and heat, while a portal leading to the astral plane would eject spectral flame, inflicting Ka damage with every strike.

Augurial Trance (S): a limited form of precognition, this empathic skill allows

a psi to read the ambient lifelines of everyone in his vicinity and determine what the immediate future holds, either for him or someone else. This power, like precognition, is easily thrown off by the effects of magic, and will often give erroneous readings if magic is in use in the area. Furthermore, events caused by anything lacking lifelines (a bomb, say) are effectively invisible to this power for an empath's determination of future events.

As is stated above, this power is limited in scope, only able to predict outcomes for limited spans of time, covering the result of just one action (a fight, say) or about a minute of time.

Avatar (A): whether or not a psi has achieved some form of immortality, he can easily make effective use of this power. Basically, this art allows a theonist to build himself another body through which he may act, primarily freeing himself from the grim specter of permanent destruction. An avatar is directly linked to the driving intelligence of a theonist, allowing him to control it anywhere in creation. An avatar may be destroyed, even by disintegration or by another immortal, but the theonist who formed it remains unharmed. The only damage inflicted to a theonist by the destruction of his avatar is the fact that he must make another.

To start with, a theonist can build an avatar by making a green power FEAT roll and spending fifty faith points. The avatar will have ability ranks at Shift 0 rank, and the psi must boost these by paying one faith point for each ability point the avatar will have. Any power the avatar will have access to (psi or otherwise) costs the same to install. An avatar's ability and power ranks are limited to a maximum equal to the psi's current levels.

Limited, that is, without a severe hike in the price. For each point an ability or power rank is higher than the psi's, the faith point cost is tripled. This cost will also apply to any powers the psi gives an avatar that are not his own; things such as physical powers, etc... Adding such powers, however, does require a red power FEAT, though.

The interesting thing about avatars is that a theonist may have more than one in existence at any one time; while he can only use one at a time, he can maintain a small arsenal of them if he can afford to expend the faith to do so. Furthermore, he need not build an avatar all at once; he can make a basic frame to act through for starters, and then add powers (whether or not they are his to begin with) at a later time, if he so desires.

Finally, it is important to note that a theonist who makes good use of this art is practically indestructible, as he can only be slain permanently in his home plane (if he has established one) or his sanctuary (if he has not).

Awe (T): with this talent, a theonist can project a powerful wave of deific presence. Mortal beings viewing the theonist while the talent is active must make a Psc (will) FEAT roll against this power rank or be awed. This primarily has the effect of interrupting whatever the individuals were doing, leaving them in a drooling stupor until the awed can no longer see the theonist. Awe can also inspire additional effects in a mortal, based upon his philosophical leanings in relation to the theonist.

If a theonist and awed mortals share the same philosophical bent (both are good, for instance), the awed will go out of their way to help the theonist. If a theonist and his awed victims are of opposing philosophy, however, this can inspire tremendous fear (in the case of good versus evil) or confusion (in the case of order versus chaos). If the philosophies of the theonist and his awed victims are different, but don't directly oppose each other (say, chaos versus balance, for example), only the standard awe effects will take place (a lot of drooling).

B

Bad Luck (T): by using this talent on others, a psychurge can bestow upon them a heaping amount of bad luck. If the victim fails a Psc (will) FEAT versus this power rank, the psi has given him bad luck for 1d10 turns. In the game, this means that his dice rolls all read in

the order of the lowest die first, highest die second. Bad luck isn't infallible, however, and if a zero turns up in the victim's percentile rolls, his next die roll will be affected as if he was benefiting from good luck (as per that power).

Banishment (T): with this talent, a psi can eject persons from the reality he is currently occupying. If the victim fails a Psc (will) FEAT against the power rank, he will be removed from the reality he is in and deposited in another, random plane of existence. Once his foe has been banished, the psi must make a power FEAT roll to determine how long the banishment will last.

Green results allow the banishment to last for a number of turns equal to the power rank number, a yellow FEAT roll will square this number, and red FEAT rolls render the banishment permanent. Of course, this is one heck of a way to make people angry, and banished folk usually tend to make a serious issue of getting even with the banishing psi...

Between (A): wielding this art, psis can enter the seventh dimension, that place that is everywhere and yet everywhere between all places simultaneously. At the center of reality and outside of it, this place can be used to go anywhere, with the appropriate powers. In other words, going between doesn't let a psi go anywhere by itself, but will instead extend the ranges of psimotive powers to an almost infinite degree.

For instance, teleportation is not limited by gravity fields, temporal travel is not bound by the angle of reflection off of variant timestreams, and parallel and dimensional travel are not as limited by unfamiliarity with targeted continuities. This works because a psi is effectively at every point in time and space while in the between, and can enter whatever point he wishes to as long as he has the right power to do so.

While similar places do exist, such as the astral plane, the essence, and the mindscape, these realities are but pale shades of the between, which is the blender of creation. One can find all things within the between, if he looks hard enough, as it is a realm of the

mind as much as it is one of the body. But, one may ask, what is the between like?

Well, that is an impossible question to answer. It is, in its pure state, a gray void, lacking substance or presence of any sort. However, things within it tend to pollute the between, and will spread their presence until the place is an utter mishmash of space, time, matter, and thought. In other words, it is never the same place twice, and isn't a place the weak should stay in for any length of time...

Biocontrol (S): with this skill a metapsi can tinker with the biological systems that define his physical existence. This allows for a large number of effects in play, a number of which are presented here:

Blood Manipulation: the psi can control his blood flow, preventing loss of Hpts due to the excessive bleeding caused by wounds. The flow control allows the psi to also gain 1 CS DR against BA, BT, and Fo damage attacks that he can reasonably anticipate, by moving blood around to cushion the impact.

Cannibal Healing: the psi can enhance bodily repair systems by cannibalizing his MH score, altering MH into Hpts on a point per point basis. This process does not act against normal empathic healing processes (no End penalty).

Death Feint: the metapsi can simulate death by slowing down his heart beat and respiration. The death feint can be maintained for a number of turns equal to the power rank number.

Disease Eradication: by stimulating his immune system, the metapsi can cure himself of disease by passing a power FEAT roll versus the virulence rank of the infection.

Bless (S): deionicians can use this skill to grant special favors to their faithful. In response to a genuine prayer, the deionician can offer a follower special help. This help comes in the form of a +1 CS to all FEAT rolls the follower will roll in the next twenty-four hours, if it concerns the matter prayed about. A

bleeding of this type costs a deionician only one faith point.

Another interesting use for this skill is the granting of entreaties pleaded for by spellcasters of any type. If a mage or psychoturge asks the deionician for power, he can grant it if he so desires, at a mere cost of two faith points. This power can either be a +1 enhancement of an existing spell, or a specific effect asked for by the mage in question. In either case, the rank granted can not exceed this power rank.

Body Control (T): with this talent, a psi can force the bodies of others to do his bidding, treating them like puppets. If the victim fails a Str FEAT versus this power rank, the psikinetic can mold the movements of his would be victim. The puppet can be moved about with power rank ground speed, and be forced to attack with similarly ranked Str, for the duration of the body control. After each turn of control, the victim may roll again to break free of this power.

Body Warp (T): this strange psimitive talent allows a psi to wrap a two-way portal around a portion of his anatomy, and move one of the two terminating ends of the portal about as he sees fit. Arms, legs, fingers, or any other part of the psi may be separated by one of these portals, and go about their merry business as if they were still attached because, via the portal, they still are.

A portal can be moved about at land speed determined by this power rank. The psi can manipulate the ends of the portals to a maximum range equal in yards to this power rank number. If the separated body part disappears from the psi's awareness, or gets hurt, the missing part will immediately pop back to its proper place, unless prevented from doing so somehow (dimensional static could do it).

Each body part separated by the body warp will count as one power for the purposes of maintaining psi powers.

C

Cancer (A): using this art, an empath can use his healing energy to seriously

mangle another being. Essentially, this art heals and accelerates the growth of cancer cells, cells that everyone carries in their body to some extent. At first, a victim will discover the huge growths extending from his body, an obvious indication that the power is working, and then the massive waves of thirst, hunger, and exhaustion. These are a by-product of the cancerous growths, as they consume all of the available foodstuffs in the victim's body in order to grow.

The instant starvation inflicted by this art causes power rank SD MB damage, as the cancer growths continue to grow on after the initial burst until there is nothing left to feed on. When this happens, the growths die and flake off, causing no further damage and actually decreasing the chance of contracting any cancerous disease in the future.

Cancer, as well as the SD effects, can be resisted if the would-be victim can pass an End (res) FEAT roll versus the power rank, or after the initial attack, the intensity of the SD effects. If a victim fails an initial resistance roll but shrugs off the SD effects, the growths will then fall off as if they had grown to their fullest extent, as detailed above.

Casting (A): while any psychoturge will understand the tricky nature of magic, as well as how magical spells are cast, this psimantic art grants him the ability to cast spells himself. In order to do this, the psi must first choose a school of magic to study in depth, and with lots of work, he can actually cast spells as well as use psi powers. These spells must be gained and cast as is detailed in the Book of Magic. If this power is gained during character generation, the psi starts play knowing the core spell of his school; otherwise, he starts from scratch.

Chameleonskin (S): the metapsi skill allows a psi to match his exterior colors exactly with that of his surroundings, making him practically invisible unless someone is specifically looking for him or his outline. This requires an Int (alt) FEAT roll versus this power rank. This power is most effective in conditions of low lighting, or at a significant distance.

Channeling (A): with this art, empaths can channel large amounts of raw life force from the essence into this reality. While an empath can channel essential power into his reality and use it to inflict lots of damage in the form of energy blasts, this power offers no ability to shape such energies. When life force is brought into the universe due to this power, it is treated as a 'normal' form of energy, and inflicts physical damage, as opposed to mental harm. However, as life force is intrinsically karmic in its raw state, it affects armor as if it was a karmic attack.

Chaos Shift (T): a psimotive being can make any of his movement powers into a rapid and random combat transport mechanism with this talent. In battle, the psi pops in and out of either space or time around a foe, making it harder for his foes to hit him, and attacking with enhanced ability. In game terms, the use of this talent gives a psi +2 CS to hit his target, and applies a -2 CS to people attempting to hit the psi.

Charismatic Aura (S): when psis use this psipathic skill, they will notice that people tend to go out of their way to please. This is because this skill raises their Psc (pre) rank by 4 CS for the duration of time it is active. While this power has little effect on PCs (unless they role-play well), all NPCs will tend to be more helpful, charitable, etc... This isn't mind control, however, and cannot force someone to do things they simply would not normally do, or stop someone intent on killing the psi. It merely tends to sway others towards fulfilling the psi's will...

Clairaudience (T): with this talent, a psi can listen in on various places that he cannot otherwise hear, being able to ignore physical obstructions as well as vast distances. Essentially, the psi can eavesdrop on any location he desires within a number of miles equal to the power rank squared. For example, a psi with Incredible clairaudience may listen to any location within up to 1,600 miles!

Now, the trick isn't usually distance, but knowing where to look. A psi can listen to any spot on the globe, with a decent

rank, but he may not know where he ought to park his figurative ears. This is because sonic attacks can channel back through the clairsentient power at the psi, causing -2 CS damage to him. It's never a good idea to use this power in an industrial setting...

Clairvoyance (A): this psipathic art can be used to look in on various places he cannot otherwise see, allowing him to ignore physical obstructions and great distances. Essentially, the psi can spy upon any location he wishes to, within a number of miles equal to the power rank number squared. For example, a psi with clairvoyance at Amazing rank can see any site within 2,500 miles of his person!

Now, the trick isn't usually distance, but knowing where to look. A psi can see at any spot on the globe, with a decent rank, but he may not know where he ought to park his figurative eyes. This is because visual attacks can channel back through the clairvoyant power at the psi, causing -2 CS damage to him. It's never a good idea to use this power around strobe lights...

Clone Self (S): with this superpsi skill, a psi can create a psychic projection of himself. The psi who so clones himself can use any of his psi powers through the clone as he wishes. On the other hand, this projection is immaterial, and is unaffected by any power that doesn't touch the mind in some fashion. The clone has unlimited range, but the psi can remain away from his body for a limited amount of time, this being a number of turns equal to this power rank score. If a psi exceeds this time, the clone will simply dissipate, and the psi's consciousness returns to his body instantaneously.

While maintaining the clone projection, the psi is rendered comatose, leaving him quite vulnerable to attacks against his real body; psis who can astrally project should be quite familiar with this problem. However, the ability to attack opponents with relative impunity is a powerful one to have...

Collection (S): with this psikinetic skill, a psi may collect matter present in his

environment to his current location. It works by allowing the psi to expand his awareness throughout the area around him, sensing all of the matter he wishes to collect, and drawing it towards him. The maximum area he can scour for material is a sphere with a radius, in miles, equal to the power rank number. Further, the psi can collect a maximum amount of matter equal in pounds to this power rank number.

In other words, a psikinetic having this power at Amazing rank can scour a circular area fifty miles in diameter for a material, and draw forth a maximum of fifty pounds of the substance. Material of an elemental nature (iron, gold) only takes a green FEAT roll. A molecular compound (water, plastic) takes yellow FEAT rolls. Collecting devices or living beings (hamsters, remote controls) will take a red FEAT roll.

There are a few limitations to this skill. For one thing, the effective Str of the power is only Feeble (1) for purposes of taking objects from a being that can resist (the effect is spread out over a very wide area). Secondly, devices or beings to be collected must weigh in at less than the maximum weight the psi can collect, and the psi can only pull in whole objects (in other words, he can't draw forth five and a half hamsters...).

Combat Sense (A): when this art is in use, a metapsi benefits from a greater tactical sense than he normally has. In game terms, he can reasonably predict the actions of an opponent, especially after studying him for a little bit. Once a psi has fought an opponent for 1d10 combat turns, he will have a +1 CS to all Ftg and Agy FEATs versus this foe. This boost lasts until said opponent has a major change in either fighting ability or style (Judge's discretion).

Once this occurs, the psi need only use this art on him again. It is important to note that this art can be used parallel to the fighting logistics quirk, though such FEATs cannot be column shifted above Unearthly rank with either the quirk or the art.

Compass (S): with this psimotive skill, characters can learn the direction they

are headed relative to a space they are currently occupying, in 7D. Obvious applications of this include determining north, south, east, west, up or down on a planetary body, but this power can work relative to any structure or space. The compass can be used to tell if you are heading towards port or starboard of a ship (not so easy to tell in a big space craft), if you're heading towards the front or back door of a structure, or even what direction in time you are traveling (if you do not already know – it happens, sometimes).

Concussive Strike (A): use of this art allows a psikinetic to place his hands (or his feet, or his forehead, etc...) in a powerfully modulated kinetic force field. When used to strike a target, this field releases all its stored energy, inflicting power rank AP Fo damage per hit.

Creation (T): using this potent talent, a deionistic has the ability to create living beings from scratch, building their form from the power of faith alone. The psi can create physical shells for new living beings by spending one faith point per rank number in each applicable ability score and power. While the deionistic can grant his new life form any ability he desires, the rank number of any power or ability score will not exceed this power rank. The act of granting life costs a deionistic twenty faith points, and requires a power FEAT roll, the difficulty of which will depend on the complexity of the new being's shell.

Producing a non-sentient, homogenous life form requires a green power FEAT roll. Making a sentient homogenous, or non-sentient, complex life form (plant, animal, robot, or other) needs a yellow power FEAT roll. Making fully sentient, complex life forms requires a red FEAT roll. Once created, the new beings are considered permanent creations, and won't fade away with time. Of course, they can die of old age or be killed, but that is a different matter altogether...

Cure Disease (S): this nice empathic skill allows a psi to supercharge the immune system of himself or another in order to eject disease. The power can eradicate disease if the empath passes a power FEAT roll against the virulence

rating of the illness. The curing of disease counts as a healing effect for the purposes of Endurance reduction due to excessive metabolic stress.

Cybergraft (T): cybernetics in a can, this talent allows a technopsi to add cybernetic enhancements to himself or other people without the medical and technical knowledge to back him up. This power doesn't allow the psi to make the implants, only connect them. The technopsi can install prosthetic limbs with a green power FEAT, organ, skeletal, and nerve replacements with a yellow FEAT roll, and any device that interacts with people on a cellular level (such as cyber-mutant implants, etc...) with a red power FEAT roll.

Another, more chilling aspect of this talent allows the technopsi to remove cybernetic devices without injury to the implants. This requires a power FEAT roll comparable to those listed above, depending on how complex the implant installation was. Removing an implant inflicts power rank damage to the target of this power (willing or not), and may end up killing the victim if he relied on the implants to perform basic biological functions (like a fake heart).

Cybermimicry (A): this art allows a psi to change his body in order to perform any electromechanical function that he can understand (and some he doesn't). For instance, a psi could mold his hand into a pistol, his muscle and skin tissue into a powered exoskeleton, or form his eyes into telephoto lenses, now able to focus to a level of detail far beyond that of normal folk. These effects and more are made possible with cybermimicry, but a technopsi cannot produce effects greater than this power rank.

For example, let's say that our favorite technopsi, the Swiss Army Arsenal, has just learned the cybermimicry art, purchased at Good rank. His first act is to mimic the powered armor described above. Under no circumstance will this armor exceed Good rank protection, as this art simply cannot exceed that level of power. Similarly, his laser gun, jump jets, and concussion mace can not exceed Good rank. The only way for him to increase this limit is to pour

karma into this psi power, allowing it to manifest more powerful devices. This may take time, but is definitely worth the effort.

As was stated above, a technopsi can't mimic a technological effect he doesn't understand. One way to bypass this limitation is to use cybermimicry along with assimilation. If the technopsi finds a piece of technology and assimilates it, he can 'fake it' and produce a more powerful version of the device with his cybermimicry, having a working model to play with.

Let's say Swiss Army Arsenal 'finds' a laser pistol that fires a Good intensity energy beam, but has now raised his cybermimicry power to Incredible rank. Now that he has found a sample of this technology, he can form laser weapons at up to Incredible rank, until he loses his copy of the weapon, that is.

Cyberspatial Projection (T): after he's learned this talent, a psi can project his consciousness directly into an existing cyberspace anywhere near his vicinity. The network(s) supporting the c-space must be within a number of yards equal to the power rank number in order for this talent to work. Once projected into the c-space, a technopsi can interact with network traffic and travelers as if he were utilizing a cyber deck of like power. The virtual identity chosen is created by the technopsi's mind, but in order to use any software, he must be able to tap into a source of such, or have some loaded into his head.

Of course, the technopsi is not totally useless without a cybernetic hard drive. He can learn how to 'translate' his psi powers into their software equivalents as a separate power stunt for each psi power. The number of translated psi programs the technopsi can operate at one time is equal to the number of powers he can maintain at one time, minus one (cyberspatial projection). If he's running actual computer programs (from a hard drive), the number of programs he can run at one time is multiplied by two.

Cyclone (T): with this psikinetic talent, a character can collect small objects in

his vicinity and whirl them around his body in a powerful cyclone, hence the name. While this talent doesn't provide armor, per se, it does cut incoming damage by 1 CS, making the stuff in the cyclone absorb some of an attack's kinetic energy before it strikes the psi. Furthermore, a cyclone can be used to hurt anyone stupid enough to invade a psi's personal space. Doing this will inflict the cyclone's power rank in BA or EA (whatever is appropriate) damage to the offending idiot. Finally, objects can be launched from the whirlwind to inflict damage equal to their m.s. or the power rank, whichever is lower.

D

Danger Sense (A): this metapsi art is a strange derivative of the precognition power. When activated, it can warn the psi when any threat to his person has manifested, either direct or potential. A psi will usually receive a warning within a safe margin of time; this margin is a number of seconds equal to the power rank number. The important thing to keep in mind, however, is that a psi will not be warned about impending danger unless he is maintaining this power.

Dangertech (S): a form of the metapsi art danger sense, the technopsi skill of dangertech will alert a psi whenever he has been endangered by any sort of electromechanical entity. The techno-danger sense indicates both potential and direct sources of trouble that can threaten the psi, ranging from a gun trained on his head to an unarmed bomb resting in a crate next to him.

Daydreams (S): by use of this skill, a psipath can induce a semi unconscious state upon a relaxed mind. While the victim is daydreaming, so to speak, he will ignore any sensory input that is not overwhelming, and will remain blissfully ignorant of the world outside his mind. This is great for putting rent-a-cops to sleep, or sneaking by animals who are not yet aware of someone's presence. Of course, if an overwhelming sensory input occurs (screams, extremely bright colors, pork 'n' bean flatulence, being slapped, etc...), the lax individual will immediately snap out of his daze, with possible consequences...

Death Field (A): when this art is in use, it surrounds the psi in a life sapping aura one cubic area wide. Anything in the field (besides the psi) suffers power rank MB damage if it fails an End (res) FEAT against the power rank, as the field cancels out some of the bioelectric energies that make up the victim's very physical being.

Death Ray (T, P): empaths using this talent can fire beams of entropic power at others, inflicting MB damage against either the target's Hpt or MH score, as the empath desires. This talent has the prerequisite power Touch of Death, an empathic skill.

Defensive Portals (T): using this talent, a psimotive being can open up special dimensional portals, portals he can use to shunt the energy of incoming attacks away from himself. Only energy will pass through this portal, not matter, so a defensive portal lined up to absorb blasts of radiation completely shunts the attack, while a hailstorm of bullets will simply drop to the ground in front of the portal, all their kinetic energy spent. Defensive portals provide power rank defense against direct energy attacks, though they are -1 CS against attacks delivered through a physical medium (such as bullets, fists, hammers, etc...).

Deflection Field (T): a psi wielding this talent is surrounded by an odd energy field that, though it doesn't absorb any damage, it will redirect kinetic energies that hit it away from the psi at odd angles. In game terms, this prevents mere green attack rolls from hitting the psi, significantly improving his odds of survival in battle.

Deionic Aura (S): deionists using this skill have the ability to surround their body with a field of deionic energy, a defense that gives them the following protection from attack:

-1 CS / -0 CS / -4 CS / -6 CS / -0 CS

The only real weakness a deionic aura has is an anti deionic attack form. If an anti deionic attack (or similar effect) is used against a deionist maintaining this power, it will carry an AP effect if it passes a power FEAT versus this rank.

Deionic Attack (T): using this talent, a deionist can attack others with blasts of pure deionic energy. This blast will inflict power rank deionic (De) damage, which is particularly effective since few defenses can withstand deionic energy, save for those created by other deionic beings. Also, when used against anti deionic auras, the harm inflicted by this power will carry an AP effect, if the wielder of this talent passes a power FEAT roll against the defensive power rank.

Deionic Awareness (A): cornerstone of the theonics discipline, this art grants a psi an awareness of the true nature of immortality (in game terms, of course). The psi (usually called a deionist or theonist) understands that divinity is a result of the evolution of life force itself, a higher level of being that sentient life can either be born with or acquire with great effort. Knowing this, the psi can see the potential for immortality within himself and work to achieve it.

Once he's deionically aware, a psi may study any of the other powers in this discipline, as he now has the power to perceive deionic energies and knows he can learn how to manipulate them to create various effects. Furthermore, as he has recognized the spark of divinity within himself, the psi may rely upon it to keep himself alive after his apparent death. In other words, he may make a power FEAT roll upon his death to see if he may, in fact, recover from dying; being dead, though, he may not spend any karma on the roll.

A green FEAT roll is all that is required if his corpse is mostly intact. A yellow FEAT roll will be needed if extensive damage has been inflicted to his body, or he is missing an extremity. Red FEAT rolls are necessary in the event that only a small portion of his body remains after death, or his pieces have been scattered somewhat. If the psi fails his FEAT roll, he is dead, and will only return to the living if he is revived by a second party.

If this FEAT is successful, however, the psi will begin to heal normally; this may take awhile, particularly in the event of dismemberment, but at least he'll live.

Deionic Field (A): this potent art allows a theonist to blanket a large area with deionic energy; the size of this area is a sphere of a radius, in yards, equal to the power rank number. The main effect of doing this is the negation of any anti deionic powers within the area of effect; a psi attempting to use such a power must pass an End (res) FEAT versus this power rank in order to do so. The other effect is the creation of a scrambling field, of a sort; any theonic sensory abilities attempting to look in on the area must also overcome the intensity of this power rank, or simply fail to see into the field.

Deionic Vampirism (A): this art allows a psi to steal the deionic energy from other deific beings, whether they are deionists or immortals. Once he has overcome the Psc (will) of such beings, the psi can absorb a number of faith points equal to this power rank with each attack. The psi can then use the stolen faith points in any manner he chooses, though he must probably flee the wrath of those he's drained before doing so. While a somewhat evil thing to do, this power provides a deionist the fuel to use many other powers if he otherwise has no access to faith points.

A psi can also leech a similar number of Hpts from the victim, if said victim is at all immortal, causing damage equal to this power rank number. Immortal life energies stolen in this fashion can be added to the intensity of any deionic attacks the psi has, or spent to recover lost Hpts. The amount of Hpts a psi can recover per stolen Hpt depends on the immortal status of both the psi and deific victim. If the psi and deific victim are of equal immortal status, the ratio of Hpt transfer is on a point per point basis.

If the psi is of a lower immortal status than his victim, add one to the transfer ratio for each deific step between him and his victim. If, for example, a psi who is $\frac{1}{4}$ immortal attacks another psi who is of $\frac{3}{4}$ immortal status, he will recover his lost Hpts at a ratio of 3 Hpts per Hpt stolen. On the other hand, if the psi is of higher deific status than his victim, subtract one from the transfer ratio. If a psi of $\frac{1}{2}$ immortal status were

to attack a deific being of $\frac{1}{4}$ status, for example, he could recover lost Hpts at a rate of 1 Hpt per 2 Hpts stolen.

If a deific being is totally drained of his faith points, there are no harmful side effects save for the fact that the deific being no longer has any faith points to spend. However, if a deionist or a true immortal being is drained of Hpts (and NH), bad things can happen. If he can pass an End (res) FEAT roll upon death (or, in the case of non immortals, pass that green power FEAT with his deionic awareness power), he will arise soon after as if he had been slain in any other way. If the FEAT roll fails, however, the deific being so drained will instead rise as a deionic vampire, a horrible existence as compared to true divinity.

It is important to note that the deionic vampirism skill can only affect immortal beings, even those so weak as novice deionists with only a minuscule deific spark; in other words, mere mortals are immune to this power.

Desynchronization (T): a psi can use this talent to do two different things: he can either delay his temporal image by a second or so, or advance the image of another by a second. When using this talent on himself, the psi will make others suffer a -2 CS when targeting him with attacks. If a psi wants to use this power on another, they must first fail an End (res) FEAT roll against this power's rank. If this happens, anyone in combat with the target will have a +2 CS to hit him, as they know where he is going to be a full second ahead of time.

Detoxify (S): this empathic skill allows a psi to remove the impurities from a living system. With a successful power FEAT roll, any toxins (either produced by the body or artificially introduced) are eradicated. The only time a yellow or red FEAT roll is required is if the amount of impurity is overwhelming (lungs full of toxic sludge, or massive amounts of cholesterol, for example).

Diagnosis (S): with this useful skill, a technopsi can analyze the operation of any electromechanical device, allowing him to determine whether the device is

working properly or not, and if not, what is going wrong. A green power FEAT roll is usually all that is necessary to make a diagnosis, but a yellow or red roll can be called for by the Judge in extremely tricky situations, such as a highly intermittent system problem...

Dimensional Aperture (A): with this art, a psimotive character can pierce the 7-D boundaries between the dimensions in a given multiverse. A green power FEAT is necessary for a trip to a reality well known to the psi, or when opening portals to a random universe. A yellow FEAT is required when the reality is not so familiar, or has been visited by the psi only once, and red FEAT rolls are required to pierce the veil of a universe never before visited.

Dimensional Displacement (A): a psi can use this power to shunt one of his dimensions into the between. If the psi shunts a spatial dimension (length, width, and height), he can slip through objects larger than himself, as mere atoms are too large to block his progress. However, if the psi passes through an object smaller than himself, he inflicts a devastating attack upon it.

Inanimate objects must make a FEAT roll versus this power rank, the failure of which means the item is destroyed. This is not an automatic FEAT roll for any object. Living targets, if a psi can pass through them, suffer power rank AI EA damage, as bodily systems are thoroughly disrupted by such passage. This attack will also cause excessive bleeding, which may be enough to kill a target outright...

Shunting a temporal dimension is a bit more tricky. Shunting any of the psi's time dimensions will effectively pop him right out of his continuity, allowing him to skip a small period of time; he can skip as much time as he likes, returning to normal reality when he is no longer maintaining this power.

Dimensional Interface (A): with this art, psimotive beings can form their bodies into a one-way portal from some other reality, through which they can channel extradimensional energies or materials naturally occurring there. The amount

of energy a psi can channel at once is equal to the power rank, inflicting that much damage with each attack. The type of damage done by such attacks depends on what is channeled by this power. For instance, mystic Hellfire channeled from an infernal realm will cause TF So damage to those exposed to it, while spectral flame from out on the astral plane will inflict Ka damage to the target.

As was stated above, matter can also pass through a dimensional interface, with some force. A psi can pass a number of pounds of matter through an interface (with each attack) equal to the power rank number. This matter can be used as a concussive attack against another, inflicting power rank BA or Fo damage, but can also allow passage from the interfaced reality into the psi's current universe. This can make the locals angry, mind you (I assure you, no one likes demons on their lawn), and there is then the matter of leftover matter; leaving significant amounts of extraplanar materials around town can cause some big problems in the future – especially if it carries any TF!

Dimensional Static (A): by making use of this art, a psychoturge can attempt to interfere with a sorcerer's access to dimensional energy spells. This power works by creating disruptive harmonic waves that prevent a sorcerer from accessing any extradimensional source of power, including his entreaty spells. These harmonics affect any sorcerers within a number of yards equal to the power rank number, as well as the psychoturge generating them.

In other words, a mage must pass a spell FEAT roll against the power rank, or his spell will falter before it begins to take effect. This power also has the strange effect of interfering with most psimotive travel powers; persons using such abilities must pass a power FEAT roll against this power rank to gain access to the area affected.

Dimensional Window (S): with this skill a psimotive character has the ability to peer into another universe at will. This works by forming a special dimensional aperture into a desired reality that only

passes visual and sonic information on through to the other side. The difficulty of forming such a window is identical to that of making a normal dimensional aperture (see that power for more), but can also be hampered by the specific defenses of extradimensional beings, especially if these beings are actively avoiding spies...

Disease (S): this metapsi skill can be used, on touch, to infect others with a microbe of some sort (germs, bacteria, or even viruses). This is treated like a metabolic attack, and will inflict power rank MB damage when used on others. When the character acquires this skill, he must choose the type of disease he can give to others. The simplest way to do this is to model an illness on a real life disease, making it enhanced in effect.

This enhanced form of the disease will not be contagious to other people, but will stay in it's first host in order to do all its dirty work. In fact, the effect of the disease will strike instantly, with no onset time whatsoever. Any additional effect the plague may cause depends on what type of plague is chosen. The psi may also choose to develop new diseases as power stunts.

Disintegration (A): this art can be used by a psikinetic to utterly destroy matter. It works by converting the target into energy and harmlessly dissipating said energy into the local environment. The power can be used to disintegrate a maximum amount of matter equal to (in pounds) the power rank number, per use of the art.

In other words, a character having this power at Remarkable rank can destroy up to thirty pounds of matter at once. If he wanted to disintegrate more, he'd have to work on it one piece at a time. Now, when disintegrating an inanimate object, the psi need only make a power FEAT based on the material strength of the target, to see if he can destroy it.

Living targets are completely different matter, however. Anything either living or sentient is can attempt to resist this power with an End (res) FEAT against the power rank. If this FEAT fails, the

victim will suffer power rank damage, and no armor will protect him from this. A psi can not completely disintegrate a living or sentient being until he has affected him enough times to remove all of his Hpts and NH; once the psi has done this, his opponent is completely gone.

Disruption Field (T): a more powerful variety of the technopsi skill electronics disruption, this talent allows a psi to interrupt the normal operations of any electronic device within one cubic area. Any device within this field must pass an operations check against the field's intensity each combat turn or fail until the field is lifted. Devices attached to a living being (cybernetics) or robots in the field gain an additional End (res) FEAT roll each combat turn to restart, even if they're still within the disruption field. Once restarted, these things are again subject to the field's influence beginning with the next combat turn.

Distortion Aura (S): with this skill, a psi can create a magical aura around his body that provides him the following protection from harm:

-1 CS / -0 CS / -0 CS / -6 CS / -8 CS

This aura also carries with it a low level thaumaturgical fallout (TF) effect equal in intensity to this power rank, which may affect anyone or anything touching the psychoturge. The only weakness this power has is to anti magic effects.

Fortunately, an anti magical effect must overcome the intensity of a distortion aura before it can affect the psi in any way. However, if this FEAT succeeds, any anti magic damage inflicted carries an AP effect, as it cancels out some of the defensive energy used against it.

Distortion Beam (T): using this talent, a psychoturge can fire a beam of pure probability flux at a target, a beam that inflicts power rank TF So damage per deadly strike. Additionally, the beam carries an AP effect if used on an anti magic aura or other defense based on anti magical energy, if the psychoturge wielding it can successfully roll a power FEAT against the rank of the defense in question.

Distortion Wave (A): the psychoturge wielding this art is quite dangerous. In essence, he can coat an entire cubic area in Thaumaturgical Fallout (TF), an act that effectively blocks generation of anti magic, unless the would be mage can pass an End (res) FEAT roll versus the intensity of the fallout wave. The wave will adversely affect the area with severe magical transmogrifications, as well. The exact effects of this are quite unpredictable (as they always are), but the Judge is encouraged to be quite fiendish in the matter.

Distraction (S): this psimantic skill has the effect of instilling distraction in a mage (hence the name), forcing him to make a yellow spell FEAT roll or fail to cast his current spell. This is primarily useful as a 'power dodge,' but can also be used to disrupt the control of any summoned beings a mage is using...

Divinity Spark (A): one of the single most dangerous powers available to a theonocist, this art allows the psi to recognize the potential for immortality within any mortal being, and activate it. Doing this costs a theonocist 100 faith points, and requires a red power FEAT. As one may realize, this power can be quite damaging to the balance of power in the multiverse if used irresponsibly, and can easily lead to the demise of any psi who does so.

When a theonocist awakens the spark of divinity within a mortal, he essentially grants the mortal the benefits of deionic awareness. In other words, he now has the potential to shrug off death on a case by case basis, but he does not actually possess deionic awareness in and of itself. How far a newly created deionic being can progress from that point on is entirely in the control of his deionic sponsor. It is normal for a deionocist to rigorously test his new protégé in an exhaustive manner, to prove beyond a shadow of a doubt that he is both ready for immortality and truly worthy of such a prize.

Individuals that might be worthy of the divinity spark include followers of the theonocist who, in their afterlives, strive the most to achieve oneness with him. The divinity spark could be granted to

those still living followers of a theonocist that, time and time again, risk their all to further his agenda, and who show total loyalty to his cause (whatever it may be), as well. By no means should a theonocist grant all his friends and / or team mates the spark of true divinity; there is no rule to stop this, mind you, but this is not recommended.

This is because people change over time and, lacking the total devotion of his followers, they can eventually come to odds with either the theonocist or his ultimate goal. This, more than anything else, can cause a theonocist permanent death: getting killed by supposed allies he's granted the power of a god (or a small fraction thereof). This is why it is imperative that a theonocist grant the divinity spark only to those he can trust without reservations – so he need not worry about being betrayed so much in the future.

Drones (T): according to the standard empathic theory, the essence exists in all objects, both animate and not. With this talent, an empath has the ability to enhance the life force present within inanimate objects to a level he can communicate with, at least temporarily. An empath must touch the object to do this. With this done, he can instruct these objects, called drones, to perform any task the object is normally capable of (making a gun fire, doors open, cars drive, for instance). Objects that can not move (rocks, baseball bats, etc...) simply cannot act at all. However, any drone can be used to extend the sensory abilities of an empath into the area the drone occupies, as the drones have any sensory ability the empath does.

The empath may not actually sense through the drone, mind you, but can determine what any one drone senses (or has sensed) with a green power FEAT. A drone will last indefinitely if it is the only drone the empath currently has active. If he has created more than one, the drones will remain in existence for a number of hours equal to the power rank number. Similarly, the maximum amount of drones an empath can maintain at one time is the same as the power rank number.

E

Electromechanical Repair (S): with this skill, a technopsi can make any repair necessary to return a mechanical or electronic device to working order. A green power FEAT roll is needed to fix a minor problem (microfractures, poor solder connections, or even a broken circuit board trace). Yellow FEATs are required when executing more difficult repairs (restoring an opened or shorted component, mending scored gears, or sealing blown tires). With a red power FEAT, extensive repairs can be made (broken axles, melted PC boards, and righting a bent aircraft wing are several examples of extensive repairs).

The only damage this skill cannot cover is that caused by missing parts; these can only be provided by use of the applicable technopsi powers (electronic and / or mechanical creation); if the exact parts needed aren't known to the technopsi (a big, ambiguous hole in the circuit board, for instance), he will need to use the diagnosis skill to determine what is required. Further, a technopsi can only make one repair at a time; each repair takes only one turn, but the time required can add up quickly in the event of a catastrophic accident (say, making an attempt to repair a crashed airplane).

Electronic Disruption (S): a technopsi can use this skill to emit a potent pulse of electromagnetic energy at a single target. This has the effect of forcing all of the target's electronics gear to make an operations check or be shut down for one to ten turns. A sentient robot is allowed an End (res) FEAT roll against this power rank to resist the effect, and cyborgs are allowed a similar roll to protect their implanted devices. If they are affected by the disruption, robots and cyborgs are allowed a further End (res) FEAT roll each turn to restart their electronics.

Electronic Invisibility (S): when he is maintaining this skill, a technopsi has power rank invisibility to any electronic sensors. This is not invisibility in the classic sense, mind you, as this skill masks the psi from the awareness of all forms of electronic detection (optical

tripwires, cameras, infravisual goggles, and even electronic ears and noses). However, as is the case with standard invisibility, it is important to keep in mind that it is not infallible; footprints aren't invisible, nor is one's breath in cold weather (or to IR scanners...).

Electronics Creation (T): this talent can be used by a technopsi to manufacture electronic systems from thin air. By combining various airborne compounds with his own personal energy, a psi can will a nonmechanical, electronic system into existence. This costs a psi 1 Hpt per ounce of matter generated. Thus, this power could be used to generate a television (which has no moving parts) but not a robot (which is chock full of electronics as well as various hydraulic systems and servo mechanisms). Of course, a technopsi can combine the effects of this power with mechanical creation to build any electromechanical system he could possibly desire (even a VCR!)

The amount of time such created items will remain in existence is determined by a power FEAT roll. A green FEAT makes items last for a number of turns equal to this power rank number. A yellow FEAT will exponentially increase this time (power rank number squared). A red FEAT roll will make the system permanent (you'll never have to buy another T.V. again!!!).

Elongation (T): with this talent, a psi can change his physical dimensions, to extreme effect, apparently without loss of leverage. A psi can stretch any part of his body to a maximum number of yards equal to the power rank number. He can stretch several parts (or planes) at one time, but each counts as one power for the purposes of maintaining multiple psi powers.

Emotion Control (A): this empathic art, as the name implies, can be used to alter the emotional states of others. An empath using this art can change the target's emotions as he sees fit; turning love into hate, making fear into bravery, or whatever turns his crank. Would-be targets of this power are allowed an Int (awr) FEAT roll versus this power rank to resist; failure indicates the target is

affected by the power until the psi quits maintaining the effect.

An empath can affect more than one person with this art; in order to do so, he must make a power FEAT roll at -3 CS. The targets of this power resist as if the art were at this lower level, but this is still quite useful for the purposes of quieting an angry mob, or instilling fear into a large group of attackers...

Empathic Hammer (T): an empath can use this talent to attack another person by randomly (and rapidly) altering his emotional state. This has the effect of causing general confusion, as well as power rank Ka damage, with each use.

Empathic Vampirism (A): with this art, empaths can siphon away the life force of others. Victims of this power receive an Int (awr) FEAT roll versus the power rank to resist. If this FEAT roll fails, the empath can drain up to his power rank number in MH points away with each attack. An empath can stop after the first attack, or continue on until his victim is dry; if he does so, the victim is allowed another FEAT to resist each subsequent draining.

Once this energy has been drained, an empath can use it to heal himself or others of damage (not counting as a normal healing, for metabolic overload purposes), or he can add it to damage caused by any other empathic attack form (both on a point per point basis). Of course, one danger of using this power is the creation of an empathic vampire, which will happen whenever an empath totally drains his victim(s) of life force.

These odd, psionic undead eventually rise to begin feeding on the living, and often possess many of their creator's psi powers in addition to their empathic vampirism abilities. Empathic vampires are fully described in the Denizens of the Multiverse book.

Empathy (T): an empath can use this talent to read the emotional states of others, or transmit his emotional state to others. He can read the emotions of one person with power rank skill, but reading the state of multiple people will

apply a -3 CS to the FEAT roll; it is more difficult, but still possible.

Empowering (A): with this potent art, a superpsi or technopsi can build himself permanent psionic devices, usable by himself or others. This power works by embedding psionic power in otherwise inanimate objects. To begin with, the psi must choose the item he wishes to be empowered with psionic ability; any old item will do, but it is usually good to pick something that isn't about to fall apart. In fact, a psionic device tends to be more potent if real effort is put into the construction of an item, especially if the psi makes it himself.

Secondly, he must decide what powers he wishes to install within the device. Normally, the psi can only add powers to a device that he himself knows, or the special item powers detailed below, but this limitation can be bypassed by using the superpsi art gestalt. Further, he needs to decide which powers are granted to the wielder and which are inherent to the device. For example, if an item has the metapsi art personal healing, will the power apply to the item (in the event that it is damaged) or to the wielder (to help him recover his lost Hpts)?

Finally, there is the matter of actually empowering the device. To begin the procedure, the empowering art is used on the item to prepare it for the process of acquiring power. After this, the psi must roll a red power FEAT with each power he wishes to copy into the item. Once this is completed, the psi must simply roll a red power FEAT with his empowerment art to make the powers permanent. The entire process must be completed within 24 hours, or the psi must start all over – and all the karma spent on the procedure is lost.

While the actual procedure of grafting powers into an item is relatively easy, save for all the red rolls required, it requires karma. A lot of karma. Each installed psi power costs an amount of karma equal to the power rank number times 40, and a psi cannot make an item's power rank superior to his own rank with that power. If the item is created by the psi himself, and the item

is of superior quality, the cost of such powers are only 30 times the power rank number. Finally, rendering these powers permanent costs the psi 500 karma points. This is in addition to any karma spent to make the required red FEAT rolls.

In addition to his own psionic abilities, a psi can install the following special item powers into any device he empowers:

Enhanced Material Strength: a psi can infuse his item with enhanced material strength; after all, a glass sword with seven psionic powers is neat, but is still only a Feeble material strength item. A psi can add +1 CS to an item's material strength for only 250 karma points, the upper limit typically being Class 1000.

Psychic Bond: for 500 karma points, a psi can install this power in the item, which allows the device (sentient or not) to psionically link to its owner. This link allows the owner to sense whenever the item is being used, and to know the approximate direction the item lies in relation to himself (if he himself is not currently wielding it).

Sentience: for only 1000 karma points, a psi can install a true sentience in the psionic item he is creating. The item's Rsn, Int, and Psc ranks are rolled up randomly on table D. The personality of an item will generally reflect that of its creator, although this is not always the case...

Empowerment 1 (S): a deionacist can use the empowerment skill to give his followers special powers. Empowering a follower with a specific ability costs an amount of faith points equal to the power rank number of the power to be granted. Also, the deionacist must pay one faith point per month to maintain a power for one of the faithful.

An empowered ability created with this power can be of any power rank the theonacist desires, to a maximum of this power rank. It can be raised in rank by either the deionacist (via faith points) or by the recipient (via karma); it is much cheaper by far for the deionacist if his followers pay for their advancement themselves.

Empowerment 2 (T, P): the vital talent of empowerment allows a deionacist to grant his priests magical spell use. A deionacist can grant his followers spell ability by spending 50 faith points and by rolling a yellow power FEAT. After this, an empowered priest can be given specific spells by spending one faith point per rank number in each spell.

These spells can be enhanced in rank by spending karma (the priest) or faith (the deionacist); it is much cheaper for the deionacist if he lets his followers pay the costs of their advancement. Spells granted in this manner last indefinitely, unless the deionacist who granted them removes them from a priest.

Further, these spells can be of any rank the deionacist desires, up to this power rank itself. Empowerment 2 has a prerequisite power: empowerment 1.

Energy Absorption (A): a metapsi with this art can sponge up ambient energy and use it for various purposes. The type of energy this power can affect is determined during character generation (player's choice). At one time, the psi can absorb an amount of energy equal to the power rank number, but he can store an amount of energy equal to four times that number.

For example, a character with Amazing rank energy absorption can absorb up to 50 points of energy in one shot, and can contain up to 200 points of energy within his body. If this amount of power is exceeded, the absorbing character will involuntarily expel all of his stored energy at once, with dire results; the energy will burn through him first, and any power left over will affect everyone within one cubic area.

How does one prevent this catastrophe from happening, you ask? One way to do so is to expend the energy before bursting. The absorbed energy can be used to recover lost Hpts; this can be done by transferring points of energy directly into your Hpt score. Ability and power ranks can be boosted for one enhanced use by adding points into the ability score. Self sustenance can be achieved by burning a number of points equal to the psi's End (sta) score.

Now, while only one type of energy can be absorbed by the psi at first, he can acquire new forms of energy to absorb as power stunts. However, a psi can not absorb any form of energy with this power that is magic, psionic, or deionic in nature.

Energy Control (T): using this talent, a psi can learn how to manipulate energy to achieve various effects. The psi can initially only manipulate one form of energy to begin with, but has the ability to acquire new energy forms as power stunts later in his career. The chosen energy must be of some sort that is not magical, psionic, or deionic in nature. At any rate, the energy form chosen by the psi may be manipulated in any way he wants.

To start with, the psi can move energy around as desired, shunting it at or around objects to attack or defend. An attack can inflict up to the power rank in En damage (which may include other effects like SD, Stun, AP, or even AI), consuming the controlled energy in the process. He can also mold the energy into a defensive shield; it can absorb incoming damage on a point per point basis. The shield offers this protection from attack:

-1 CS / -0 CS / -4 CS / -6 CS / -8 CS

Now, energy used as a shield is spent on a point per point basis. Once the energy is all gone, the psi takes the additional force of an attack as normal damage. The difference between an energy shield and a force field is that an energy shield will hurt anyone dumb enough to touch it. The damage taken by the victim is equal to the remaining intensity of energy left in the shield.

Some other uses for controlled energy include enhancing its intensity until it reaches this power rank. The energy can be dissipated, per the skill energy dissipation. Also, the psi can generate 'intelligent' energy drones that will do his bidding; these drones have physical statistics equal to the psi's, and Hpts equal to the power rank number. Each energy drone counts as one power for the purpose of maintaining multiple psi powers at one time.

Energy Generation (A): a psi can use this art to generate a large amount of energy, with no source of fuel readily apparent. When this power is gained, the psi must choose a form of energy that is not magical, psionic, or deionic in origin. The psi can only generate the one type of energy at first, but he may learn additional forms of energy as a power stunt for each.

The generated energy can be used to inflict power rank En damage (duh), but the energy may also carry an additional effect, depending on its characteristics (electricity Stuns, radiation is AP, and so on).

Energy Reading (S): by using this skill, a psi can 'see' all the ambient forms of energy in his environment. Just seeing these energies requires a green FEAT roll, as does the identification of energy forms well known to the psi. Identifying naturally occurring forms of energy that the psi is unfamiliar with takes a yellow FEAT roll. A red FEAT is usually only required when an attempt to identify an extradimensional or truly unique energy paradigm is made, such as hellfire or some sort of deionic signature power.

Energy Transformation (A): this potent art is used to change a psi's body into a form of energy. To begin with, a psi can only change into a single form of energy, chosen when the psi acquires this power; he can develop additional forms of energy as power stunts. Also, a psi cannot transform into any magic, psionic, or deionic energy form unless he has access to the specific energy thanks to another psi power (a deionic attack, for example).

While in his energy form, a psi has the following protection from attack:

-1 CS / -0 CS / -4 CS / -6 CS / -8 CS

However, this may be modified if a psi has managed to develop a special form of energy transformation. For instance, if a psi can transform into holy light (a psychoturgic energy form), his defense versus both magic and psionic energy would rise to -0 CS, instead of the CS values listed above. That's pretty nifty, eh?

Furthermore, a psi in his energy form will have two additional special abilities. For one thing, he will receive -3 CS DR versus energy attacks of his type; this is because a psi is virtually immune to energy attacks based upon the form he is currently occupying. Also, he can fly at power rank speed; walking isn't an option, so his body needs to develop another method of locomotion.

Enhanced Senses (S): with knowledge of this skill, a metapsi can enhance his senses far beyond their normal limits. A psi can boost any of his five senses to operate at this power rank, or his Int (alt) +3 CS, whichever is of a higher rank; however, each enhanced sense counts as one power for the purposes of maintaining multiple psi powers.

Enhancement (A): using this art, a psi can enhance the use of his or another's psi powers. In game terms, this allows the superpsi to boost the ranks of psi powers by +1 CS, or up to this power rank, whichever of the two is higher. Normally this is a desirable effect, but a target may resist this power by making a successful Psc (will) FEAT roll versus the power rank.

Entreaty (A): with this potent art, the psychoturge can open a channel to an extradimensional entity, and may then petition it to power magical effects. In practice, this works as per a normal entreaty spell, though the specific effect generated is determined by the psi, and the intensity of the magical results are never quite certain. This is because the gods that normally grant entreaties are somewhat picky about just who they lend their power.

That's right; you saw the word 'lend' in that sentence. Deities most often see granting an entreaty as an investment in the future, helping to further their own goals in the multiverse, or worse, as a debt to be repaid at a later date. It can be an unpleasant experience when a powerful god comes calling, forcefully 'requesting' that you undertake some quest to repay your debt, or attempts to conscript your service in some horrible planar conflict. An entreaty for power, then, is often more trouble than it is worth to a psychoturge.

With this in mind, it is a good thing to consider just which entity you wish to entreat to perform a service, and more, just what exactly is being asked of the god. Deities have style, and entreaties work best when they mimic that style; a deity that mostly specializes in magic used to offer protection would probably not grant a psychoturge use of a death spell. Also, what philosophy the deity caters to (order, chaos, good, evil, or balance) can also show just what a god may or may not go along with.

The main point of all this is that a little research will show the personality of a god, and entreating for spells that fit his profile will go a long way towards not being noticed; while they are immortal, few gods are truly omnipotent. In truth, deities often grant their power blindly, only taking note of odd requests and an excess of use by specific mages. This brings up another point: a psychoturge using entreaties should not get used to leaning on them for backup, and should definitely not entreat a specific entity more than three times a week, unless he has a really good reason.

Considering all this trouble, one may ask just why he would want to court so much danger in the first place – a good question. Primarily, a psychoturge may entreat an extradimensional entity to perform for him a specific magical spell or effect; when lacking the casting power, this can be quite useful. This effect can range wildly in rank (as determined by the game judge), but will not usually exceed this power rank.

By combining the effects of this power with the casting art, a psi can cast true entreaty spells (as described in the Book of Magic), although these must be purchased as per any other spell. Furthermore, a psychoturge may use this power to entreat a deity to enhance the use of another spell he is casting. This boost is normally a +1 or +2 CS, depending on how much the spell in question agrees with the god's profile.

ESP (T): with this talent, a psipath can 'read' the surface thoughts of any other person. Normally, a green FEAT roll is all that is necessary to do this, but if a target is specifically resisting this power

(if he knows the psi is using ESP, for example), the psipath must overcome the target's Psc (will) first.

Essential Armor (T): using this talent, empath's can surround themselves with a semi-solid field of essential energies. This field provides them with significant protection from damage, offering this defense against incoming damage:

-0 CS / -2 CS / -4 CS / -0 CS / -4 CS

Essential armor resists deionic attacks at such a high level because essential energies (life force) are similar to the unique, evolved energies of the gods.

Essential Awareness (A): cornerstone of the empathic discipline, the essential awareness art allows a psi to perceive the existence of the essence, a realm of energy coincident with ours in much the same way as the astral plane. This layer of existence permeates each and every universe throughout reality, and is the wellspring of life force throughout creation. Once a psi has the ability to sense the essence, he can learn how it works, and how to control its energies to some extent.

While this, for the most part, acts as a focus for empathic abilities, the power of essential awareness has a few uses by itself. Since all living beings cast a shadow in the essence, an empath can use this power to detect any lifeforms in his area (a cubic area, mind you). This power will detect all life forms present, though the empath can narrow the search to ignore micro organisms, small insects, and the like, if he so chooses.

Essential Focus (A): using this rather risky art, an empath can siphon his MH points directly into the rank of another empathic power. This conversion will add one point to a power rank for each MH point the psi sacrifices, but allows an empath to use the power at its temporary, higher rank only once. This MH point loss will be recovered just like any other damage, unless the empath heals it first.

Essential Invisibility (S): though all life casts a shadow of sorts in the essence,

an empath with this skill can erase his essential shadow temporarily, making himself invisible to detection by other empathic powers. An empath using an essential power will not sense the psi using this skill, unless he is specifically trying to locate a body doing so; the psi must pass a power FEAT versus this rank to 'see' the invisible empath.

Ethereality (T): with this talent, a psi can render his body immaterial, having no apparent density. While he's in this state, a metapsi can pass through any matter at will, with the exception of a solid energy construct like a force field; crossing these requires a power FEAT roll against the field's intensity. Also, as he is completely immaterial, the psi has resistance, per the metapsi talent, against physical attacks of all types, at Class 1k rank; in other words, only an attack of Class 3k or greater intensity will harm the metapsi.

Extended Awareness (S): this skill is an extension of the life sensing abilities an empath has via the art of essential awareness. Basically, the power helps expand the empath's awareness of life, extending his life sensing range to one cubic mile around himself. The power also allows an empath to track specific individuals (if he's very familiar with the essential signature of his target) on a global scale. The empath can't know the exact location involved, but knows what direction and approximately how far away the target is.

F

Faith (A): the versatile art faith, as its name implies, allows a theonist to do various things with his faith points that other theonic powers can't. Basically, faith can be used to copy the process of any super human power, whether it be of TxC, TcC, SoC, or PsC origin. The only powers this art can't duplicate are those that otherwise copy another theonic power, even if to a much lesser extent (such as the TxC ability of power creation). The theonist can perform any effect not prohibited above, at any intensity up to this power rank. Doing this will only cost him five faith points per use, making faith a truly vital power for the would-be deity to have.

While this art can be (and is) used in battle, it is by far more useful when invested back in its source: the many followers of the theonist. This power can be used in both a beneficial and harmful way, both designed to boost the overall worship (and thus, power) of theonists. For instance, a small town is generally following the teachings of a theonist's church, and as a reward, he offers them a great farming season (via the TxC power weather control) and great fortunes (via the PsC power good luck). This is one example of divine restitution.

A town several miles down the road, however, has started to shrug off the theonist for another deific being. To show such worshippers the error of their ways, plagues (brought on via the TxC power disease), storms (again, via the weather control power), and hordes of nasty pests (summoned via the PsC art summoning) are sent with care to the offending town. As soon as the errant followers come back to the fold, the problems simply vanish. This is an example of divine retribution. As you can see, faith can cost a lot of faith points to use, but can also be used to generate a whole lot more...

Fallout Absorption (T, P): this talent is used to draw leftover thaumaturgical fallout (TF) from a person or object, to prevent transmogrification effects from occurring to them. With a successful power FEAT roll, the psychoturge can draw all of the TF from a target, unless such a target is unwilling; if the target resists for some reason, he can do so by passing an End (res) FEAT against this power rank.

The prerequisite power for this talent is the magical absorption art.

Flawfind (S): this skill allows the psi to sense inherent flaws and weaknesses within an object or system. A green FEAT roll is all that is necessary to reveal any flaws in an inanimate object. A yellow FEAT can spot weaknesses in active systems and living things. Red FEATs are only needed when a psi attempts to determine the weaknesses of other super human beings, if any are present.

Flaying (A): the psikinetic art of flaying can be used to shred matter. The art applies to the surface layer of objects it is used on first, unless the object has no multiple layers; a glass, for instance, is just glass, while a person has lots of physical layers. A psi that applies this power to matter will inflict power rank damage to the affected object (EA to you and me). The power does require an Agy (dex) FEAT roll to connect with its target.

Flight (T): this psikinetic talent allows a body to lift himself telekinetically, and move about at power rank air speed in all three standard dimensions. He can carry himself and his equipment about without breaking a sweat, but treat the power rank as his effective Str (lwr) for the purposes of carrying excess weight around with him; if he fails a FEAT roll versus the intensity of the weight, he cannot fly while carrying it.

Force Blast (T): this talent is the basic attack form for psikinetics everywhere. It allows the psi to fire a beam of force at a target that, if it hits, inflicts power rank Fo damage with each strike.

Force Field (T): this talent allows a psi to generate a telekinetic bubble around his body, a bubble that grants him this protection from incoming attack forms:

-1 CS / -0 CS / -4 CS / -0 CS / -8 CS

A purely psionic defense, the field does provide power rank resistance attacks that inflict Ka damage. However, it is susceptible to anti psion attacks like a psion aura (see that power for more on this).

Forensics (T): by making use of this potent talent, an empath can read the essential residue left in all dead matter, and determine several significant facts concerning the demise of said matter. For instance, the empath will know the exact amount of time the corpse has been dead, what killed the corpse, and how. Also, the empath can interrogate the corpse, asking the body whatever question he desires.

Being dead, a corpse will readily 'talk,' but can only answer questions it would

have an answer to. For instance, a corpse can tell what it was doing at any point up to its death, and what has happened to it since, but won't be able to tell what it was thinking before dying; the thoughts of the dead are beyond the scope of this power.

G

Gestalt (A): with this art, a superpsi can generate a group mind, of sorts, between himself and up to eight others. The group mind will manifest in a new body built from the psionic essences of the folks that formed the gestalt, and has a form and personality reflecting those who made it. While a gestalt being is active, the original bodies of its component pieces will remain dormant, comatose but alive.

The gestalt form of the characters will have physical and mental ability scores equal to the average of its components' scores, +1 CS. Furthermore, a gestalt being can use any psionic power that is available to any of its components, a trait making it truly powerful in scope. Finally, in the event that the gestalt is destroyed, the beings who made it will awaken in 1d10 turns, with an amount of MH points equal to their Psc rank number.

Good Luck (T): this talent can be used by a psychoturge to grant himself or another the benefits of good luck. In game terms, the recipient of good luck has the legal ability to juggle percentile dice rolls to achieve a more desirable result; for example, when rolling a 19 to hit his foe, the lucky one may switch his dice so they say 91 instead. However, good luck will not last forever, and will wear off after 1d10 turns; one combat action must be expended to renew the good luck.

Also, this good luck is not infallible, and if a zero turns up in the 'lucky' person's percentile rolls, his next die roll will be affected as if the person was, in fact, suffering from bad luck, as per that power.

Gravity Warp (A): the psi wielding this art can bend space in odd ways, ways that can alter the flow of the force of

gravity itself. In game terms, the psi can alter the intensity of gravity relative to either himself or others. This lends itself to a number of neat tricks, some of which are presented here:

Attraction: by boosting the forces of attraction between the psi and another object, the psi can cause both of them to move towards each other. Usually, the lighter object will 'fall' towards the heavier one. For example, a psi that uses this trick on an opponent's gun can pull it away as if he, in this case, had power rank telekinesis. However, if he uses this stunt on a building, he will similarly fall towards it as if he had been dropped on it from overhead.

Gravity Well: by drastically increasing the gravitational forces generated by a character or an object, the psi can turn it into a 'magnet' for every object within a number of yards equal to the power rank number. Living targets can resist this trick by passing an End (res) FEAT roll against the power rank number. Failure indicates that every object not nailed down within the affected area will 'fall' onto the victim, inflicting a total amount of damage that is determined by whatever falls 'down' on him.

Immobilization: raising the intensity of a planet's pull of gravity on a body will force him to pass a Str (lwr) FEAT roll versus the power rank in order to keep moving, or to even keep standing, if the force is strong enough.

Plane shift: the psi can use this trick to shift the plane of gravity as it applies to objects that are affected by the gravity field that is altered. This trick affects a chunk of space within a number of yards equal to the power rank number. For example, on a planetary body, the psi can change gravity's pull within an area to make things attracted to it fall sideways or even up. This alters the course of a battle considerably, making things quite interesting in a fight...

Weightlessness: lowering the intensity of gravity doesn't allow a body to fly, per se, but can lessen the difficulty of walking around somewhat; an affected character can walk, run, or leap as if his Str score were +2 CS.

Growth (T): this metapsi talent can be used to increase one's physical size. A psi can do this by absorbing mass and matter from another dimension, gaining a multiple of his size equal to his power rank number divided by five. A psi with Remarkable rank growth, for example, could increase his size by six times if he wanted to. Furthermore, as the psi grows, he gains a +1 CS in Str for each +2 CS of growth he undergoes. Our Remarkable friend above, then, will see a + 3 CS in Str at his maximum size. This will add to the psi's Hpt total, for the duration of the growth.

H

Hallucinate (T): this psipathic talent is used to cause a person to see, hear, and otherwise experience events that are not actually occurring. The psipath must pass a power FEAT roll against his victim's Psc (will) rank before this talent will function. Once he has done so, the psi can make his victim hear a voice that isn't there, see folks that are not real, or make him experience any other horrible thing he desires, limited only by his imagination.

Now, the victim is only allowed a FEAT to resist this power when he believes that what he is experiencing is not real. Until then, the psipath playing with his head can do what he will, as long as he maintains this power. It is possible for a psi to drive a person insane without him knowing that he was victim to this (or any other) power. Or, he might just finally agree to do what those voices in his head say, and do all kinds of odd things...

Hardening (S): this skill allows a psi to increase the apparent material strength of any matter he touches. In practice, he can boost the material strength of any solid object up to this power rank instantly, and he can add a further +1 CS each round, up to a maximum of Shift Z. While this is great when used on weapons and the like, hardening something like skin or cloth renders it less flexible; consider cloth, kevlar, and the like rigid after 4 CS of hardening. Living beings, on the other hand, lose 1 CS of Agy for each 1 CS of hardening applied to their skin. If Agy is reduced

to Shift 0 in this manner, movement is impossible.

The duration of hardening depends on the power FEAT rolled to perform the hardening action. Green FEATs make it last for a number of turns equal to this power rank number, a yellow FEAT squares this number, and a red FEAT renders the hardening permanent. Of course, this all assumes the power is used on a non-living target; the power lasts only 1d10 turns after the psi quits the hardening process if used on living people. Furthermore, if used on an unwilling target (hardening the skin so movement is impossible), the psi must overcome the victim's End (res) first.

Healing 1 (T): this vital empathic talent can be used by a psi to instantly heal lost Hpts, doing so by hyper stimulating the body's metabolism. After this has been done, the recipient of this effect will recover a number of lost Hpts equal to this power rank number. Now, while this extreme stimulation isn't bad for a body, per se, it can cause undue stress if used to excess.

If a character is healed by this power, he recovers a lot of lost health, and all is well. However, if the character gets healed more than once within a twenty four hour period, this hyper stimulation will severely stress his bodily systems. The character, while healed again, will lose two End ranks; this loss (metabolic overload) applies to each extra healing applied within a one day period.

Now, this loss is not a permanent one, but must be healed in a normal fashion; no empathic powers can recover it. In other words, the character must rest for many days, until he's his old self again. Or, he can ignore this penalty, and deal with the rather nasty problem of acting while at a lesser End rank...

Healing 2 (T, P): this empathic talent is quite similar to the healing 1 talent, with one exception. Basically, it takes five turns to complete one use of this talent. However, the character healed by this power will recover an amount of Hpts equal to this power rank number plus 1d100. However, healing 2 does have a prerequisite power: healing 1.

Healing 3 (A, P): this empathic art is similar in effect to healing 1, in that it is used to recover lost Hpts. But, though this art takes ten turns to complete its effect, the recipient will be restored to his full Hpt potential. However, healing 3 has a prerequisite power: healing 1.

Healing Dome (A, P): with this art, an empath can apply any healing powers (regeneration, resuscitation, healing 1, healing 2, healing 3, recovery, revival, cure disease, detoxify, and purify) upon anyone within one cubic area. The psi can only utilize one healing power at a time, but this increases his range a lot, and allows him to concentrate on other matters besides patching up his allies. Healing dome has a loose prerequisite power: any healing power mentioned above; without any of them, this art is kind of useless...

Home Plane (A): using this essential theonic art, a psi may manufacture for himself a reality all his own, a unique plane of existence which he can call home. Using this power, the psi severs his ties to his home reality and attunes himself to the plane he has created. The shape, size, and even the physical laws themselves are determined by the psi who forms this new universe, and only he can permanently alter these while said universe is under his control. The creation of a new plane is finished by spending faith points; the founding of a new universe costs a psi 100 faith points.

Without the further expenditure of faith points, this new reality will contain a minimal amount of space; this space is equal to only one cubic area, and will contain no matter not brought in from another plane. The theonist can add one cubic area of space to his home plane by spending ten faith points, and he may fill an empty cubic area of his home plane with matter of any type that is appropriate by spending a similar amount of faith. Though this is a little costly, the space (and matter) created in this fashion are permanent, requiring no further expenditure of faith to remain in existence.

Furthermore, the psi can build multiple layers in his plane; areas that are not

geographically tied together, but are nonetheless part of the same reality. In an afterlife analogy, for example, these layers may represent various levels of reward and penalty that the faithful can earn, both in life and in afterlife. There is no actual cost associated with the construction of extra layers, although building an access between the various layers of his reality costs a psi five faith points. This access usually takes the form of a simple portal from one layer to another, but can also be metaphoric pathways, such as a river, stairwell, or road.

Once a home plane is set up, it is not immutable; the theonist may alter it on occasion to further his agenda. For example, he may need to create new lands (or even new layers) in order to accommodate variations in his religion that, though ultimately devoted to the pious veneration of himself, disagree with each other, often in a rather violent fashion. Forming additional space and matter is done in the usual manner, as is the addition of new planar layers. However, altering the physical laws of a location or layer in relation to the plane's overall reality will cost the theonist five faith points per altered law, per cubic area.

The only true disadvantage of building a home plane is the fact that it is quite an attractive target for those who wish to lay claim to a reality all their own. Such beings include those who cannot create a plane themselves and evil theonists or gods who choose to simply steal the works of others. While such invaders can, in fact, kill the theonist in his home plane, he is not truly defenseless there. A theonist can automatically sense if uninvited guests enter his home plane, even if they are protected by such powers as mortal guise and theonic invisibility. Furthermore, while he is in his home plane, the theonist adds a +1 CS to all ability and power ranks, +2 CS if he is within his sanctuary.

I

Illusion (T): a psi using this talent can manufacture realistic, 3-D holograms of virtually anything he can imagine. In

order to do so, all he has to do is select the image he wishes to generate, and then generate it. He can only produce a realistic illusion in an area that he can actually see; if the psi can't actually see the area of effect, the illusion will lack any believability whatsoever.

Now, the fun part about an illusion is that, unless a body has some reason to disbelieve it, he will treat it as if it were a real object. The tricky part about it is when a victim of the illusion casting psi interacts with an illusion; this requires a power FEAT roll to make it 'handle' in a realistic manner. If the victim believes that the illusion is, in fact, an illusion, he can attempt to disbelieve it if he can pass an Int (alt) FEAT roll versus this power rank.

Now, the important thing to remember is that this power, to start with, cannot generate any non visual illusions; a psi must develop the olfactory, tactile and audio illusion components as separate power stunts for each. Every additional component, however, applies a -1 CS to the victim's Int (awr) FEAT rolls to disbelieve these illusions.

Illusory Presence (T): this talent allows metapsis to generate a 3-D holographic representation of themselves. The psi can see, hear, and otherwise sense via his illusory self, and can send his other presence out to a maximum distance in areas equal to this power rank number. Now, while the psi can sense through this presence, it is nothing more than immaterial light, and he cannot actually act through it (other than speaking).

However, this can make an excellent way to form an alibi, if the psi needs to be seen somewhere at a specific time. Now, while a standard presence looks just like the psi, it can be changed with a yellow power FEAT. With this done, it can resemble his self-image, or any other version of himself the psi desires. While the presence may not resemble the psi in the slightest, it can produce a great cover for subversive activities like espionage or such...

Inertia Field (A): using this art, a psi can create an energy dampening field of force around his body, a field that

will reduce the force of incoming attack by either 1 CS or 2 CS (flip a coin). An inertia field won't stop damage totally, but can save a psi's life in battle with superhuman folk with a lot more Hpts (and really powerful attack abilities).

Inferiority Complex (S): using this skill, a psipath can overwhelm the minds of others with feelings of inferiority, thus rendering them useless. In order to do this, a psi must overcome the victim's Psc (will) first. While in this 'inferior' state, a character will not spend karma, and will be hard pressed to do anything at all (he doesn't matter, after all, and can't make a difference in the first place, so why bother). Those affected by the inferiority complex receive a new FEAT roll each combat turn to shrug off the skill's effects, though it eventually wears off after 1d10 turns at any rate.

Invisibility 1 (T): this psipathic talent is used to render a psi totally invisible to the mind of another. This isn't optical invisibility, mind you, as the psi's image can be recorded by cameras and the like; the psi just clouds the minds of his target, making him totally disregard his presence. A psi must pass a power FEAT versus the target's Psc (will) to make himself psionically 'invisible'.

Now, if the psi using this power on a target attacks said target, the talent will automatically be negated (a psi cannot maintain his invisibility to a target if he's killing him). Other than that, the target is only allowed a Psc (will) FEAT roll to detect the psi if something happens to reveal the psi's presence (poking the target in the ribs, or lifting objects in his presence, for example).

Invisibility 2 (A, P): this art works just like invisibility 1 (the prerequisite power to this art), except that it can be used to affect multiple people. The psi with the art of invisibility 2 can render himself mentally invisible to up to eight people, with each person after that counting as an additional power for the purposes of maintaining multiple psi powers.

Isolation (T): a psi can use this talent to store something in the between, on a temporary basis. While this talent is maintained, stored items are effectively

nowhere, and can only be retrieved by this power, or a psi with the between art. Living targets are allowed an End (res) FEAT roll against this power rank to resist being isolated. If this FEAT fails, they are gone until the psi returns them.

Item Generation (A): this psikinetic art allows a psi to produce actual objects from ambient subatomic particles and personal energy. Such items consist of only one piece, and can be made from a limited amount of materials. Though this art can only produce one item at a time, it can be used to make a more complex device by making it one piece at a time. Each ounce of matter made by item generation consumes 1 Hpt, so those with this power are limited in just how much they can make at one time. Hpts lost to this power are recovered in about 24 hours (if the psi eats well).

A psi can memorize a number of item designs equal to his Rsn (mem) rank number. This is the maximum amount of things the psi can create at one time; if he wishes to develop more, he needs to either forget one design or raise his Rsn (mem) score higher. Also, the psi can memorize materials to make items out of; this takes away from the number of items he can memorize, but adds a lot of variety to the stuff he generates. For instance, if the psi memorizes the structure of iron and titanium, he can generate an item made from either of the two substances.

The amount of time a generated artifact lasts depends on the power FEAT the psi rolled when making said item. A green FEAT means that the item will last for a number of turns equal to the power rank number. A yellow FEAT indicates a duration equal to the power rank number squared. Red FEATs say that the item is a permanent creation, unless otherwise destroyed.

J

(no Psi powers begin with the letter j)

K

Karma Transfer (A): this art is used by a psipath to mess around with karma

totals, either his own or others. In the game, this means the psi can alter the sum of Kpts a character has, either up or down, by a number of points equal to this power rank number. It is vital to keep in mind that such changes do not last permanently, and the character's Kpts will revert to their natural state in 1d10 turns. Any karmic debt must be settled before a character can use any karma again.

Another, more intriguing use for this art is the transferal of Kpts to characters other than those who earned the Kpts in the first place. For example, the psi could borrow Kpts from an ally, or lend them out instead; this only requires a green FEAT roll. A more sinister psi might actually steal Karma from others, giving it to himself or an ally. This is an evil act, in the extreme, and will cause the loss of 50 Kpts points for a heroic psi. Not that it bothers villainous folk...

Killing Field (A, P): when this vicious art is used, it surrounds an empath in an entropic field one cubic area wide. Anything within this field suffers power rank MB damage if it fails an End (res) FEAT roll versus field intensity. This occurs because the field cancels out some of the life force of everything that get stuck within. Though similar in its ultimate effect to the metapsi art death field, this art does work a bit differently. An empath can apply the MB damage caused by this power to either the Hpt or MH scores of his victims, whichever of the two he wants.

The prerequisite power for this art is the empathic skill touch of death.

L

Languages (T): this talent allows a psi to learn lots of different languages, real fast. The psi can master a number of languages equal to his rank number for this power. If he wants to learn more, the psi must either raise his power rank number or forget a language that he has previously learned. If he has the physical ability to communicate with the language, a psi can learn it as follows.

If the language is one in current use on earth, it only requires a green FEAT to

learn it. Dead terran languages and alien tongues that are similar to earth's take a yellow FEAT to master. A red FEAT is only necessary when the psi is attempting to learn a language that is spoken (or otherwise used) by aliens of non-humanoid type, given that the psi has the physical ability to use it.

Now, the language itself isn't the only determinant of how long mastering a tongue will take. If a psi has a teacher, or the proper materials to learn it by himself, he can master the language in an hour or so, at +2 CS. If the psi has neither of these, but can eavesdrop on a speaker of the language, he learns it at the power rank, taking a day to do so. If a psi has only bits and pieces of material to work with, he can learn the language in about one to two weeks, at -2 CS to the power FEAT.

Learned Edge (S): a psi using this skill can study the fighting style of a foe, allowing him to determine his strengths and weaknesses. The effect of this is that the psipath will gain a +1 CS on all attack and defense rolls versus his foe, after using this power on him in combat for one turn. After ten turns of battle (or two separate fights), this bonus is upgraded to a +2 CS.

Levitation (S): this skill allows a psi to lift his body, in the vertical, at power rank air speed. He can either move up or down with this skill, but must rely on some other power or force to move in the horizontal plane (such as pushing off objects). A psi can levitate his body and his normal equipment easily, but if carrying additional weight, the psi must make a power FEAT versus the weight intensity in order to levitate with all the extra weight.

Lie Detection (S): a specialized form of ESP, this skill allows a psipath to scan the thoughts of others to determine if they are lying or not. However, targets get a Psc (will) roll to resist this power, though the GM should roll it in secret if the target doesn't know this power is in use.

Lifeform Compass (S): using this skill allows a metapsi to track lifeforms by following their bioelectric signature. If a

metapsi is intimately familiar with the character to be tracked, and within one mile of the target, a green FEAT roll is all a psi needs to follow his quarry's bio signature. Gaining a bearing on one person in a crowd, tracking complete strangers within a mile of the psi, and following the signatures of friends more than one mile away requires a yellow FEAT roll. A red FEAT is required only when tracking strangers more than one mile distant from the metapsi, or when attempting to track someone who can mask their bioelectric signature.

Lifelink (T): a psipath using this talent creates a neurological link between two people. Once this is accomplished, all the sensory stimulus (especially pain) experienced by one of the linked folks is felt by both. Furthermore, the linked individual feeling the other's pain will lose an amount of MH that is equal to the damage inflicted upon his 'partner'. This power is most often used by a psi to link himself to another (to stop said individual from hitting him), but can be used to link two other people together, which can be quite amusing (except, of course, to the linked individuals). In order to form a link, the victim(s) of this power must fail a Psc (will) FEAT roll versus this power rank first. The link will last for 1d10 turns (about a minute).

Lifeshaping (A): this art is used by an empath to actually control the form and flow of essential energy, primarily that brought into this reality by the empathic art channeling. An empath can control this energy in any fashion he desires, per the psikinetic talent energy control, though this art also lets an empath alter the life energies within a living being.

The target of this power is allowed an Int (awr) FEAT against the power rank to resist this effect. If this roll fails, the psi can draw an amount of life force away from his victim equal to the power rank number with each attack (causing that much MB damage to either the MH or the Hpt total of his victim, whatever the empath chooses). This energy is now -1 CS, but the empath can wield it however he sees fit.

An empath can also amplify the life force of another, adding the power rank

number to this person's Hpt total; this counts as a healing for the purposes of metabolic overload, but allows empaths to actually grant someone more health than their normal maximum otherwise permits. This extra health remains until it is lost somehow (usually in a fight), and can't be healed. Furthermore, an empath can't repeat this procedure on a character until the extra Hpts are all gone.

Of course, as opposed to boosting the life force of another, the empath can simply cancel it, causing power rank MB damage which, as usual, can apply against the Hpt or MH score of the victim (empath's choice).

Loathing (S): if his target fails a Psc (will) FEAT against this power rank, a psi can install an overwhelming hatred of something in his head. The affected individual will do everything he can to destroy the item of his hatred (if he now hates a non-living object), or at least beat the heck out of it (if it's alive). The effect lasts until 1d10 combat turns go by, or the victim can pass the FEAT roll described above (offered every turn he is affected).

Locational Sense (S): using this skill, a psimotive character learns his precise, 7-D location relative to any object he is currently on or in. For instance, he can determine which floor of a building he is on, where he is on a planet (latitude, longitude, and elevation), what the time is, or what mile marker he ought to be on (if the highway engineers laid them right, that is).

These are just small examples of how the locational sense can be used...

Longevity (A): once this metapsi art is learned, it operates constantly; it is one of the few psi powers that works in this manner, and doesn't count as a power for the purposes of maintaining multiple psi powers. The art greatly enhances a psi's eventual lifespan, increasing it via the following formula.

The psi's new lifespan equals his basic lifespan minus his age, times the power rank number cubed. In other words, a thirty five year old psi having this power

at Incredible rank has a new lifespan of 2,240,000 years; a normal human has an average lifespan of 70 years, minus his 35 year age, multiplied by 64,000 (Incredible (40) cubed).

M

Macrosense (A): a psi can use this art to expand his mind, so to speak, which lets him see things and the connections between them that would not otherwise be apparent. Concerning a subject, the psi can determine simple, easy to learn things with a green power FEAT roll. A yellow FEAT will tell the superpsi things that, while not unknowable, would be rather difficult to determine without this art. A superpsi can reveal facts about his subject that he could not otherwise learn if he can pass a red power FEAT roll.

It is important that a game Judge think about what he says when answering a question asked by a psi with this art. He should never reveal any information that could prove damaging to his world, ever. However, this art can help a psi to get back on track, should he totally drop the ball in some investigation or another.

Magic Energy Generation (A): wielding this art, a psychoturge has the power to generate magical energies. When he first gains this power, he can only make one form of magic energy, but has the ability to gain additional magical energy forms as power stunts for each. This magic energy will normally inflict power rank So damage, but might also carry additional effects, such as TF...

Magical Absorption (A): this art works in the same way as the metapsi art of energy absorption, but it only works on magical energies. When it is acquired, this art can only absorb magic energies cast about by spells, but a psychoturge can learn how to absorb specific forms of magic or anti magic energy, such as hellfreeze or rainbow light, as a power stunt for each.

Magicsensing (S): this psimantic skill allows a psychoturge to sense magical energies present in the area. This skill can sense any magical event occurring

within one mile of the psychoturge, but this range extends to planetary range if said event is of at least Shift X power. Furthermore, mages and magic beings are revealed to the psychoturge, if not masking their magical natures, when they are within one cubic area of a psychoturge while he is using this skill.

Magicshaping (A): a psychoturge with this art can actually mold magic energy however he sees fit. After he passes a power FEAT versus a magic spell rank, the psychoturge can control the spell as if he had cast it himself. This alone makes a psychoturge dangerous, as he can use this art by itself to give most mages a run for their money.

Using this control, the psychoturge can redirect the effects of a magical spell to another target on a green power FEAT. He can change the spell in a minor way (making an armor spell turn rigid and unmoving) with a yellow power FEAT. Finally, the psychoturge can change a spell into any other spell (say, making an individual shield into bands) with a red power FEAT.

Another application of this power is the manipulation of specific magical energy forms, such as hellfire or holy light, per the psikinetic energy control art. The psychoturge can learn how to control each specific form of magic energy with a power stunt for each, performing the tricks that energy control allows with that energy form.

Manifestation (T): in response to the prayers of his faithful, a theonist can transport himself to their side. Whether or not these followers are at home or in another plane, the theonist can make his way to them, in order to help them resolve whatever situation they were praying about. This costs the psi only one faith point, but may not be in his best interests.

If his followers have found themselves in a particularly dangerous situation, or in the home plane of another deity, the theonist may be in some hot water upon manifesting. This could require the use of the withdrawal skill, if the psi gets himself in real trouble because of his faithful...

Mass (T): this talent allows a metapsi to either increase or decrease his body mass. If the psi increases his mass, he will multiply his weight times this power rank. For example, the 210 pound psi having this power at Excellent rank can boost his mass to 4200 lbs. While of an increased mass, a psi gains power rank resistance to attack, per the talent armor.

Also, while a psi is at maximum mass, he receives an increase in his Str; this boost allows him to function normally at his heightened mass, instead of forcing him to lay down immobile due to all the extra weight suddenly upon him. The psi's surroundings are not so fortunate, however; his increased mass tends to have a detrimental effect on any floor or surface he is standing on...

Similarly, a psi can decrease his bodily mass with this talent. He can lower his weight by a percentage that is equal to this power rank number. Once he hits 100 percent, the psi is weightless, and has a much easier time getting around.

Mass Anchor (S, P): a special form of the metapsi talent mass, this skill lets a psi dynamically change his mass under certain conditions. Primarily, a psi can dramatically increase his mass to the point that his effective weight is equal in intensity to this power rank. A psi that has this skill at Incredible rank, for example, could boost his weight to ten tons (Incredible weight).

Now, you ask what the point of this is, when a weight of that magnitude ought to smash him right through the surface he's standing on? Well, the key is that this skill alters the psi's mass in direct proportion to any force applied to him. This comes in real handy when you're being pushed around by folks with such powers as telekinesis and anti gravity, who don't expect you to be so heavy.

To continue our above example, say a psi with Remarkable ranked telekinesis gets in a fight with our metapsi pal. If he triggers his mass anchor, our psi is unaffected by the telekinesis, as his ten tons of temporary mass can defeat any force the psikinetic could muster when attempting to push' him around. Now,

if the metapsi is attacked with Amazing ranked telekinesis, the attacker will be able to move him with a yellow FEAT.

The prerequisite power of this skill is the metapsi mass talent.

Matter Rearrangement (A): this art can be used by a psikinetic to change the shape of any object he desires. All the psi needs to do is pass a power FEAT roll against the m.s. of the object to be rearranged, and the psi can reshape its form as desired. This can be used to mend or repair broken objects, change them into anything else made from that material, or to destroy them by making their form brittle or even split into many pieces.

An interesting way to use this art as an attack is to use it against the clothing or equipment of an opponent, wrapping it about their bodies in a destructive sort of grappling attack. This disarms foes and incapacitates them simultaneously. This is handy, as this art can't be used on living tissues of any sort (it doesn't affect active chemical systems).

Mechanical Creation (T): the technopsi talent mechanical creation is used to manufacture mechanical things out of thin air. By combining various airborne compounds with his personal energies, a psi can will nonelectronic, mechanical systems into existence. This will cost a psi 1 Hpt per ounce of matter created. Thus, this art can be used to generate a car engine (without the benefit of any electronic fuel injection), but not a robot (which is chock full of electronic stuff as well as various hydraulic systems and servo mechanisms). Of course, the psi can combine this talent with electronics creation to build any electromechanical system he could possibly desire (even a VCR)!

The amount of time such created items will remain in existence is determined by a power FEAT roll. A green FEAT makes items last for a number of turns equal to this power rank number. A yellow FEAT will exponentially increase this time (power rank number squared). A red FEAT roll will make the system permanent (you'll never have to buy another auto part again!!).

Mental Repair (A): a psipath using this art can help to heal the mental damage suffered by others. This damage can come in the form of mental anguish caused by psipathic powers or trauma caused by horrible life experiences. A psipath attempting to cure another of his psychic ills must first pass a power FEAT against the Psc (will) of a patient, even if he is a willing participant.

The effects of other psi powers are the easy fixes. To rid a victim of these, all a psipath needs to do is make another power FEAT roll versus the intensity of the original, offending psi power; this takes 1d10 minutes to complete. The damage more difficult to repair is of the type caused by either the patient's own deranged mind, or that inflicted by non-psionic trauma.

For instance, a psipath could help a patient rid himself of phobias and other maladies, though this takes lots of time. Especially if the patient received such a mental problem by accepting negative quirks during character generation; to rid a patient of these, the psipath has to work for months (and the patient has to work out the details with the Judge in advance).

Mental Transfer (A): a psipath can use this art to actually switch his body with another person. This takes one turn to accomplish, and (if the other person is unwilling) the target of a mind transfer must fail a Psc (will) FEAT roll against this power rank. Once he has done so, and the required time has elapsed, the transfer is complete: the psi's mind is now in the target's physical frame, and vice versa.

Now, only learned powers accompany a body through a mental transfer; these include psi powers, magic spells, and those powers acquired by belief alone. As such, a psi usually gains a lot with a mental transfer, and his target doesn't (unless he, too, is a psi or sorcerer). A mental transfer is a great way to stop a super powered foe from hurting you (he can't get you back in your body, as he's now 'just' a normal human).

A mental transfer lasts for an amount of time determined by a FEAT roll made

after the transfer. A green FEAT says that the transfer will last a number of turns equal to the power rank number. A yellow FEAT squares this amount of time. A red FEAT makes the transfer a permanent thing, reversible only by the psi that initiated it in the first place (he may not want the new body once he's done with it...).

Merger (S): this superpsi skill allows a psi to temporarily merge two of his psi powers into one. The two powers will be treated as one for the purposes of maintaining multiple psi powers, if they are being used or not, but the psi can use them simultaneously. The psi can, for example, set up his force blast and psi bolt to work simultaneously.

A little bit of thinking about this power makes for a whole lot of sneaky stuff a psi can do with his abilities, stuff that helps to make the psi a very interesting (and dangerous) character. Anyhow, a psi can keep his psi powers merged for a number of turns equal to this power rank number.

Messenger (S): psis can use this skill to send out a message to other people. Rather than being made for person to person communication, this power lets a psi prepare his message in advance, and then ship it out to the recipient, at a range, in miles, equal to the skill's rank number squared. For instance, a psi having an Incredible ranked messenger skill can send messages to folks up to 1,600 miles away!

Metabolic Focus (T): using this talent, a metapsi can siphon off his Hpts to enhance the use of his psi powers. For each Hpt he sacrifices, a metapsi may enhance any one power by one point. The duration of this rank enhancement depends on the nature of the power. If the power is of an instantaneous nature (like energy generation), the boost lasts for one use only. On the other hand, if the power is more continuous in nature (armor, or organs), the boost lasts for 1d10 turns.

Mind Control 1 (T): a psipath can use this talent to directly control the actions of another person. If the victim fails a Psc (will) FEAT roll against this power

rank, he has been taken over by the psi, and will do anything commanded. Well, anything within reason; if told to do something completely opposing his morals, he's allowed another Psc (will) FEAT to resist the power.

This control is not permanent, and will only last as long as the psi maintains it. However, keep in mind that it is good to keep control of a victim until he's not in a position to get even, as nobody likes to be mind controlled...

Mind Control 2 (A, P): this art works in the same fashion as mind control 1 (the prerequisite power for this art), except that it can be used to affect many folks at once. A psi can use mind control 2 to control up to eight people at once; each additional body controlled counts as another psi power for the purposes of maintaining multiple psi powers.

Mindlink (A): a psipath can form a link between his mind and that of another with this art. Only a willing target can be linked to the mind of the psi, since it is a voluntary merger of the thoughts, emotions, and very sensations of both parties involved. As such, a mindlink is a much more intense experience than 'mere' telepathy.

While mentally linked, both the psi and his target will experience the thoughts, sensations, and feelings of each other. A link can last indefinitely, as long as the psi maintains the power. However, a mindlink doesn't count as one power for the purposes of maintaining multiple psi powers, one of the few psi powers that works this way.

Further, range isn't a factor for this art; once activated, the mindlink works over any distance, ignoring geography, time, and even dimensional boundaries. It can be temporarily blocked by another psi, but a mindlink can only be severed by the intent of either linked person.

Mindlock (A): this psipathic art allows a psi to freeze a person's mind where it stands. If the victim fails a Psc (will) FEAT versus the power rank, he stops. No matter what he was doing, his mind will simply shut down, and he'll just sit there until the mindlock is lifted. The

stopped character is allowed another FEAT to resist the mindlock every turn.

Mindscaping (T): with this talent, a psi can transfer his physical existence into the mindscape, a psychic reality that is generated by the minds of all sentient beings throughout the multiverse. This mental plane is coincident with normal reality in the same way as is the astral plane and the essence, though much more dangerous in aspect.

This is because the mindscape is made by the minds of every thinking being in reality, meaning the stuff of nightmares, dreams, and unhindered imagination all exist in this place at once. All kinds of freaky, abstract things happen in the mindscape, which, though they're quite dangerous, make for great adventure!

Why would any sane person risk a trip into a realm made up of the constant ramblings of everybody's minds? Well, for one thing, a psi can move through the mindscape to get to just about any place in the multiverse. A psi can get to anywhere in his time by reaching a mind in the place he's heading to, and terminating this power.

Neat trick, huh? Also, he can interact with a person's mind (provided he can find it) in a more direct fashion, which can help such powers as mental repair, and other nifty psipathic abilities. This help comes in the form of a +1 CS to the effect of such powers while used in conjunction with mindscaping.

Mindwipe (A): the psipath using this art can remove another person's access to his memories. In one shot, a psi can remove an amount of memory, in days, equal to the power rank number, if the target fails a Psc (will) FEAT versus the power rank. A psi can do this over and over, but can only take away that many days of memories at once.

The amount of time memories are gone is determined by a power FEAT roll. A green FEAT makes the memories stay gone a number of turns equal to the power rank number. Yellow FEAT rolls square this amount. A red FEAT roll can permanently 'wipe' memories from a target's mind.

Now, these removed memories are not actually deleted from the victim's mind, but his ability to remember them is now gone. If this memory loss doesn't wear off by itself (the psi inflicting it rolls red), the victim's memory can be recovered by the superpsi power mental repair.

Molecular Alteration (A): truly potent in scope, this art allows a psi to alter the molecular structure of matter. The psi can alter an atomic structure (gold, for example) into another atomic structure with a green power FEAT. The psi can make simple molecules (for example, water) into other simple molecules or atomic masses with a yellow FEAT roll. Red FEATs are necessary when a psi wants to change a complex molecular structure (say, skin) in any way, either to simple atoms or molecules.

A psi can affect a maximum amount of mass, in pounds, equal to the power rank number, with each use of this art. When the material is changed, its mass will remain the same, but its volume is not constant, especially when changing one form of matter into another (solid to gas, etc...). Further, a psi will lose a number of Hpts equal to the amount of pounds he changes; this is because a large amount of his personal energy is required to overcome nuclear forces to make atomic changes.

The duration of a molecular change is determined by a second FEAT roll. A green FEAT makes the change last for a number of turns equal to this rank number. A yellow FEAT squares this amount of time, and a red FEAT makes a change permanent. If a change is only temporary, the psi will recover the Hpts he spent to change molecules as soon as the change wears off. Many a psi would gladly sacrifice twenty Hpts for twenty pounds of gold, though.

Now, problems occur when changing a living being. A living target is allowed an End (res) FEAT to resist this power, failure stating that the psi can change his molecules as he sees fit. Each use of this power causes a target power rank MB damage, which may or may not be easily recovered. If a change is of the permanent sort, the victim must find another psi with this art to fix the

damage done to his body by molecular alteration, if such a thing is still at all possible.

If it's temporary, the results can be real nasty when a change wears off; for example, when one's arm reverts from water to an arm again, it's all over the floor. In fact, such crippling acts are definitely karma-reducing actions for a hero. Villains, though, aren't limited by this little moral quandary...

Moment Reading (S): this skill allows a psi to take a quick snapshot of all the feelings of folks in his area (one cubic area, to be precise). A limited form of empathy, this skill can be used to make a quick search for a specific emotion, rather than getting in tune with people's feelings. For example, an empath can spot intense devotion, hatred, lust, or whatever single emotion he's looking for at the time.

To spot such emotions, all the empath needs to do is make a power FEAT roll. A green FEAT will detect the emotion in question, and a yellow FEAT will find the specific person feeling that feeling. It only gets trickier when someone in the area is using essential invisibility; in this case, a power FEAT must be made versus the essential invisibility in order to sense the hidden emotions.

Mood Swings (S): a minor form of the emotion control art, this skill allows an empath to subtly influence the feelings of others. He can't change them in a drastic manner, but in small steps. For example, an empath can make a man in a homicidal rage just very upset, or turn admiration into love or loyalty.

In order to do this, the empath's target must fail an Int (awr) FEAT against this power rank first.

Mortal Communion (S, P): deionics with this skill can communicate directly with one of their faithful, wherever the worshipper may be. This deity-in-the-making may send empathic sensations, instructions, or converse with one of his faithful using this skill. A deionics can then field their responses to the above, as well as prayers to him and any other requests.

If his faithful are in their normal place (either the deionistic's home plane or their natural home), a green FEAT is all that is required to achieve communion. If the followers are off-world or in some other plane altogether, a yellow FEAT is required. A red FEAT is needed only if a worshiper is in another time or the home plane of some other deionistic or deity. Mortal communion has just one prerequisite: the worshiper awareness skill.

Mortal Guise (S): this skill allows a psi to disguise his deific aura and stature, allowing him to pass as a normal being. Mortals observing the psi are allowed an Int (alt) FEAT roll against this power rank; if it fails, they see the disguised psi as he wants them to. This power also works against the theonic sensing skill; a psi with said skill must make a power FEAT against this power rank at -2 CS to detect a theonistic for what he really is. Furthermore, this power will not function on a deific being within his home plane, as his innate link with the place instantly reveals a theonistic for what he really is.

Mortal Invisibility (S): this skill allows a deionistic to walk among mere mortals undetected. Once this power is active, mortal beings must make an Int (alt) FEAT roll against this power rank or be unable to sense the deionistic at all. This power also applies to any mortal technology or other artificial trappings; these must also make an operations or power FEAT roll or they, too, will fail to sense the presence of the deionistic.

Multiversal Shift (A): this art provides a psimotive being the ability to cross into another multiverse. But, you ask, what is a multiverse? Well, a multiverse is a group of universes that, aside from any other differences, have space and time of the same polarity. With this in mind, one can see that there are four types of multiverses out there.

The first is one of positive space and time (presumably, the one we live in). Then there is one of positive space and negative time, one with negative space and positive time, and finally, one with negative space and time. What are the differences, if any, between a positive

and negative space and time? Well, it is all really a matter of perspective.

If a body pops from negative space to a positive one, nothing really horrible will happen to him (because of the space shift, at least). Negative space exists primarily due to mathematical principle. You count your dimensions up in the positive direction; what happens if you count the other way? Negative space. It works the same as regular space.

Now, negative time is a bit trickier. A person popping from a positive time to a negative time suffers no ill effect (due to the shift alone), but will travel 'back' in time, in relation to his home plane. In other words, spending a day in this negative time multiverse will allow you to go home one day in the past (from your perspective, anyway).

In short, the other multiverses, in and of themselves, don't function in a weird way due to space and time polarity. In the end, they're just more places for a psi to find adventure!

Mystic Invisibility (S): this skill makes a psychoturge invisible to magic senses altogether. If looking, anyone wielding magical sensory powers will fail to see the psychoturge unless they can pass a power FEAT roll against this power rank. These beings can still see the psi with standard senses, however, and a psychoturge might get an unpleasant surprise if such beings check with both types of senses...

N

Nanocircuit Creation (A): a technopsi using this art can manufacture himself a small robot. So small, in fact, that he makes it from the atom up, a size factor that makes his nanobots very valuable. This is because a technopsi can use a nanobot to manufacture and alter items on a molecular scale. This lends itself to all kinds of benefits in game play, as a technopsi can use his nanobots to do just about anything.

For example, the technopsi can rebuild his gear (and just about any other item) so that it is radically reduced in weight. He can remanufacture items to reduce

their weight by a percentage equal to this power rank number, to a minimum of five percent of the original weight. A technopsi can also enhance the overall strength and operation of a device; the device so treated makes all operation checks and FEATs versus breakage at +2 CS. Devices built from scratch by nanobots boost this bonus to +3 CS.

Nanotechnology can also be used on living beings for various reasons. The technopsi can put squads of nanobots into a body to eliminate any traces of poison or infection; he can remove both with a power FEAT versus the intensity of the poison or virulence rank. He can also perform medical procedures with unbelievable precision, and even work on individual cells that are ailing. Of course, it is recommended that he only do so with a doctor's supervision, so he doesn't make health problems worse.

These are just some standard uses for nanobots. A smart psi can eventually reconfigure nanobots to do just about anything he wants them to. Effects he wants to create are limited to the power rank in intensity, but other than that, his imagination is the only thing stopping him.

Nanovision (T): wielding this talent, a psi can see extremely small things. He may magnify his visual acuity by an amount equal to the power rank cubed. For example, a psikinetic wielding this talent at Remarkable rank can magnify his vision by 27,000 times. This helps a psi to perceive things on a cellular (or even smaller) level.

Native Guise (T): this psimantic talent allows a psychoturge to 'blend in' to an extradimensional locale. To any power that relies on a body being extraplanar, the psychoturge will look like a local. This helps him to avoid such things as magical banishment, or any other nasty power designed to ruin the day of folks from another universe.

The native guise may be seen through using the psipathic talent nonapparent vision, the psimantic skill nativity, and other, similar abilities, if the ability used can pass a FEAT roll versus the native guise rank.

Nativity (S): using this skill, a psi can determine whether or not an object or person is a native to the universe it is currently in. A power FEAT roll is only necessary if the person or object is protected by such things as a native guise or some other effect that makes it look like a local. Nativity reveals the true nature of the target if the psi can pass a power FEAT roll against the masking effect.

Nonapparent Vision (T): nonapparent vision is a psipathic talent that allows a psi to lift the veil of illusory powers. By passing a power FEAT roll against any illusion or other masking power, the psi with nonapparent vision will reveal the illusion for what it is. This doesn't help other folks disbelieve illusions, though; other victims on an illusion power have to discover for themselves what is real.

○

Object Animation (S): with this skill, a psikinetic can cause inanimate objects to move. These objects will move in a manner appropriate to their shape; a couch walks on its legs, and a bowling ball rolls. Weapons and other tools are handled as if the psi were holding them himself; a knife, then, can float in the air and attack a target. A psi can make animated objects attack, or undertake any other action required.

The psi can animate objects by passing a power FEAT roll against either the weight or m.s. of the object, whichever is higher. In other words, animating a steel sword is easier than animating a steel boiler or a titanium blade. Items affected by this power have effective Str and End scores equal to this power rank, Ftg and Agy scores equal to the psi's, and an amount of Hpts equal to their m.s.

Object Charge (T): a psikinetic having this talent can charge an object up with a massive amount of potential kinetic energy, a potential that is released on contact with another object, in a most explosive manner. Objects so charged must make a FEAT roll versus breaking upon releasing this energy, which will inflict power rank damage to a charged object and whatever it happened to hit.

Object Warming (S): a psikinetic using this skill can increase the temperature of any object. Each application of this power can boost the temperature of an object by +1 CS, to a maximum of this power rank. If it wouldn't automatically be a success or a failure, the item must pass a breaking FEAT roll versus the heat intensity or be destroyed. Wood burns, while steel melts, liquids boil or explode, and so on.

If used on a living being, the target is allowed an End (res) FEAT to resist the effect of this power. If this FEAT roll fails, the target suffers Good (10) En damage the first turn, Excellent (20) En damage the second turn, and so on, up to a ceiling of this power rank. Targets are allowed another FEAT to resist this power with each new turn. Armor isn't effective against this damage, but any resistance to fire and heat is.

Object Weakening (S): a psi wielding this psikinetic skill can reduce the m.s. of an object. Each application of the skill reduces m.s. by 1 CS, to a bottom rank of Feeble. The psi must pass a power FEAT roll versus the m.s. of the object before he can weaken it. This effect is not permanent, lasting 1d10 turns after the psi quits working on an item, but can lead to the destruction of the weakened item if it is struck hard enough.

Omniscience (A, P): a more powerful form of the mortal awareness skill, this art allows a deionacist to have complete awareness of the happenings within his home plane, if he has set one up. He won't specifically know all that occurs there, mind you, but he can look in on any area of his plane at will, and can even scan past events there (per the psipathic power postcognition), reading events back to the plane's creation.

This art can also be used, to a lesser extent, to look in on happenings in other planes, to a lesser extent. This is dependent on a deionacist having one of the faithful in that plane, and he can only see the area within one cubic mile of his follower.

The prerequisite power for omniscience is the worshipper awareness skill.

Optical Invisibility (S): this skill can be used to make psikinetics invisible to the naked eye. While this power is active, a psi neither sheds nor reflects light. He is invisible to standard sight, but not to any other senses, so others can still fight the invisible psi (though at -4 CS). Sensory powers can lessen this minus somewhat, and characters that can see invisible light wavelengths will spot the psi quite easily.

A psi can negate this weakness if he develops invisibility to other light forms; he can learn each form of invisibility as a separate power stunt for each. The most often developed stunt of this type is invisibility to infrared light; this masks a psi to heat-sensing powers.

Optical Sidestepping (S): this odd skill has the effect of shunting a psi's optical image several feet away from his body. This has a dramatic effect in combat, giving opponents a -4 CS penalty when attacking the psi with a direct attack. A psi using this skill, however, has no defense against attacks that affect an entire area (such as a grenade).

Organic Circuitry (A): this powerful art allows a technopsi to generate organic technology. He can do so by adding a sample of his cellular matter to ambient molecules in his environment, and then forging the mix into an organic device. This costs the technopsi 1 Hpt for each ounce of organic machinery generated, but the psi need not check to see how long such devices last; these things are permanent creations.

The main form that organic circuits take is a modular sort of cell. A technopsi can use a stack of these cells to build any device his talents allow. Talents, a nifty technopsi talent, can really help a psi out in this regard. Furthermore, this stack of cells can be rearranged as is needed to build another device (again, within the technopsi's range of talents). This shape-changing aspect of a living device is very, very useful.

However, a technopsi can also build a specific organic device, instead of the normal cellular building blocks. These devices cannot be reconfigured as can a stack of organic device cells, but as

they are specialized devices, they work more efficiently. While cellular systems are limited to a maximum intensity that is equal to the power rank, a dedicated organic system can work at the power rank +1 CS.

Caring for organic circuitry and devices is, in the end, quite simple. They need food, water, air, and rest, but these are easy needs to fulfill. Usually, chemical solutions can be brewed that provide all the food and water needed, applied to a special 'port' designed to accept it. Air is only a problem if the psi tends to visit space often, and the device will let you know when it needs rest (when it stops working, usually).

The interesting thing about an organic device is, while it is an artificially built thing, it can easily repair itself. These things have an effective End rank that is equal to the organic circuitry power rank, and will in time heal any damage taken. Also, organic machines can be designed so that they reproduce. This makes it real easy to stockpile a small arsenal of organic devices, provided they're cared for.

In fact, with a greater understanding of biology, a technopsi can actually build organic devices that will hibernate if deprived of nutrition for a long period of time. This keeps them from starving to death, and forcing a technopsi to make himself an all new arsenal of organic machinery. Which is a good thing, as making these devices is such a drain on the body...

Organs (A): using the art of organs, a metapsi can grow himself extra parts. Arms, legs, hearts, adrenal glands, or any other part the psi can dream of may be added to his frame by this art. Parts so added will last as long as the power is maintained. Usually, psis can add two sets of one organ modification to gain a double bonus, but this costs him two psi powers, for the purposes of maintaining multiple powers.

The more common effects that this art can produce are listed here:

Edges: a psi can form edged surfaces on his body. These include such things

as claws, horns, spikes, and razor skin. He can use these to inflict EA damage in melee combat.

Exoskeleton: the psi can form a bony second skin around his body, providing power rank protection from damage per the metapsi talent armor. Gaining two exoskeletons boosts this protection by +1 CS.

Extra Arms: a psi with an extra pair of arms can make one more melee attack per turn, if he's fighting hand to hand. This bonus applies to an extra set of arms, tentacles, or whatever else a psi manufactures. The psi can taking one more set of arms can gain one more melee attack.

Extra Legs: a psi with an extra pair of legs can run at his ground speed +1 CS. An additional set of legs increases this to a +2 CS speed boost.

Muscles: by forming an extra layer of muscle, the psi can boost his Str score by +1 CS. Doubling this boosts his Str score by +2 CS.

Redundancy: a psi forming redundant vital organ systems will boost his Hpts by fifty percent. Taking it twice doubles a psi's Hpts score.

Wings: a metapsi adding wings to his body can fly at an air speed equal to his Str (upr) score, though winged flight is treated as running for the purposes of how long the psi can maintain flight.

Outlook Perception (S): using this skill, a metapsi can take a look at the aura of another person, and see the signs his philosophical bent has grafted upon it. In other words, by merely looking at the bioelectric field of a target, the metapsi can determine if he has a good, evil, orderly, chaotic, or balanced mindset. The psi must pass a power FEAT roll versus the target's End (res) to do this.

Overdrive (T): the technopsi using this power has the ability to crank a device up to its maximum power, and beyond. A device so driven operates at +1 CS, but with each use of the device, it will fail spectacularly unless it passes a red operations check after every use. This

is a dangerous power to use on one's own devices, as it quickly burns them out permanently.

Of course, a nifty trick to pull with this talent is to use overdrive on the items of another techie. If the device fails an operations check against this rank, it is considered overdriven, and most likely self-destructs very soon (since the guy using it probably doesn't know that it has been overdriven).

Override (A): with this art, a technopsi can take control of any mechanical or electronic device, whether or not it is being used by someone else. In order to do so, the device must first fail an operations check versus the override rank; failure indicates the psi can make the device do what he wishes. Now, a device can only do whatever it is built to do; guns shoot, cars drive, jump jets jump, etc...

If a device is possessed of intelligence of any sort, it is allowed a Psc (will) FEAT roll to resist this power, instead. Sentient devices overridden can make an additional FEAT to resist each turn, as can regular devices, if their owner is actively trying to regain control of them.

P

Pain (T): wielding this metapsi talent, a psi can inflict pain upon others. A psi using this talent will inflict power rank Stun damage, if the target fails an End (res) FEAT roll against this power rank. Of course, this carries the standard -2 CS FEAT modifiers due to Stun attack, which is cumulative with additional use of the pain talent (or any other Stun attack form). This makes pain an easy way to incapacitate a foe, since a psi doesn't have to inflict any real damage with this talent.

Pathway (A): an empath using this art can physically transport his body into the essence, an energy stream flowing throughout reality. This sounds like a psimotive power at first, but the main problem is that an empath can't really go anywhere from the essence, save for one place – the very source of the essence's life flow, which can be found at the center of the multiverse!

Of course, an empath isn't advised to go there unless he has a way back, as such a journey is otherwise a one way trip via this power. Why, then, would a body bother entering the essence to begin with? Well, it makes for a great hiding place, as a body in the essence is invisible to all sensory powers except for those of an empathic nature.

Secondly, as the wellspring of life force itself, the essence is a great place to heal a body. An empath can bring any willing person with him into this plane, where his empathic powers function at +2 CS. Finally, a body in the essence will recover lost Hpts at a rate of 1 Hpt per turn, a healing that doesn't count as the use of a healing power for the purposes of metabolic overload.

Pause (S): a lesser form of mindlock, this skill allows a psi to cause tiny little pauses in a target. If his victim fails a Psc (will) FEAT roll against this power rank, he will effectively be slowed down by these pauses, as his mind flickers on and off constantly. In combat, this will reduce a target's initiative rolls by 4 while effected; the target is allowed another roll to resist this skill each new turn.

Perimeter Vision (S): using this skill, a psikinetic can subtly bend light around his head, allowing him to watch what is going on around him, either in front, on the sides, or even behind his person. While this skill does have a power rank, it only comes into play when characters that can manipulate light energy try to affect this power.

Personal Healing (A): this metapsi art can be used to recover lost Hpts and MH over a short period of time. When this art is in use, the metapsi will heal lost Hpts and MH at a rate equal to the power rank divided by ten, each turn. A metapsi having this art at Excellent rank, then, can heal 2 Hpts and MH points every turn.

Personal Static (S): a psychoturge that is maintaining this skill is making it hard to cast personal energy spells near his person. While personal static is there, any sorcerer within a number of yards equal to the power rank number must

make a spell FEAT versus this skill or be unable to cast that personal spell. This effect will last until the psi lifts his static field, or affected sorcerers leave the area of effect.

Phase Object (S): using this skill, a psi can render normal objects out of phase with the plane they currently reside in; this works per the phase shift talent. A psi can use this skill to bring others along on a phase trip; he can bring as many people as he wants, but each will count as one power for the purposes of maintaining multiple psi powers.

If the psi wishes to phase a person who doesn't want to be phased, the target must fail an End (res) FEAT roll against this power rank first. If phased, the target receives another resistance roll each turn. This can be used to keep a body from hurting others by rendering them utterly unable to do so, at least for a little while.

Of course, a psi can also phase other things besides people; he can use this skill to phase just about anything, and can phase a number of pounds that are determined by an equivalent Str score equal to this power rank. For example, a psi having this skill at Incredible rank could phase up to ten tons of matter. Pretty nifty, eh?

Why would he do this? Well, a psi can phase objects to keep them away from others. He can also use these items in a deadly attack, doing so by placing the item inside people or objects and then deactivating this power. This requires a successful attack roll. The inanimate objects so used are destroyed unless they pass a red FEAT versus breaking.

Living beings are a different story. If a person is hit by this attack, he will be affected as though he'd phased into an object, per the phase shift power, but has no means to free himself of an item now phased into his body. If he lives, his body will eventually break down the object stuck in him, regardless of m.s. (the attack has destroyed it, anyway).

Phase Shift (T): this talent allows a psi to render his body and standard gear out of phase with the reality he is in at

the time. To all appearances, the psi is immaterial, as all normal physical and energy attacks will simply pass through him. While phased, the psi can only be affected by magic, psionic, and deionic attacks.

Now, a psi can phase himself out of a universe by a percentage equal to this power rank number. For example, psis having this power at Remarkable rank can render themselves 30 percent out of phase. If a psi can raise this rank to Unearthly (100), he can phase out of a reality altogether, reaching an odd, 7-D location at the center of the multiverse.

The only other time the percentage of phase comes into play is when phased psis encounter one another. If the two phased psis are phased out of reality at the same percentage, they can interact normally. Otherwise, they are phased to each other in all ways. This fact can make for an interesting game of tag for two psis in combat, both trying to either match or avoid their phased percents.

Now, if the psi accidentally materializes within solid matter, he will suffer power rank damage, and must make an End (res) FEAT roll immediately. If the psi fails this FEAT roll, he passes out, and begins to lose End ranks as if affected by a killing attack. If the psi passes the FEAT roll, he can escape the object by making a red power FEAT; he is stuck in the object until he can make this roll.

Phobia (S): with this skill, psipaths can confront a target with any phobias he may have. If the target fails a Psc (will) FEAT roll versus this power rank, he'll see his greatest fear come to life right before his very eyes, and be unable to do anything until he can overcome this terror. Targets are allowed another roll to resist this phobia each turn.

Plant Hybridization (A): similar to the art of animal hybridization, this power allows a metapsi to transform his body, in whole or in part, into a form of plant. When this power is first gained, the psi becomes intimately familiar with a plant species, and can duplicate any 'power' the plant holds in nature. The psi can adopt additional plant forms as power stunts for each.

A partial transformation allows a psi to adopt certain plant characteristics, like armor (bark) or extra organs (poisoned thorns). These modifications function at power rank efficiency. A complete transformation allows the psi to use all of a plant's abilities at once, but unless it is a mobile, alien sort of plant, this is not recommended in battle (and, if you can't figure out why that is, just go and try it...).

Pocket (S): this skill allows a metapsi to construct a pocket universe that can open up into his current plane nearby his person (usually at his side, or in a 'normal' pocket in his clothing). A little universe so generated will be of a size equal, in cubic feet, to this power rank number. This pocket reality will remain in existence for as long as this skill is being maintained.

When a pocket realm is no longer kept in existence by a psi it will collapse, spewing forth all its contents within the psi's immediate vicinity. While this may prevent a psi from using this skill as a permanent extradimensional locker, it is still great for hiding people or things for as long as the psi feels necessary, and is great for smuggling things from one place to another.

Polarized Art (A): this superpsi art lets a psi alter any art he has learned so it operates on anti psions, instead of the psions that psi powers normally use. A power so altered will cost the psi two powers for the purposes of maintaining multiple psi powers, but has no chance of being negated by such powers as an anti psion field or beam.

Of course, the polarized art could then be neutralized, in theory, by a field of psions, but the psi can then turn off the polarization to negate that effect. This makes for an odd sort of chess game amongst superpsis that wield polarized powers, as they both attempt to cancel out each others' powers...

Polarized Skill (S): this skill allows a superpsi to alter any skill he's learned to operate on anti psions, instead of the psions that psi powers normally use. A power so altered will cost the psi two powers for the purposes of maintaining

multiple psi powers, but has no chance of being negated by such powers as an anti psion field or beam.

Of course, the polarized skill can then be neutralized, in theory, by a field of psions, but the psi can then turn off the polarization to negate that effect. This makes for an odd sort of chess game amongst superpsis that wield polarized powers, as they both attempt to cancel out each others' powers...

Polarized Talent (T): this talent allows a superpsi to alter any talent that he has learned, so it works on anti psions instead of the psions that psi powers normally use. A power so altered will cost the psi two powers, for purposes of maintaining multiple psi powers, but has no chance of being negated by powers such as anti psionic field.

Of course, a polarized talent could then be neutralized, in theory, by a field of psions, but the psi can then turn off the polarization to negate that effect. This makes for an odd sort of chess game amongst superpsis that wield polarized powers, as they both attempt to cancel out each others' powers...

Positron Aura (S): a technopsi wielding this skill can generate a positronic aura around his body. Now, maintaining an aura of positronic energy is difficult; a psi must pass a green power FEAT roll each turn to maintain it, since electrons in his immediate area constantly act to destroy the aura. However, this power does provide the following protection from attack:

-1 CS / -0 CS / -4 CS / -6 CS / -8 CS

The other disadvantage of wielding a positron aura is that if it can pass a power FEAT versus this power rank, an electrical attack will inflict AP damage. Now, someone may ask why he should bother, considering the trouble inherent with this power. Well, the psi encased in a positron aura can, on touch, cause electronic devices as well as organic beings to quit working, per the positron beam talent.

Positron Beam (T): wielding this talent, a technopsi can fire a positronic beam

at a target. This beam will inflict power rank Stun En damage with each strike; the Stun comes from the neutralization of electrons in a target's body, an effect that lasts until the target can restore its electrons from the environment. This takes 1d10 turns.

Devices hit by this beam are affected as if they'd been hit by the electronics disruption skill. Of course, a positron beam has a maximum range of 1 area, as ambient electrons quickly negate it.

Positron Pulse (A): technopsi can use this art to deposit positrons in a sphere around his body with a radius, in yards, equal to this power rank number. This pulse of positrons will only remain in an area for one turn, as local electrons will quickly act to negate their anti particles. During the turn they exist, the positrons will affect living beings and electronic devices in the area of effect as if they'd been hit by a positron beam; see that talent for more on this.

Possession (A): this art can be used by a psipath to temporarily possess his target, taking utter control of his actions as long as he can maintain possession. If the target fails a Psc (will) FEAT roll against this power rank, his mind shuts down, letting the psipath do whatever he wants to with his body. The target can attempt another FEAT roll to resist each turn, but cannot stop the psi from doing things with his body, even if they are totally abhorrent to him.

Postcognition (T): this talent allows a psipath to reveal the recent past, to a small extent. In relation to any person, object, or event, the psi can view its past, looking back a number of months equal to this power rank number. For example, a psipath wielding this talent at Incredible rank can witness an event up to 40 months past – an event that happened almost four years ago!

When using this power on close friends or relatives, the power is treated as if it is +2 CS, as the psi is closer to events surrounding his pals. Along this same vein, this power is treated as if it were +4 CS when used upon himself; now, a psi can normally recall things that have happened to him, but if something has

happened to him while he was out of commission, this power can help him to piece events back together.

The accuracy of this talent depends on the FEAT rolled when using the power. A white FEAT roll sends back complete misinformation. Green FEATs will tell a part of the story apparent by the past vision. Yellow FEATs tell a complete accounting of the past event the psi is viewing. A red FEAT will do everything a yellow FEAT can, in addition to telling details not readily apparent.

Of course, to ensure that the psipath peering into the past be unsure of how precise his power is, it is recommended that the game Judge roll his FEAT for him, and tell him the appropriate facts his power has uncovered. That way, a psi can act on information learned by this power free of die roll knowledge, a principle that makes things much more interesting in the long run – especially for the Judge!

Power Absorption (A): using this art, a superpsi can actually steal the learned psi powers of another psi, if only on a temporary basis. If the target fails a Psc (will) FEAT to resist this power, he will lose each of his powers to this psi unless he can pass a power FEAT roll, with each power, against this power rank. Powers so absorbed will work at their original rank for the superpsi, and they will remain in his head for 1d10 turns.

Power Dampening (S): with this skill, a psikinetic can dampen ambient energy in his environment. He can negate any energy of an intensity equal to or less than this power rank, as long as it isn't magic, psionic, or deionic in nature. If the energy to be dampened is of higher intensity, the psi can lower the intensity of the energy by this rank number with a red power FEAT.

Power Duplication (T): superpsis using this talent can duplicate the learned or natural psi powers of another. With a successful power FEAT roll, the psi can copy such a power, which will function at this power rank. The psi can copy as many psi powers as he wants to, but each will count as one psi power for the

purposes of maintaining multiple psi powers.

Once the psi stops maintaining this psi power, all but one of the duplicated psi powers will fade from memory (he can choose which one remains). A psi can reactivate this remnant power at will, as if he'd learned the power himself, until he uses power duplication again. Once he does so, this remnant power fades from memory.

Power Source (S): this skill allows the psi to draw upon an external source of power to fuel magical effects. Similar to an entreaty in effect, this skill is more limited in that it can draw power from only one entity or device, in a manner that is clearly defined when this power is acquired. Usually, a psi can access one or two spells via this source (flip a coin), of a type determined by the Book of Magic.

This source can take two forms. The most common is that of a magical item of some sort, that allows a psi to draw power from it, in the form of the spell(s) described above. The other is some kind of arrangement between a psi and some extradimensional entity, who will grant the psi use of the spell(s) detailed above.

Now, the psi can only use powers from this source a limited number of times each day. The first use works without fail, requiring no roll to activate it, and functioning as it would normally. Using the source a second time requires a green power FEAT, using it a third time requires a yellow power FEAT roll, and additional uses take red power FEATs.

Once one of these FEATs fail, the psi cannot use the source again until one day has passed. While this skill is a rather limited form of spell casting, it has one serious advantage: it provides a psychoturge access to a spell even if it falls outside the range of magic that is provided by his magical schooling, making it a useful skill, indeed...

Power Vampirism (T): a psikinetic with this talent can pull potential energy out of any object, and use it to fuel his own powers. Any inanimate object can fall

victim to this power, be it a car battery, magnetic tape, gasoline, or even coal; as long as the object to be drained has energy stored inside it to some extent, the psi can drain this power to enhance his own powers.

The Judge must rule on the amount of energy a psi can draw from an object, as this can often be a shady area, as far as 'reality' is concerned. Anyhow, the energy absorbed can be added to a psi's power ranks on a point per point basis, allowing the psi to make use of the higher ranked powers. However, a psi can only use the power once at the higher rank; after using a power at the enhanced rank, it reverts to its normal state.

Precognition (A): this psipathic art can be used to perceive events in the future (well, the near future, anyway). A psi can look a number of hours ahead that is equal to the power rank number. For example, a psi with Remarkable ranked precognition can see events over a day ahead of time.

The big trick about precognition is that the psi may be seeing the future for his timeline, or a future for an earth that has not yet diverged from his universe. What this means is that the future has not been set in stone, and the psipath's new knowledge itself may cause this future to occur in a variant reality, as he can act to prevent it.

Now, a psi can look in on the future for any person or object, though he gets a +1 CS to power rank and range when using precognition on himself, since he has much closer ties to himself. Now, regardless of the subject of this power, the psi should never know the accuracy of a precognitive vision; as such, the game Judge must roll this FEAT for the precognitive psi.

Now, a white power FEAT gives the psi pure misinformation. Green FEAT rolls will give him some basic details about the future of his subject. Yellow FEATs provide reasonably accurate visions of the future. A red FEAT roll will offer the psi extra information about the future he is looking into, information not so apparent to the naked eye.

Now, while this power is seemingly too powerful for mere mortals to have, it can be held in check by a game Judge who can plot ahead a little bit, and who makes sure he's not offering any data about the future that he cannot afford to release at that time. Also, by paying careful attention to the wording that he passes out with precognitive visions, a Judge can easily keep this art under control...

Proximity Warp (S): this psimotive skill allows a psi to bend space around his body, doing so in a manner that acts to keep incoming attacks away from his person. While a psi is maintaining the proximity warp, ranged attacks suffer a -4 CS to hit him, and melee attacks will suffer a -2 CS to hit him.

Psi Bolt (A): the most combat-friendly of the psipathic powers, this art allows a psi to fire a bolt of psionic energy at the mind of his target. This attack will inflict power rank Ka damage, should the target fail a Psc (will) FEAT versus this power rank.

Psi Sense (S): with this skill, a psi can sense the use of psionic powers within his vicinity; this vicinity is a sphere with a radius, in yards, equal to this power rank number. Normally, doing so takes only a green power FEAT. However, if a psi in the area is using some ability to mask the use of his powers, a psi using psi sense must make a power FEAT against the masking power rank to see the use of powers by that individual.

Psi Web (T): a psi using this talent can weave a telekinetic web that is used to generally stop people from moving in the protected area. A psi web covers a maximum amount of cubic yards equal to the power rank number. It is a two dimensional object, but the psi can mount it in either a horizontal or vertical orientation. Anyone stuck in the web, or anyone attempting to enter the area covered by a web, must first pass a Str FEAT against the web's power rank, in order to move through it.

Psimotive Invisibility (S): a psimotive being can use this skill to temporarily erase his 7D presence, masking him against any attempts to spot him. This

skill applies to all senses, natural or otherwise. If these attempts fail an Int (awr) or a power FEAT roll against the intensity of this power, the psi will appear to have completely vanished, since it looks like he's nowhere to be found.

Psion Absorption (T): using this talent, a superpsi can absorb psionic energy, per the metapsi art energy absorption. This talent allows for the absorption of direct psionic energy, like that created by a psion beam, but a psi using this talent can learn how to absorb specific psionic energy forms (such as spectral flame or holy light) as a separate power stunt for each.

Psion Aura (S): this nifty skill is used to create a protective field of psion energy around a psi. This rather potent form of protection offers a psi the following defense against incoming damage:

-1 CS / -0 CS / -4 CS / -0 CS / -8 CS

As you can see, the protection a psion field offers is most desirable, since it works against En and Ka damage just as well. The only flaw in the defense this power provides is that a psion field is vulnerable to anti psion attacks; if an anti psion beam (or similar attack) can pass a power FEAT against the psion field, it will inflict AP damage, as it will neutralize some of the defensive power used against it.

Psion Beam (T): a superpsi using this talent can fire a beam of psions, a sort of focused psionic attack wielding the basic energies of psionic powers. This psionic beam of energy will inflict En damage to the target, but affects their armor as if it were a Ka attack, instead. Though it requires an Agy (dex) FEAT roll to hit, the superpsi needn't defeat his target's Psc in order to make this power work, making it most useful.

Psion Field (A): wielding this powerful art, a superpsi can cover an area with psions; this area is a sphere having a radius, in yards, that is equal to the power rank number. This field creates an area of psionic static (PS), an effect that creates an unintentional channel of random thoughts among everyone in

the area of effect that fails an End (res) FEAT roll against this power rank.

The basic effect of this is that psipathic powers will operate at a +1 CS within the area of effect, as the thought static creates a smoother medium for these powers to work in. Also, a psi must pass a power FEAT roll against this power rank or be unable to manifest anti psionic effects; the ambient psions in the area act to quickly cancel out anti psions.

Psionic Awareness (A): core power of the superpsi discipline, this art allows a psi to probe the inner depths of his very mind. He can use this ability to learn how his mind works, and thus, how psi powers actually function. Armed with this knowledge, a psi can enhance his mental abilities significantly, and alter the working nature of psi powers, either his own or someone else's.

While it acts as the foundation for other superpsi powers, this art does have a few practical uses all by itself. For one thing, a superpsi can detect the psionic residue left over by the use of psionic abilities, an ability that lets him identify a psi just by looking at him, as a psi is normally oozing with psionic power.

Furthermore, the superpsi can quickly recover from the psion depletion that is caused by an anti psion attack, as he knows how to pull ambient psions out of the environment to fuel his powers. In game play, this cuts the time his psi powers are negated by these effects in half, to a minimum of one turn.

Psionic Blast (T): this attack works like a sort of psychic grenade. When it is used, everybody within one cubic area must pass a Psc (will) FEAT roll versus this power rank, or suffer power ranked Ka damage. Unfortunately, this talent doesn't discriminate between friends or foes, so a superpsi should be darn sure none of his buddies are in the area of effect when he activates it.

Psionic Energy Generation (A): a psi can use this skill per the psikinetic art energy generation; instead of creating mundane energies, however, superpsis can generate psionic forms of energy.

When he first gains this art, a superpsi can generate only one psionic energy form, but can acquire more as a power stunt for each. These energy forms usually inflict En damage, though they affect armor as if they were Ka attacks, and may also have additional effects based upon their specific type.

Psionic Vampirism (T): a superpsi that uses this skill can steal power from any psi, natural or trained, using this power to enhance his own power ranks. If the target fails an End (res) FEAT against this power rank, the psi can drain away a number of points from the victim's psi power ranks that is equal to this power rank number. A psi can make as many attacks as with this talent as he likes, but the target is allowed another FEAT to resist each one.

The psionic vampire can then add these stolen points to his own power ranks, on a point per point basis. The psi can only use the enhanced powers once, at which point they revert to their normal levels. Of course, the psi need not add the points to any of his ranks at once, saving them for a time when he might be better able to choose which powers could use a boost...

Now, the victim will eventually recover lost power points, at a rate of one per turn. If all of his powers are drained by this talent, however, he must pass an End (res) FEAT against this power rank or fall unconscious, losing an End rank each turn. If his End reaches Shift 0 or below, he will rise as a psionic vampire, a strange sort of psionic undead that is detailed further in the Denizens of the Multiverse book.

Psitronic Awareness (A): core of the technopsi discipline of powers, this art grants a psi an innate understanding of technology. He knows the basic nature of technology and the things it can do, and can use this understanding of all things technological to perform various technopsionic feats. While this art acts as a focus for the technopsi discipline of power, it does have some practical use in play.

Essentially, just by handling a device, a technopsi can understand how to use

the thing. It can be electromechanical, or even be a thing made or empowered by psionic or magical means; the psi will still understand how to use it. He will also be able to sense any sort of booby traps or safeguards set against unwanted use, and can bypass them by passing a power FEAT roll against the intensity of the security mechanism.

Psychic Invisibility (S): using this skill, a psi can render himself invisible to any psionic senses. The psi is quite visible to the naked eye, or any other natural senses, but psionic powers will fail to register his presence at all. Unless, of course, these psionic sensory abilities can pass a power FEAT roll versus this power's rank.

Psychic Probe (A): stronger than mere ESP, a psychic probe allows a psipath to look deep into the thoughts of other people, diving past surface thoughts to see what folks really have inside their heads. Once a target fails a Psc (will) FEAT against this power rank, the psi can peer deep into his head, in order to find whatever it is he's looking for.

As long as a psi knows what it is he's trying to find, he can do so in 1d10 turns. If not, the probe can take much, much longer, as the psipath must make a rather thorough search of the target's mind before finding the subject of this search. The exact time required for a search of this magnitude is up to the game Judge, but should not take less than five minutes...

Psychic Vampirism (A): this psipathic art can be used to drain a target of his very mind, taking an amount of points from his Rsn, Int, and Psc ranks equal to this power rank number with every attack. A psi can use this power on his target as many times as he likes, but said target is allowed a Psc (will) FEAT to resist each individual drain.

The psychic vampire can use this stolen energy to bolster his own Rsn, Int, or Psc ranks, or just repair lost MH points with it. Bolstered ranks will last for one single use before they revert to their natural state. Now, victims of this art recover lost ability points at a rate of one point per turn.

The real damage occurs when the psi completely drains his target. If this happens, the victim immediately falls to the ground unconscious, and loses one End rank per turn. If his End slips to Shift 0 or below, the unfortunate soul will rise from the dead as a psychic vampire, a creature detailed further in the Denizens of the Multiverse book.

Psychokinesis (A): this psikinetic art is used to convert the potential energy in matter into kinetic energy, causing it to instantly detonate. This will cause the target power rank MB damage, if it is living, unless the target passes an End (res) FEAT roll versus this power rank. Inanimate objects are also allowed a FEAT roll versus breakage; if this fails, the object is utterly destroyed as its own internal energies tear it apart.

Psychometry (A): wielding this art, psi can determine the history of an object, by reading the psionic imprints left by the people that have handled it in the past. The psikinetic can read a number of years into the item's past equal to the power rank number. The item itself will tell its story, from owner to owner, telling everything it could possibly know about what happened to it, and what it would like the psi to do with it...

Psychoturgical Awareness (A): core of the psimantic discipline, this art allows a psi to sense the true nature of magic; how it works, and why. With this potent knowledge, the psi has the framework for controlling the very nature of magic, as well as the potential to develop his own magical ability. While this art acts as a focus for other psimantic powers, it does have some uses in and of itself.

Essentially, a psychoturge can use this art to sense the thaumaturgical fallout on a person or object. While the skill of magicsensing can detect active magic powers and effects, this art can see TF residue left on a mage or magic object. This allows him to spot mages and any magical items on sight. Further, the psi can tell what school of magic the mage or item ascribes to, by taking a look at how TF settles on him (or it).

Puppetry (S): a superpsi can use this skill to take control of someone else's

psi powers. If the target fails a Psc (will) FEAT roll against this power rank, the superpsi can use his target's psi powers, through the target, as he sees fit. Until the victim regains control of his own mind, his powers serve the superpsi's interests; he may make another FEAT roll to resist each turn.

Purify (S): using this skill, an empath can cleanse a body's life force. This cleansing will remove any essential impurities caused by vampiric abilities (psionic or otherwise), stopping the creation of a new vampire, whether or not the vampiric power actually killed its victim. This will work if the empath can pass a power FEAT roll against the vampiric power rank used to cause the essential damage in the first place.

Q

(no Psi powers begin with the letter q)

R

Recovery (S): with this skill, an empath can help a body recover lost End ranks at an accelerated rate. As long as the target didn't lose these End ranks due to metabolic overload (excess healing), the empath can heal one End rank with a green power FEAT, two End ranks on a yellow power FEAT, and three End ranks with a red power FEAT. Doing this, however, will cost the empath one End rank, which he must heal normally. Recovery counts as one healing for the purpose of metabolic overload.

Redirection (S): this skill allows a psi to redirect the effects of any psi powers targeted on his person by another psi. In effect, this allows the psi a kind of psionic dodge against powers working against him; these must first make a 'to hit' roll versus the 'dodge' rolled by the psi before any other effect takes place. Now, this only works against direct use of psi powers (such as a psi bolt), but not indirect effects produced by powers (such as energy generation or dropping a boulder on a body with telekinesis).

Reduction (T): wielding this talent, the superpsi can reduce the intensity of an active psi power. If the superpsi can pass a power FEAT versus the rank of

another psi power, he can then reduce the intensity of the effects that power produces by the reduction power rank number. The target of this talent may make another FEAT to resist it every new turn, but the effect only lasts as long as the superpsi maintains it.

Regeneration (T): this talent is used to heal lost Hpts over time; it will recover a number of lost Hpts that is equal to the power rank number divided by ten. For example, an empath wielding this power at Monstrous rank could heal 7.5 Hpts per turn. Since this talent uses a more gradual healing effect, it doesn't count as a healing for the purposes of metabolic overload.

Furthermore, the empath can use this power on himself or another person, allowing him to heal lots of people, if he has the time, while saving his healing boosts for real emergencies...

Remote Feeling (S): this skill allows a psi to feel the area around himself, as if he were actually touching it. The psi can gain a tactile impression of every tangible object within a sphere having a radius, in yards, equal to this power rank number. This helps to gauge how many things are in a psi's vicinity, and can be used to actually use telekinesis on objects the psi cannot see.

Resistance 1 (S): when a metapsi first acquires this skill, he must choose one form of damage to gain resistance to. This can be any form of attack that isn't deionic in nature. Examples include a resistance to electricity, edged attack, poison, thaumaturgical fallout, or any other odd thing the psi may want to be resistant to.

While this power is active, the psi will have power rank resistance to the form of attack he has chosen. Furthermore, the psi can learn to resist more forms of damage as a power stunt for each.

Resistance 2 (T, P): like resistance 1, this talent's prerequisite, this power will give a psi added protection from attack. However, this talent is far broader in nature, providing resistance to entire classes of attack at once. When a psi gains this talent, he starts out with one

of the following resistances: physical attacks, energy attacks, magic attacks, psionic attacks, powertap attacks, and vampiric attacks. Deionic attacks are a little bit beyond this talent.

While a psi starts with but one of these resistances to begin with, he can gain others as a separate power stunt for each.

Resistance 3 (A, P): a potent power, indeed, resistance 3 can enhance any resistance to attack gained through the resistance 1 skill (this art's prerequisite power) into an immunity (this is Class 1k resistance to the attack form). This immunity only occupies one psi power for purposes of maintaining psi powers.

Resistance to Deionic Attack (T): using this skill, a theonocist gains power rank resistance to deionic attacks (De) while the power is maintained. This includes resistance to powers like deionic attack (duh), and any signature powers a god may have. Also, a theonocist using this ability has power rank -1 CS resistance to the empowered abilities of a deific being's followers.

Resistance to Mortal Attack (T): using this talent grants deionocists power rank resistance to any attack not launched from either deionocists or partially or fully immortal entities. Although this resistance is equally proof against all mortal attack forms (physical, energy, magic, psionic, vampiric, or powertap), it is still subject to AP or AI effects.

Resistance to Mortal Phenomena (S): using this skill grants theonocists power rank resistance to naturally occurring phenomena, either physical effects or damaging situations, that don't directly occur due to the actions of some other sentient being. Such phenomena will include animal attacks, damage caused by a fall, exposure to the elements, or even being dipped in molten metal, as long as the damage is not caused by another being directly.

In other words, this skill protects the psi from an animal bite, but not a people bite, and being dipped in molten metal will be defended against if somebody isn't specifically dipping the theonocist

in said metal. While this skill is rather easy to adjudicate in normal situations, it can get downright tricky in the home plane of another theonist or deity, as all phenomena in such a place can be a direct result of the person running the place...

Resistance to Predestination (S): a psi using this deionic skill is invisible to the forces of fate; in other words, powers of a temporally active nature (like moment reading, danger sense, or precognition) will not read a deionist at all. Further, this psi isn't at all revealed by the use of such powers as omniscience (unless that power can pass a power FEAT roll against this one), allowing a deionist to avoid the lesser snares of the gods.

Resuscitation (T): an empath that has this talent can bring back a person that has just slipped below Shift 0 End. An empath can resuscitate a person that has been dead a number of turns equal to this power rank number. A green power FEAT is usually all it takes for an empath to resuscitate someone, but a yellow or red FEAT may be necessary in the event of severe bodily damage (missing limbs, etc...).

Retrospection (S): this skill allows an empath to read the essential echoes that people tend to leave in an area, especially if intense emotion was felt. An empath can perceive the emotional echoes in an area, if they were left in the area within a number of days equal to the power rank number. An empath having this power at Amazing rank, for example, can read essential echoes in an area left up to fifty days ago!

Revival (A, P): a more powerful form of the resuscitation talent, this art allows an empath to resurrect a fallen person, as long as they died within a number of weeks equal to the power rank number. The difficulty of the FEAT depends on how much of the person is left; a green FEAT raises a body mostly intact. A yellow FEAT works if at least half of a body is still there. Red FEAT are only necessary if just a bit of the original body is left (a head, or just a finger).

Now, once a body is raised, his soul is retrieved from whatever afterlife plane

it went to when it died. Revived folks won't remember being dead, but gods remember losing souls, and may come back to get even with the empath that raised the deader (not necessarily, of course, but it could happen). Anyhow, when raised from the dead, a body has only 1 Hpt, and he must heal the rest in a normal fashion (the empath can't help him any more than he already has for at least twenty-four hours...).

Revival has the resuscitation talent as a prerequisite power.

Rotting Touch (T): this metapsi talent allows a psi to decompose any material on touch. On contact, the target takes power rank MB damage, as bits of his flesh flake off. This talent doesn't work as well on inorganic materials; rotting touch will inflict -3 CS damage to things like stone, glass, robotics, or cybernetic implants...

S

Sanctuary (T): this talent can be used by a theonist to fashion for himself a sanctuary, a place within the confines of the universe where he is much more powerful than normal. A sanctuary will usually be contained within a structure, such as a house, church, or building, but can be any place the theonist can readily identify as his home, such as a forest or city block. The actual size of a sanctuary can vary, but won't be any larger than an area equal to this power rank number in cubic areas.

Just what is the use of a sanctuary, you ask? Primarily, a sanctuary lowers the threat permanent destruction offers an immortal on his home plane. In other words, even if he is slain in his home plane, an immortal being's death is not considered permanent unless it occurs within his sanctuary. This, of course, assumes he is not killed by total body disintegration or some other immortal being.

Furthermore, while in his sanctuary, a theonist adds +1 CS to all his ability and power ranks. If his sanctuary is housed within a home plane created by the theonist, this rank boost is raised to +2 CS.

Self Cannibalism (S): using this skill, a superpsi can enhance any psi powers. He can do this by converting MH points into points that add directly to the rank of the power the psi wishes to boost. A power so enhanced continues working at this higher rank for 1d10 turns, after which it will return to its normal state. Spent MH points must be healed in a normal fashion.

Self Sustenance 1 (S): while a metapsi is maintaining this skill, he can function without food, water, or sleep. The psi can keep on going without such things for a maximum number of days equal to this power rank number.

Self Sustenance 2 (S): while a metapsi is maintaining this skill, he can function without breathing. The psi can keep on going without air a maximum number of hours that is equal to this power rank number.

Sensory Confusion (S): a lesser form of the talent hallucinate, this skill allows a psipath to distort the senses of other people. If the target fails a Psc (will) FEAT roll versus this power rank, a psi can mangle any senses, either natural or super human. By distorting the senses of a body, the psi can cause him to miscalculate actions or even act when it is disadvantageous to him. In game terms, this applies -2 CS to all FEATs the target must roll.

Sensory Link (S): this skill allows a psi to share his various sensory inputs with other people. A psipath can share his senses with up to eight other people; each additional fellow added counts as one psionic power for the purposes of maintaining multiple psi powers. This sensory link is a voluntary thing, and a psi cannot force it upon any unwilling person; that is what lifelink is for.

The psi can broadcast his sensory data to everyone in the link at a maximum range equal to this power rank number in miles. Anyone wishing to break the sensory link need only announce that they wish do so, and they will be pulled out of the link.

Shapechange (A): core power of the metapsi discipline of power, a psi that

has learned this art can alter the shape of his body. Wielding this power alone, the psi cannot alter his mass or volume whatsoever, but he can assume any form that fits into those parameters. If he lacks the proper mass or matter, the psi will adopt a size that is appropriate for his own physical characteristics.

For example, if the metapsi attempts to change into a big ol' tyrannosaurus rex, he will transform into a dinosaur that is approximately people-sized. Further, a psi cannot change his ability scores or gain physical weaponry with this art by itself; he needs the appropriate powers to do so. The animal hybridization and organs arts could help fill in the blanks in the above example...

Shrinking (T): a metapsi can use this talent to decrease his size. He can cut his size in half for each rank he has in this talent. For example, a psi having this talent at Amazing rank can reduce his size to .33% of its original value (approximately); this halves his original size eight times. If he's 6' tall, the psi can shrink himself to a mere ¼ inch in height.

Sidestepping (T): this talent allows an empath to swap his essential presence with another person; targets get an Int (awr) FEAT roll in order to resist this swapping, even if they don't know that it is occurring. Once the empath has done this, empathic attacks targeted on his person will hit the guy he swapped presences with. Of course, such tricks rarely fool an attacker more than once, and those so fooled can make a power FEAT to overcome this talent once they know it is active.

Signature Power (A): once a deionacist has chosen the metaphysical profile he wishes to represent, he can then make a signature power. This power can be virtually any ability within the Universal Heroes game system, as long as it is not something that requires faith points to use, or mimics other deionic powers. Of course, the Judge has final authority to veto such a power if it would totally ruin his game's power balance.

Now, this power will be more effective in the hands of the deionacist than it is

when others use it. For example, let us say a deionacist chooses fire generation (a TxC power); in his hands, it can be used to inflict the normal SD En harm normally associated with fire, or instead inflict a crippling SD De attack! While this fire acts in all other ways a normal flame attack, it will affect the defenses of its target as if it was deionic energy (since it is).

Of course, a signature power need not be an attack form; the deionacist could conceivably choose any ability, from the TxC power of bouncing ball to the SoC spell bands. Further, a deionacist can boost the initial power rank of this art +1 CS, by focusing it through an item; while this enhances the signature power rank, the deionacist can't use it without the item.

Sleep (T): as you may have guessed, this talent allows a psipath to make his target go to sleep. If said target fails a Psc (will) FEAT roll against this power rank, he will immediately fall asleep. If he doesn't like this state of affairs, the target can make another FEAT roll to resist this power each turn. Until this FEAT is successful, the target remains in a deep, peaceful sleep, completely unaware of what the psipath might be doing to him...

Solidification (A): this art can be used by a psikinetic to temporarily shape any form of energy into a quasi-solid matrix. Heat, light, electricity, or even an attack launched by the energy generation art can be rendered temporarily solid by a psi wielding this power. Such solidified energy will remain in that state as long as the psi maintains this power, or until somebody attacks the energy matrix.

Now, these solid energy things have a m.s. equal to this power rank; if they are broken by an attack, they return to their original form at once. This inflicts an amount of damage that is equal to the intensity of the original energy form -1 CS, to everybody within ten feet of the destroyed energy construct.

Of course, this power can also be used on a person, solidifying either their heat or potential energy; this inflicts power rank MB damage if the target fails an

End (res) FEAT roll against this power rank. If this FEAT fails, the target takes the described damage, and must make a Str FEAT roll against the solid energy matrix's m.s. to even move, as the solid energy permeates his entire body...

Space Warp (A): this art can be used by psimotive beings to bend space to perform various odd effects. Primarily, this is useful for either compressing or expanding the space existing between two objects. This allows a psi to reach out and touch objects within a number of yards equal to this power rank, or create that amount of distance between two objects. This is great for fending off charging maneuvers...

Of course, by compressing the space before an object and expanding space behind it, the psi can move it at power rank speed; the object just sort of falls into the area before it. A psi can use this trick to move an object in either the horizontal or the vertical, but the object will only move at land speeds if it were stationary before this art was applied to it. If the object is in motion, a psi can boost its speed by +1 CS, or up to this power rank, whichever is higher.

This use of space warp can enhance either land, air, or space speeds...

Spell Duplication (T): using this talent, a psychoturge can duplicate the effects of any spell used within one cubic area. Once he has duplicated a spell, the psi can wield it as if he'd learned it himself, as long as this power is active. The psi can copy as many spells as he likes, but each one will count as one psi power for the purposes of maintaining multiple psi powers.

After he quits maintaining this power, a psychoturge loses the spell templates he'd copied, save for the last one he used; a psychoturge can reactivate this spell whenever he likes, until he uses this talent on another spell. Once he does this, the remnant spell also fades from his memory, but is replaced by the new spell the psychoturge copies.

Spell Enhancement (A): this psimantic art may be used to increase the rank of any spell currently in use within a cubic

area of the psychoturge. Such a spell can be boosted by either +1 CS or up to this power rank in effect, whichever of the two is higher. Usually, this is a desirable thing, but if a sorcerer doesn't want his spells enhanced, he can stop this from happening by passing a spell FEAT roll against this power rank.

Spell Magnet (S): when a psychoturge activates this skill, he becomes a sort of magical lodestone, causing all spells cast in his area to center their effect on himself. The spell casters involved are allowed a spell FEAT versus this power rank to resist this effect. Now, this area is a sphere having a radius, in yards, equal to this power rank number. Of course, this can be a bad thing after all the eldritch bolts start flying...

Spell Trigger (S): this talent allows a psychoturge to cast a spell in advance, and keep its effect in check until some specific event comes to pass near his person. This can be the speaking of a word (by either the psi or anyone else), a physical attack (again, on the psi or against anyone else), or whatever the psychoturge desires. Now, the psi can have any number of spell triggers set, but each counts as one psi power for the purposes of maintaining multiple psi powers.

Splitself (T): with this potent talent, a superpsi can create a duplicate of his own mind – in his own mind! This copy of himself can think independently, and even maintain psi powers all by itself; the two selves can maintain a number of psi powers equal to the psi's normal amount plus fifty percent (rounded up). Psis having a Rsn (mem) at Excellent rank, for example, can maintain five psi powers (the normal three, plus one and a half, rounded up).

The splitself talent isn't subtracted from the amount of maintainable psi powers; the ratio of extra powers that splitself provides accounts for itself. Now, while both the psi and his duplicate mind will share his normal Rsn, Int, and Psc, the two split the psi's MH points between themselves. This can be a harsh thing to deal with, especially if the superpsi runs into a psipath bent on turning his mind into mush...

Spot Tinkering (S): a technopsi using this skill can make changes to a device in order to either calibrate it or make it otherwise work at maximum efficiency. This only requires a green power FEAT roll, and one turn of time. Once this is done, the device should work as good as it would under optimal conditions. A technopsi can also add to the working design of any device; this will take him 1d10 turns, the results of which being determined by the power FEAT rolled.

A white FEAT roll indicates a complete failure; the technopsi blew it. Not only does the modification not work, but the device itself is now in need of repair. A green FEAT means the device works in its new state, though as if the thing was kit-bashed (see the Technical Manual for more on this). A yellow FEAT says the device works, but it does so at -1 CS until fine tuned (per the above). A red FEAT indicates the modification is a success.

Static Field (T): a psi using this talent can blanket an area with psionic noise. This area is a sphere with a radius, in yards, equal to the power rank number. While this static is in place, anyone that tries to use a psipathic power needs to pass a power FEAT versus this power rank or fail outright. Of course, a static field includes the psi generating it, too, affecting his power use as well (save for this talent).

Stutter (T): a psipath using this talent can effectively ruin a target's ability to communicate with others. If the target fails a Psc (will) FEAT roll against this power rank, he will suddenly lose his ability to relay information to others. Speech is stuttered, sign language will look like frenzied fits, written words are garbled beyond understanding, and a telepathic message will sound like the gibbering ravings of a maniac.

An affected individual is allowed a new resistance roll each turn. Until he can pass this roll, however, the target can only communicate in the rudest of ways (mostly involving his beating on the psipath using this talent).

Subconscious Rise (S): a psipath can use this skill to draw the subconscious

urges of a target out, making them run over the target's conscious mind. The psi can do this if the target fails a Psc (will) FEAT roll against this power rank. Characters so affected tend to react in a violent, thoughtless fashion to almost everyone and everything. The victim of this power is allowed an additional Psc FEAT roll to regain control of himself each new turn.

Summoning (A): with this art, a psi can summon something to his person, from just about anywhere in our universe or any other. A successful power FEAT will bring forth something, but the result rolled determines just how powerful the summoned thing should be. A green FEAT, for example, may collect a mere human, but a red FEAT could possibly summon an elemental being, a demon, or even a dragon!

The only trick, however, is that this art provides the psi no way to force things he summons to do what he wants. To make a creature do his bidding, the psi must a) bribe it, b) threaten it with harm of some type, or c) control it with some other, psipathic or psikinetic power. Of course, should these methods fail, the psi is advised to quickly banish his new friend, or failing that, teleport to safety at once.

Super Hypnosis (S): this psipathic skill can be used to put a target into a form of trance. The target of this power can resist being placed in this trance by passing a Psc (will) FEAT roll against this power rank. Once the target is in a trance, he is susceptible to suggestions placed in his mind by the psipath. An implanted suggestion either influences a target's reaction to some stimulus, or will initiate an action upon his hearing a specific verbal command.

Hypnotic suggestions implanted by this skill will eventually fade away, doing so after a number of days equal to this power rank number. The target of this skill, when he is influenced by the psi's suggestion, can resist it by passing a Psc (will) FEAT roll against the original power rank that implanted suggestions in the first place. This FEAT is made at +2 CS if the suggestion makes a body act counter to his nature.

Supermind (S): a superpsi can use this skill to enhance his own mind. The psi can raise either his Rsn, Int, or Psc rank by +1 CS or to this power rank, whichever would be higher. While the ability so raised significantly enhances a psi's mental performance, it cannot add to his Kpts or MH total; these are always based upon his original scores. Raised ability scores remain so until this skill is no longer maintained; after that, they revert to their natural states.

Suspended Animation (S): a metapsi can use this skill to place his body in indefinite stasis. While his body is in stasis, the psi need not eat, drink, or breathe, as his body is doing nothing at all. The psi won't begin to decompose, but appears to be dead, in that he isn't breathing or anything. Of course, rigor mortis hasn't set in, either, so he'll look freshly dead to those that don't know any better.

The psi can leave this stasis whenever he wishes, but he'll be groggy for quite a while afterwards.

T

Talents (T): this useful technopsi talent can be used to temporarily gain a talent needed to work with technology. This talent must be scientific in nature, such as electronics, or engineering, but can provide such talents as medicine (if the psi is implanting stuff in people), or any other talent that is applicable and of a non-combative nature. The technopsi can learn as many talents as he needs, but each counts as one psi power for the purpose of maintaining psi powers.

Technological Detection (S): a psi that is using this skill can detect any sort of electromechanical devices in his area. This area is a sphere with a radius, in yards, equal to the power rank number. The device need not be active; its mere presence is all that is needed to set this skill off.

Technological Sympathy (S): with this skill, a technopsi can communicate with electromechanical devices of any sort. Now, this communication isn't really a verbal exchange, by any means, but it allows the technopsi to collect various

information from the device. A psi, for example, can 'ask' the device who has used it, where they have done so, what it was used on, and when it was used. Determining the why and how of such use is beyond this power, but it is still great for basic information collection.

Technomolding (A): wielding this art, a technopsi has the power to reshape an electromechanical item. A somewhat limited form of the psikinetic art matter rearrangement, this power can be used to mold the shape of any device, while allowing it to retain its original function. This requires only a green FEAT, but is somewhat limited by the function of the device itself; as long as the equipment can still perform its job, this power can change its shape as is desired.

A more interesting use of this power is to reshape a device in such a way that makes it do something else entirely. A yellow FEAT can accomplish this if the device does something somewhat like its original job (transforming a laser gun into a taser, for example). A red FEAT is only necessary when the technopsi drastically alters the function of a target (making a nuclear generator into a big ol' battlesuit, for instance).

Another technomolding trick is creating one device out of many, or the splitting of one device into several. This aspect of technomolding allows the technopsi to change a truck into two motorcycles, or he can leave an auto parts store a few cars richer. As long as he has an appropriate amount of techno matter at hand, a technopsi can warp any device into just about any other, as long as he has the knowledge to make it...

Technospeak (T): this talent is used by a technopsi to communicate with digital systems in a direct fashion. While the technological sympathy skill allows the psi to speak to devices in an almost empathic manner, this talent lets him understand actual computer coding, as if it were his native tongue. Such code can be data being processed by any electronic devices, or lines of code that are printed out on paper.

A green FEAT allows the technopsi to understand the operation of a computer

program and its overall purpose, as well as text listings of computer coding. Yellow FEATs are needed to monitor and make electronic transmissions with computers and their networks. A red FEAT is necessary only when the psi attempts the above with alien devices, or other technology that is way beyond the technopsi's level of expertise.

Now, such a FEAT can have additional difficulty if the technopsi is attempting to decipher encrypted data. Once a psi passes the FEAT described above, he must make a second FEAT roll against the intensity of the encryption. If this FEAT fails, the technopsi cannot break this particular computer code. This roll may have a +1 or +2 CS modifier if the technopsi has broken similar coding in the past, as well...

Telelocation (S): with this skill, a psi can get a 7-D fix on an object or person he has in mind. This 'fix' allows the psi to know exactly where the target of this power is, in relation to himself. A green FEAT is all that is needed for things a psi is intimately familiar with (anybody on his super hero team, or his favorite blaster). Yellow FEATs are necessary when the psi tries to locate something that isn't so familiar (such as the new janitor).

A red FEAT is only needed if the psi attempts to locate something he has only seen or otherwise sensed once. A psi can't locate a person or object with this skill that he's totally unfamiliar with.

Telekinesis (A): core of the psikinetic discipline of power, this art allows a psi to manipulate objects with the power of his mind, with an effective Str rank that is equal to this power rank. A psikinetic can move, lift, or otherwise handle any object within his line of sight, as long as it falls within his equivalent Str rating. Now, a psi cannot use this power upon himself; telekinesis itself is only useful for working on other objects. The other psikinetic powers handle that, and so much more...

Telepathy (A): the core of the psipathic discipline, telepathy is used by a psi to establish direct communication with the mind of another. While this art is used,

the psi can have two-way conversation with another person, a conversation no one else can hear without other psionic powers. A psi can talk to any number of people with this art, but each counts as one power for the purposes of his maintaining multiple psi powers.

Now, the psipath can mentally talk with others as long as they are in range; this range is a number of miles equal to the power rank number.

Teleport Others (T): this talent works in the exact same way as the psimotive talent teleport self, except that it works on people or objects other than the psi. With this talent, a psi can teleport any number of people or objects, as long as the weight of the stuff doesn't exceed a weight intensity equal to this power rank; a psi using teleport others at an Incredible rank, then, can teleport up to ten tons of matter!

Teleport Self (T): with this talent, a psi can transport himself and his gear to another location, doing so without the hassle of actually crossing any of the space between the two points. The psi can teleport a number of miles equal to this power rank number squared. A psi with Incredible rank teleportation, then, can transport himself 1600 miles!

Now, when teleporting, it is usually a good idea to be familiar with the area being teleported into. This is because, while liquids and solids are displaced when a psi teleports into an area, solid matter isn't so convenient. If the psi accidentally teleports into solid matter, he automatically returns to his previous location, taking damage equal to the m.s. of the item teleported into.

He must also make an End (res) roll to see if he lives. If this FEAT roll passes, the psi is otherwise fine, unless he is at less than zero Hpts due to the damage his errant teleport caused him. If the FEAT roll fails, the psi passes out, and begins losing one End rank per turn, until he either gets help of some sort, or slips below Shift 0 End and dies...

Teleport Trigger (S): a psimotive being can use this skill to set up a condition that will automatically trigger the use of

any of his transportation powers. While this skill is maintained, any one of the psi's motive powers (chosen when the skill is activated) will transport him to safety when the trigger presents itself. This trigger can be an action, a condition, or even a spoken word.

Temporal Crossing (A): a psi can pass sideways through time with this art, a power that lets him visit variant worlds. A psi can visit an alternate multiverse he's intimately familiar with on a green FEAT roll; this includes getting home from a cross-time trip. A yellow FEAT can take the psi to a timeline he's only visited once or twice, and a red FEAT roll can take him to a variant reality he has never before visited.

Temporal Static (A): temporal static is friction caused by resistance to time's momentum. This friction is generated by a time traveler in the incorrect time period, or by people wandering about in variant timestreams. In fact, merely travelling to another dimension creates temporal static. After a psi masters this art, he can collect this static and use it for various purposes.

Essentially, the psi can use this energy as a powerful attack form, as it inflicts En damage to his targets. Anyone that is not currently in their native time or space will suffer an AP effect, and must pass an End (res) FEAT against the damage inflicted, or be sent back to their time or plane of origin.

Temporal Tinkering (A): using this art, a psi can actually alter the nature and flow of time itself. The psi can alter the speed of time's passage by multiplying or dividing it by the power rank number, at least in relation to himself or another person. Whoever the psi alters time for will perceive everybody either speeding up or slowing down, which lends itself to a number of tricks in combat.

A sped up target acts as if he could act and move at a speed that is a multiple of his standard rate; he's actually doing these things normally, but time is sped up around his person. This effect lets a psi move at relatively great speed if it is coupled with movement powers such as flight, as he avoids friction burn and

any other environmental effect caused by his moving at extreme velocity.

A slowed target will not be able to react with others very well, as he functions at a fraction of the speed of everybody in his vicinity. Of course, this allows the target to sort of delay damage caused by poisons and disease; since time is slowed for the target, his allies gain the needed time to find a cure for what ails him. However, if used by a psi to slow the character down, he may be beaten to death before he knows what hit him.

In either of these cases, a target gets an End (res) FEAT to resist having his time tinkered with, should he be an unwilling recipient of this art. Instead of altering time for an individual, a psi can manipulate time within one cubic area by rolling a red power FEAT. Everyone in the area of effect reacts normally to each other, but will be either sped up or slowed down compared to those folks outside the area of effect...

Temporal Travel (A): this art allows a psimotive person to travel through time itself. He can do this by hopping out of his current timeline and bouncing off another at an odd angle, returning to his own timeline in a different era. The size of this angle is dependent on this temporal travel power rank; so, in other words, the higher the power rank, the longer the psi's temporal range.

Now, in game terms, the psi can move through time a number of years equal to this power rank number squared, in either a forward or backward direction. For example, a psi using this power at Amazing rank can travel up to 2,500 years into the past or future. Sort of. The trick is, every time a psi travels in time, he creates a variant line of time where he actually ends up. In the end, then, the psi can't change the past.

Well, not his true past, at any rate. A psi can change the past in this parallel time line he's landed in, and then move back to 'his' time in this reality, making it his home. Of course, his friends may start looking for him, since he has gone missing in his original universe. As you may guess, this requires the Judge to perform extensive record keeping, as

the time traveling psi generates lots of variant time lines, many of which can come back to haunt the psi in the long run...

Temporal Window (S): a psi can use a temporal window to look into time, or even variant universes. This skill can look into the past or future a number of years equal to the power rank number squared. Similar to the dimensional window, this skill can be blocked by a person specifically acting to prevent an attempt to spy on himself from afar, or even across time...

Temporary Art (A): a technopsi using this art can install a psionic art into an item on a short-term basis; this art can be used through the device only once. If it is an instantaneous power (like psi bolt), the power only works once, but if it is a continuous power (like flight or armor) it remains in operation for 1d10 turns. This makes a nice alternative to empowering, in that it takes less Kpts to add powers into the device.

Essentially, it costs a psi a number of Kpts equal to the power rank number of the art to be installed. Multiple arts can be installed in an item, as long as the Kpt cost is met. Powers installed with this art remain indefinitely (until used). Just remember: the technopsi can only add arts to an item that he has already learned himself...

Temporary Skill (S): a technopsi using this skill can install a psionic skill into an item on a short-term basis; this skill can be used through the device only once. If it is an instantaneous power (like psi bolt), the power only works for three rounds, but if it is a maintainable psi power (flight, armor, and so on) it remains in operation for 3d10 turns. This skill is a nice alternative to empowering, as it costs a psi less Kpts to add powers to a device, even if they're only temporary in nature.

Essentially, it costs a psi a number of Kpts equal to the power rank number of the skill being installed. Multiple skills can be added to an item, as long as the Kpt cost is met. Powers installed with this skill remain indefinitely (until used). Just remember: the technopsi can only

add skills to an item that he's already learned himself...

Temporary Spell (T): this talent allows a psychoturge to install a magical spell into an inanimate item. As long as he has access to a spell (casting, entreaty, or power source do this nicely), the psi can imbue an item with its power. This costs the psychoturge some karma; he must pay an amount of Kpts equal to the spell rank of the magic power that is installed in the item.

Installed powers that are instantaneous in nature (eldritch bolt, bands) can be used only once. Powers that are more continuous in nature (individual shield, astral projection) work for 2d10 turns before they burn out. While this can be expensive in the long run, this is a nice way for a psychoturge to share powers with his allies (eight potions of armor coming right up...)

Temporary Talent (T): a technopsi can use this skill to install a psionic talent into an item, on a short term basis; this talent can be used through the device only twice. If a talent is instantaneous in nature (like psi bolt) the power will only work once, but if it's a continuous talent (like armor or flight) it remains in operation for 2d10 turns. This makes for a good alternative to empowering, in that it takes less Kpts to add powers to a device.

Essentially, it costs a psi a number of Kpts equal to the power rank number of the talent being installed. Many talents can be installed in an item, as long as the Kpt cost is met. Powers installed with this talent remain indefinitely (until used). Just remember: the technopsi can only add talents to an item that he has already learned himself...

Thaumaturgical Retrospection (S): the skill of thaumaturgical retrospection is used to take a look at magical residue in an area, and try to predict what the magic was doing. This sort of makes for a magical forensics ability, as a psi breaks down the TF residue to find out what went on in the past. Depending on the power FEAT rolled, the psi can get varying levels of detail from all the magic leftovers.

A white FEAT means the psi blew it big time; he learns any fun thing the game Judge wants to tell him. Green FEATs reveal a small bit of the magical past in the area. Yellow FEAT rolls tell the psi an accurate accounting of the magical past of the area. A red FEAT roll will give the psi everything from a yellow FEAT, plus some additional insight into what was going on.

As is the case with postcognition, it is a good idea to have the Judge make the FEAT roll for a player in secret, so he doesn't know exactly how accurate the power is. Reading the past is never a sure thing, after all...

Thaumaturgical Vampirism (A): a psi can use this skill to steal magic energy from magical beings or spellcasters, in order to add power to his own abilities. If the target fails an End (res) FEAT roll against this power rank, the psi drains a number of points from the target that is equal to this power rank number; the points subtract from the target's magic power and spell ranks. A psi can drain a target as many times as he likes, but the victim gets a FEAT to resist each individual draining.

A thaumaturgical vampire can add the stolen points to his own spell or psi power ranks, on a point per point basis. The psi can only use enhanced powers once, at which point they revert to their normal levels. Of course, the psi need not add the stolen energy at once, and can save it to determine at a later time where the energy can be best used.

Now, the victim will eventually recover lost power points, at a rate of one per turn. If all of his powers are drained by this talent, however, he must pass an End (res) FEAT against this power rank or fall unconscious, losing an End rank each turn. If his End reaches Shift 0 or below, he will rise as a thaumaturgical vampire, an odd, psionic undead thing that is detailed further in the Denizens of the Multiverse book.

Theonic Absorption (A): this art allows a psi to absorb deionic energy, per the metapsi art energy absorption, and use it in any way that power details. The sources or raw deionic energy include

signature powers, direct deionic attack, or even empowered abilities granted to a deific being's faithful.

Of course, an empowered person must fail an End (res) FEAT roll against this power rank, before his divine powers can be drained. This act will net the psi a number of deionic energy 'points' that is equal to the amount of faith points used to empower this follower to begin with.

Theonic Energy Manipulation (T): by using this nifty talent, a theonist can manipulate the very essence of deionic energies. In play, this means he can alter the flow of active deionic energies, like those in a signature power, deionic attack, or even the empowered abilities granted to a deific being's followers. In practice, this talent operates as per the psikinetic art energy control, though the theonist can't learn to control other forms of energy with it.

Theonic Invisibility (S): by using this skill, deionists can render themselves invisible to detection by a deionist or other immortal being's sensory powers. Unless looking at this deionist with a 'natural' sensory ability, a deific being can not sense him. If they suspect the psi is, in fact, a deionist, deific beings can attempt to see through this power with supernatural sensory abilities, but they do so at -2 CS versus this rank.

Theonic Sensing (S): using this skill, a theonist can sense the presence of theonic energies in his immediate area. When in use, this power will reveal any use of deionic energies (other than the psi's) within a ten mile range, and can sense any theonists or immortals that are within one mile of the theonist using this skill, unless said being is using the theonic invisibility or mortal guise powers. If this is the case, the theonist must specifically search for an invisible deionic being, and he can part the veil of those powers by making a FEAT versus the intensity of those powers as if this skill were at -2 CS.

Thought Projection (T): a psipath can use this talent to project his thoughts to other people. He can either send them to an individual, or to everyone within a

cubic area, whichever he prefers. The psipath can send to more than just one select person, but each person he adds to the projection applies -1 CS to the power FEAT. He can send thoughts to several choice people; it's just a little bit more difficult to do so...

Touch of Death (S): with this skill, an empath can focus entropic energies on his hands (or feet, or head, etc...), and touch a person. This person will then take power rank MB damage, damage that will affect either the target's Hpt or MH score, as the empath desires.

Toxic Awareness (S): this skill allows a metapsi to sense any toxin in his area, whether it rests in food, the air, or on the hand of that person he's about to shake hands with. Normally, a green power FEAT is all that is necessary to spot toxins, but a metapsi may have to work against a clever disguise for the poison, if it is hidden rather well. This may take a yellow or red power FEAT, depending on how stealthily the toxins are placed in the area...

Trance (S): this skill can be used by a superpsi to place his mind in a trance. The superpsi will remain in this state for one to four hours, after which time he will have recovered any MH points he's lost. If this trance is interrupted, the psi must make a power FEAT roll to see if it has helped him any. If the psi can pass this FEAT, he'll recover a percentage of the lost MH points equal to the percentage of time he spent in the trance.

Transduction (T): with this talent, a psi can transform any form of energy into any other form of energy. By passing a power FEAT roll against the intensity of the energy, a psikinetic can change the energy into any other form of energy he wishes to, as long as the energy isn't magic, psionic, or deionic in origin. By transducing energy, a psi lowers it in intensity by -1 CS, but this helps a psi to change energy into something he can control more easily (especially if he has the energy control talent).

Transient Powers (T): a psi can use this talent to grant someone transient psi powers; these are abilities that can

be used by anyone, but only last for a small amount of time. This is possible by exchanging the target's MH for the power rank of the transient psi power, on a direct point per point basis. A psi can grant the use of instantaneous psi powers for one turn (psi bolt, empathic hammer), and continuous powers can be granted for 1d10 turns (armor, psi sense).

Nominally, people are more than willing to gain psionic powers, even if only on a temporary basis. However, the target of this talent can resist having his MH converted into a transient power if he can pass a Psc (will) FEAT roll versus this power rank. A body may want to do this if he's too low on MH to 'pay' for this new power, or if the psi tries to give a target a power in a way that is rather harmful to his health.

Some examples of this include granting psi powers without the prerequisites, as well. A person can do really bad things to another by simply granting them the anti matter power, without the benefit of force fields to prevent it from blowing up in his face. Almost any psi powers can be granted to detrimental effect, if a superpsi thinks about it long enough; this is why some people may wish to resist this talent...

U

Universal Static (T): a psychoturge can use this useful skill to make it very hard for any mage to cast universal energy spells within his immediate area. While this static is present, any wizard within a number of yards equal to this power rank number cannot cast a universal spell, unless he can pass a spell FEAT roll against this power rank. This effect will last until the psi quits maintaining the universal static field, or the affected mage leaves the area of effect.

Upgrade (T): a technopsi can use this talent to enhance the operation of any electromechanical device. When the psi applies this power to an item, he can increase its operating rank by +1 CS or up to this power rank, whichever of the two is higher. The duration of an upgrade depends on the power FEAT rolled. Green FEATs make an upgrade

last for a number of turns equal to this power rank. Yellow FEAT rolls square this amount of time. A red FEAT can make the upgrade last permanently.

Can? Well, it depends on the Judge. If he allows a permanent enhancement of devices without Kpt expenditure, then the upgrade is permanent. Otherwise, the upgrades are treated as if the psi rolled a yellow FEAT – at least, until an upgraded character can pay the Kpt cost for rank enhancements...

V

Visual Sensepatterns (S): a metapsi can use this skill to transform any of his senses into a visual equivalent. While active, the psi will 'see' sounds, odors, or even tactile sensation. This allows the psi to pay more attention to smaller details within ambient sound and smell, increasing his effective Int (alt) rank +2 CS or up to this power rank, whichever is higher, while this skill is maintained

Vitality (S): empaths can use the skill of vitality to heal a body on a cellular level, repairing the damage inflicted on cells by the process of cell division. By doing this, an empath can slow down a body's aging process, adding a number of years to someone's lifespan equal to this power rank number. Though this skill can only be used on others once, an empath can regularly treat himself with vitality in order to bring his aging processes to a veritable halt.

W

Warding (T): using this talent, psis can ward something. But, what is a ward? A ward is a magical trap of sorts, that can be set to go off if a person violates it. A ward can be set on an object or a location, as long as the total volume of the ward doesn't exceed a number of cubic feet that is equal to the power rank number. They are set off by either touching a warded object, or entering a warded area.

Now, one may ask what a ward will do when set off. Well, a ward can come in the form of any power a psychoturge has access to. It can duplicate any of his powers – psionic, magic, and more.

If a ward is set up to go off once, it will pretty much last until triggered, and it costs the psi nothing. If it is permanent in nature (continually protective), the ward costs the psi a number of Kpts equal to the intensity of a ward's effect.

This intensity can be of any rank, up to a maximum of the warding power rank.

Weaponhand (A): wielding this art, a metapsi can transform his hands (or his feet, or head) into a deadly weapon. A weapon so created will be of the melee variety, but can be of BA or EA type. For example, a metapsi can make his arms into a hammer or an axe. A psi can use these weapons to inflict his Str (upr or lwr, depending) +1 CS BA or EA damage, as if he'd been trained in the use of the weapon.

Weapons Creation (A): this art, which is a specialized mix of electronics and mechanical creation, lets a psi create weaponry of various types. Making a one-piece weapon (axe, sword) is an automatic FEAT. Simple multi-piece weapons (switchblade, pistol) require a green power FEAT. A yellow FEAT roll can manufacture somewhat advanced weaponry (laser pistol, taser). The psi need only make a red FEAT roll if he wishes to create extremely advanced weaponry, like gamma lasers or energy blades.

A psi creates these items through a mix of ambient molecules and his personal energies. Every ounce of weaponry a psi generates, then, costs him 1 Hpt. A weapon created by this art generates any intensity of effect, to a limit of this power rank. Furthermore, the duration such created items remain in existence is determined by a second power FEAT roll.

A green power FEAT roll keeps a psi's weapons in existence for a number of turns equal to this power rank number. A yellow FEAT roll squares this amount of time. A red FEAT makes weapons remain in existence indefinitely. A psi will recover the energies used to create weapons as soon as they dissipate, if they aren't permanent creations. But, if an item is a permanent creation, the psi must heal lost Hpts the normal way.

Withdrawal (A): this helpful skill can be used by a deionacist to retreat to some refuge in the event that he winds up in imminent danger of permanent death. A green power FEAT roll is all that is needed to make such a retreat, unless the power is being blocked, which can be done with powers like anti deionic field or dimensional static.

Worshipper Awareness (S): with this skill, a theonacist acquires the ability to keep tabs on the worshippers he has cultivated in his quest for immortality. In essence, he can peer in on any one follower at a time, observing the events that occur around said follower, as well as keeping tabs on sensory input and surface thoughts (per ESP, a psipathic talent). The theonacist may also look in on any temple or church devoted to his worship, and observe the actions of the people inside, or otherwise within one cubic area of the place.

Also, worshipper awareness lets a psi utilize any of his powers that allow him to directly interact with his worshippers, such as empowerment 1 and 2, mortal communion, and worshipper collection. This skill transcends mere dimensional boundaries, as the power of faith can overcome virtually all obstructions. If a follower wanders into the home plane of a specific deity, however, this skill is limited to knowing that said follower is within that plane.

Worshipper Collection (A, P): with this art, a deionacist can collect the astral bodies of his deceased followers and form for them new bodies in his home plane. The form such followers take in their afterlives will typically mirror the personality, desires, and philosophy of their deity, but exceptions can be made if a deionacist wills it. The mental abilities of such new bodies (Rsn, Int, and Psc) are identical to those they had in life, as a soul is merely poured into its new frame. If their afterlife permits them the use of their memories, followers of the deionacist retain the psi powers, magic spells, and talents they possessed in life as well.

The physical body, on the other hand, is a completely different matter. For each ability point granted to a follower,

one faith point must be expended. Powers granted to a follower (including any physical weaponry) cost two faith points per rank number, unless the power in question is granted to all the faithful, or the follower possessed the granted power in life; in the event of these exceptions, powers cost only one faith point per rank number granted.

Though there is no upper limit to the ability or power ranks created in this manner, a deionacist is advised to avoid granting followers a level of power that rivals his own, lest he plant the seeds of doubt in the faithful, which can often be the end of the deionacist. This art has the prerequisite powers of home plane and worshipper awareness.

X

(no Psi powers begin with the letter x)

Y

(no Psi powers begin with the letter y)

Z

(no Psi powers begin with the letter z)

Psionic Talents

While a psi learns all of his powers as if they were talents, don't forget that he can learn ordinary talents, too. While all the normal talents in the Universal Heroes game are available to the psi, there are also five special talents that a psi can learn that just aren't available to normal characters. These talents are described below:

Astral Combat: this talent is useful for psis that project their conscious minds into other realities. While 'out of body' in such realms as the astral plane, the essence, or cyberspace, the psi has a +1 CS to all Ftg and Agy FEAT rolls he has to make against others.

Psionic Theory: the psi with this talent has studied psionic powers: he knows how they work, to some extent, and the effects they have on people and things. In game terms, this gives a psi a +1 CS to FEAT rolls needed to determine if psi powers are at play, and if they are,

to figure out which powers are in use, if this isn't already apparent.

Psychic Combat: a psi with this talent is well versed in using his psi powers in combat. This grants the psi a +1 CS to all Ftg and Agy FEATs he must make in battle, either when attacking a target with psi powers or dodging the effects of them himself.

Psychic History: this scholarly talent gives a psi knowledge concerning the significant psis that lived in the past, as well as those that are a major presence in the present. The psi has a +1 CS to any Rsn (mem) FEAT roll required to recall information about important psis, including their discoveries and actions to date.

Resist Domination: by training to learn this talent, a psi discovers how to make himself more resistant to direct mental attack. A psi (or anyone else) with this talent has a +1 CS to avoid the effects of psi powers that control or otherwise influence him.

Appendix 1: Psi Subtypes

The variant types of psi are presented here, from the Combination Character Cookbook, for your convenience. This is so you need not flip about hundreds of pages to find stuff vaguely related to psis in general.

Believer: a believer is a normal person who, after holding an intense belief of some kind for too long, manifests some psi powers that mirror the philosophy of his choice. This is different than faith, as the psi doesn't serve some force or deity to acquire power; the abilities just appear, in time, to reflect his mindset. These powers of belief should not be rolled up randomly; instead, the player ought to choose them to represent his philosophy better.

A believer is generated as is a normal psi, with a few minor exceptions. For one thing, he doesn't respect any of the schools of study, as he isn't a trained psi by any means. Secondly, as stated above, he doesn't roll up powers; he and the Judge should work together to pick the abilities most appropriate to his

belief structure. They may all be in one discipline of power, or they could come from several.

Otherwise, everything else concerning the believer is determined in a normal fashion. He picks his psi powers in the standard pattern, rolls for his ability and power ranks on the same tables, and he can even make power stunts at the same, low price. The difference shows up during character advancement. A believer can raise his ability and power ranks at the same rate as any psi, but buying new powers cost triple the rate a traditional psi must pay.

Deionacist: a deionacist is a special psi that understands the nature of divinity - in game terms, at any rate. Thanks to this special understanding, the psi can learn powers from a seventh discipline of power: theonics. The psi can use these new powers to advance himself down the road to godhood, from mere mortal to true deity. Other than this, a deionacist is the same as any psi.

He is generated in the same way, and can follow whatever psionic school of training he desires; however, why a psi would treat a shot at godhood casually is beyond me. At any rate, while the psi moves towards godhood, he has to collect worshippers; he must do this to absorb the power of faith. The more faith a deionacist can collect, the closer to divinity he becomes.

Now, how quickly a deionacist gathers faith depends on how many people he can convince to worship him, and how seriously they believe in his divinity. A serious follower can produce one faith point per year, while less serious folks generate half that. People giving mere lip service to the psi's faith generate no faith points. Special ceremonies create from one to five faith points; this is what holidays are for.

Now, a psi should keep a running total of how many faith points he's earned, as that total determines how immortal he is. A deionacist achieves a status of one-quarter immortality after he earns one thousand faith points. 10,000 faith points renders him one half immortal, 100,000 faith points makes him three

quarters immortal, and one million faith points earned renders him a true deity, with all the perks therein.

He can spend these points as fast as he earns them; the total amount of faith a psi has earned determines the state of his godhood.

Natural Psi: basically, a natural psi is a mutant that has psionic powers. The difference between a standard mutant and one made with the psi system is just the selection of available powers. Other than that, the process for making a natural psi is the same as it is for any mutant. He rolls four of his ability ranks (and his Res rank) on table A, and can roll the other three up on table B; don't forget to raise the natural psi's End by +1 CS.

He rolls the number of powers he will have on table three. Now, if a natural psi is a first generation mutant, he has to roll up all his powers from the same discipline; this keeps his powers more consistent with each other. If the psi is a second generation mutant, or he has other mutants stalking his family tree, the natural psi can roll from more than one discipline of power, as the Judge sees necessary.

Every other aspect of the character is handled as if he were a standard type of mutant (advancement, power stunts, etc...).

Natural Psi, Plus Training: this psi has natural powers, but has enhanced his abilities through additional training from an actual psi. This character rolls his ability scores as does a natural psi, and then rolls for his initial number of psi powers on table 76; this table accounts for the natural and trained psi powers the character starts with.

Now, he gains his natural powers as all natural psis do, but determines learned psi powers as does a standard psi. He must choose a school of psionic power, and use it to determine what other psi powers he will end up with. Now, this character gains trained powers as does a regular psi, but cannot acquire more genetic powers without great physical change (as is the case with mutants).

As you can see, characters of this type are exceptionally powerful, having the physical prowess of mutants and the discipline of a trained psi. That is why it is an optional character type, best for higher level campaigns (as are all psi subtypes here in the appendix).

Psychoturge: a psychoturge is like any other psi, in that he is a normal human who has studied psionic power. Unlike regular psis, however, the psychoturge has access to a seventh discipline of power: psimantic powers. These give a psi mastery over the forces of magic, and eventually allow him to become a true wizard in his own right. This psi is made as is any other psi, but will use table 75 to roll up disciplines randomly, should he need to.

Technopsi: a technopsi is like a normal psi, in that he's a normal human that is schooled in psionic power. Unlike the regular psi, however, a technopsi has access to a seventh power discipline: technopsi powers. These grant the psi unparalleled power over technology of any type, eventually allowing the psi to become a technological dynamo. The psi is made as is any other psi, but will use table 75 to randomly roll up other disciplines, should he need to.

Appendix 2: the PsCGI

Finally, here is the Psionic Character Generation Insert, or PsCGI for short. All the tables you'll ever need to make your very own psi, all in one location. Enjoy!

The Psionic Character Generation Insert (PsCGI)

The Rank Rolling Tables

Table A	Table B	Table C	Table D	Table E	Table F	Table G	Table H	Table I	Ranks Rolled
		01		01		01		01	Hyperexhaustive Rank
01	01	02-05			01	02-05			Feeble
02-25	02-05	06-10			02-05	06-10			Poor
26-50	06-25	11-25			06-10	11-15			Typical
51-75	26-50	26-50	01	02-05	11-25	16-25			Good
76-99	51-75	51-75	02-25	06-25	26-50	26-50	01-05	02-05	Excellent
00	76-95	76-90	26-50	26-50	51-75	51-75	06-25	06-25	Remarkable
	96-99	91-95	51-75	51-75	76-90	76-85	26-50	26-50	Incredible
	00	96-99	76-99	76-95	91-95	86-90	51-75	51-75	Amazing
			00	96-99	96-99	91-95	76-95	76-95	Monstrous
					00	96-99	96-00	96-99	Unearthly
		00		00		00		00	Hyperkinetic Rank

The Gambling Tables

Crazy	Risky	Traditional	Lenient	Easy	Column Shift
01					-4 CS
02-05	01				-3 CS
06-15	02-05		01		-2 CS
16-25	06-25	01-15	02-25	01	-1 CS
26-75	26-75	16-50	26-50	02-25	+/- 0 CS
76-85	76-95	51-65	51-75	26-50	+1 CS
86-95	96-99	66-85	76-99	51-75	+2 CS
96-99	00	86-95	00	76-99	+3 CS
00		96-00		00	+4 CS
(Shift X max.)	(Un 100 Max.)	(Mn 75 Max.)	(Am 50 Max.)	(In 40 Max.)	

Initial Psi Information

Table 1: Psionic Schooling

01-33 Casual Psionics | 34-66 Intermediate Psionics | 67-00 Traditional Psionics

Table 2: Psionic Disciplines

01-16 Empathic Powers | 17-33 Metapsi Powers | 34-50 Psikinetic Powers
 51-66 Psimotive Powers | 67-83 Psipathic Powers | 84-00 Superpsi Powers

Table 3: Initial Number of Psi Powers

01 Two Powers | 02-25 Three Powers | 26-50 Four Powers
 51-75 Five Powers | 76-99 Six Powers | 00 Seven Powers

Empathic Powers

Table 4: Empathic Arts

01-08 Cancer | 09-17 Channeling | 18-25 Emotion Control
 26-33 Empathic Vampirism | 34-42 Essential Awareness * | 43-50 Essential Focus
 51-58 Healing 3 (p) | 59-67 Healing Dome (p) | 68-75 Killing Field (p)
 76-83 Lifeshaping | 84-92 Pathway | 93-00 Revival (p)

Table 5: Empathic Arts (casual selection)

01-16 Cancer | 17-33 Channeling | 34-50 Emotion Control
 51-66 Essential Awareness * | 67-83 Healing 3 (p) | 84-00 Killing Field (p)

Table 6: Empathic Talents

01-08 Animal Sympathy | 09-17 Death Ray (p) | 18-25 Drones
 26-33 Empathic Hammer | 34-42 Empathy | 43-50 Essential Armor
 51-58 Forensics | 59-67 Healing 1 | 68-75 Healing 2 (p)
 76-83 Regeneration | 84-92 Resuscitation | 93-00 Sidestepping

Table 7: Empathic Talents (casual selection)

01-16 Animal Sympathy | 17-33 Death Ray | 34-50 Empathic Hammer
 51-66 Empathy | 67-83 Healing 1 | 84-00 Healing 2 (p)

Table 8: Empathic Skills

01-08 Augurial Trance	09-17 Cure Disease	18-25 Detoxify
26-33 Essential Invisibility	34-42 Extended Awareness	43-50 Moment Reading
51-58 Mood Swings	59-67 Purify	68-75 Recovery
76-83 Retrospection	84-92 Touch of Death	93-00 Vitality

Table 9: Empathic Skills (casual selection)

01-16 Detoxify	17-33 Extended Awareness	34-50 Mood Swings
51-66 Recovery	67-83 Retrospection	84-00 Touch of Death

Metapsi Powers

Table 10: Metapsi Arts

01-07 Adrenal Vampirism	08-14 Animal Hybridization	15-21 Combat Sense
22-28 Danger Sense	29-35 Death Field	36-42 Energy Absorption
43-49 Energy Transformation	50-56 Longevity	57-63 Organs
64-70 Personal Healing	71-77 Plant Hybridization	78-84 Resistance 3 (p)
85-91 Shapechange *		92-00 Weaponhand

Table 11: Metapsi Arts (casual selection)

01-14 Adrenal Vampirism	15-28 Animal Hybridization	28-42 Combat Sense
43-56 Organs	57-70 Plant Hybridization	71-84 Shapechange *
	85-00 Weaponhand	

Table 12: Metapsi Talents

01-07 Acidic Touch	08-14 Adaptation	15-21 Adrenal Boost
22-28 Armor	29-35 Elongation	36-42 Ethereality
43-49 Growth	50-56 Illusory Presence	57-63 Mass
64-70 Metabolic Focus	71-77 Pain	78-84 Resistance 2 (p)
85-91 Rotting Touch		92-00 Shrinking

Table 13: Metapsi Talents (casual selection)

01-14 Acidic Touch	15-28 Adaptation	29-42 Adrenal Boost
43-56 Armor	57-70 Elongation	71-84 Metabolic Focus
	85-00 Rotting Touch	

Table 14: Metapsi Skills

01-07 Age Modification	08-14 Biocontrol	15-21 Chameleonskin
22-28 Disease	29-35 Enhanced Senses	36-42 Liform Compass
43-49 Mass Anchor (p)	50-56 Outlook Perception	57-63 Resistance 1
64-70 Self Sustenance 1	71-77 Self Sustenance 2	78-84 Suspended Animation
85-91 Toxic Awareness		92-00 Visual Sensepatterns

Table 15: Metapsi Skills (casual selection)

01-14 Biocontrol	15-28 Enhanced Senses	29-42 Liform Compass
43-56 Mass Anchor (p)	57-70 Resistance 1	71-84 Self Sustenance 1
	85-00 Toxic Awareness	

Psikinetic Powers

Table 16: Psikinetic Arts

01-08 Anti Matter (p)	09-15 Concussive Strike	16-23 Disintegration
24-31 Energy Generation	32-38 Flaying	39-46 Inertia Field
47-54 Item Generation	55-61 Matter Rearrangement	62-69 Molecular Alteration
70-77 Psychokinesis	78-84 Psychometry	85-92 Solidification
	93-00 Telekinesis *	

Table 17: Psikinetic Arts (casual selection)

01-14 Concussive Strike	15-28 Energy Generation	29-42 Flaying
43-56 Inertia Field	57-70 Psychokinesis	71-84 Psychometry
	85-00 Telekinesis *	

Table 18: Psikinetic Talents

01-08 Body Control	09-15 Cyclone	16-23 Deflection Field
24-31 Energy Control	32-38 Flight	39-46 Force Blast
47-54 Force Field	55-61 Illusion	62-69 Nanovision
70-77 Object Charge	78-84 Power Vampirism	85-92 Psi Web
	93-00 Transduction	

Table 19: Psikinetic Talents (casual selection)

01-16 Body Control	17-33 Flight	34-50 Force Blast
51-66 Force Field	67-83 Object Charge	84-00 Psi-web

Table 20: Psikinetic Skills

01-08 Collection	09-16 Energy Reading	17-24 Flawfind
25-32 Hardening	33-40 Levitation	41-48 Object Animation
49-56 Object Warming	57-64 Object Weakening	65-72 Optical Invisibility
73-80 Optical Sidestepping	81-88 Perimeter Vision	89-00 Power Dampening

Table 21: Psikinetic Skills (casual selection)

01-14 Energy Reading	15-28 Flawfind	29-42 Levitation
43-56 Object Warming	57-70 Object Weakening	71-84 Optical Invisibility
	85-00 Perimeter Vision	

Psimantic Powers

Table 22: Psimantic Arts

01-09 Anti Magic Field	10-18 Casting	19-27 Dimensional Static
28-36 Distortion Wave	37-45 Entreaty	46-54 Magic Energy Generation
55-63 Magical Absorption	64-72 Magicshaping	73-81 Psychoturgical Awareness *
82-90 Spell Enhancement		91-00 Thaumaturgical Vampirism

Table 23: Psimantic Arts (casual selection)

01-16 Anti Magic Field	17-33 Dimensional Static	34-50 Distortion Wave
51-66 Magicshaping	67-83 Psychoturgical Awareness *	84-00 Thaumaturgical Vampirism

Table 24: Psimantic Talents

01-09 Analysis	10-18 Anti Magic Beam	19-27 Bad Luck
28-36 Distortion Beam	37-45 Fallout Absorption (p)	46-54 Good Luck
55-63 Native Guise	64-72 Spell Duplication	73-81 Temporary Spell
82-90 Universal Static		91-00 Warding

Table 25: Psimantic Talents (casual selection)

01-16 Anti Magic Beam	17-33 Bad Luck	34-50 Distortion Beam
51-66 Native Guise	67-83 Spell Duplication	84-00 Universal Static

Table 26: Psimantic Skills

01-09 Anti Magic Aura	10-18 Distortion Aura	19-27 Distraction
28-35 Magicsensing	36-45 Mystic Invisibility	46-54 Nativity
55-63 Personal Static	64-72 Power Source	73-81 Spell Magnet
82-90 Spell Trigger		91-00 Thaumaturgical Retrospection

Table 27: Psi mantic Skills (casual selection)

01-16 Distortion Aura	17-33 Magicsensing	34-50 Nativity
51-66 Personal Static	67-83 Spell Magnet	84-00 Thaumaturgical Retrospection

Psimotive Powers

Table 28: Psimotive Arts

01-08 7-D Awareness *	09-15 Between	16-23 Dimensional Aperture
24-31 Dimensional Displacement	32-38 Dimensional Interface	39-46 Gravity Warp
47-54 Multiversal Shift	55-61 Space Warp	62-69 Summoning
70-77 Temporal Crossing	78-84 Temporal Static	85-92 Temporal Tinkering
	93-00 Temporal Travel	

Table 29: Psimotive Arts (casual selection)

01-14 7-D Awareness *	15-28 Dimensional Aperture	29-42 Gravity Warp
43-56 Multiversal Shift	57-70 Space Warp	71-84 Temporal Static
	85-00 Temporal Travel	

Table 30: Psimotive Talents

01-08 Anti Gravity	09-15 Astral Body	16-23 Attack Portals
24-31 Banishment	32-38 Body Warp	39-46 Chaos Shift
47-54 Defensive Portals	55-61 Desynchronization	62-69 Isolation
70-77 Mindscaping	78-84 Phase Shift	85-92 Teleport Others
	93-00 Teleport Self	

Table 31: Psimotive Talents (casual selection)

01-14 Anti Gravity	15-28 Astral Body	29-42 Attack Portals
43-56 Defensive Portals	57-70 Desynchronization	71-84 Phase Shift
	85-00 Teleport Self	

Table 32: Psimotive Skills

01-08 7-D Anchor	09-15 7-D Memory	16-23 Area Sense
24-31 Compass	32-38 Dimensional Window	39-46 Locational Sense

Table 32: Psimotive Skills (continued)

47-54 Phase Object	55-61 Pocket	62-69 Proximity Warp
70-77 Psimotive Invisibility	78-84 Telelocation	85-92 Teleport Trigger
	93-00 Temporal Window	

Table 33: Psimotive Skills (casual selection)

01-14 7-D Memory	15-28 Compass	29-42 Locational Sense
43-56 Phase Object	57-70 Proximity Warp	71-84 Psimotive Invisibility
	85-00 Telelocation	

Psipathic Powers

Table 34: Psipathic Arts

01-07 Astral Projection	08-14 Clairvoyance	15-21 Invisibility 2 (p)
22-28 Mental Repair	29-35 Mental Transfer	36-42 Mind Control 2 (p)
43-49 Mindlink	50-56 Mindlock	57-63 Mindwipe
64-70 Precognition	71-77 Psi Bolt	78-84 Psychic Probe
85-91 Psychic Vampirism		92-00 Telepathy *

Table 35: Psipathic Arts (casual selection)

01-14 Astral Projection	15-28 Clairvoyance	29-42 Mindlink
43-56 Psi-bolt	57-70 Psychic Probe	71-84 Psychic Vampirism
	85-00 Telepathy *	

Table 36: Psipathic Talents

01-07 Clairaudience	08-14 ESP	15-21 Hallucinate
22-28 Invisibility 1	29-35 Languages	36-42 Lifelink
43-49 Mind Control 1	50-56 Nonapparent Vision	57-63 Possession
64-70 Postcognition	71-77 Sleep	78-84 Static Field
85-91 Stutter		92-00 Thought Projection

Table 37: Psipathic Talents (casual selection)

01-14 Clairaudience	15-28 Invisibility 1	29-42 Languages
43-56 Lifelink	57-70 Mind Control 1	71-84 Sleep
	85-00 Thought Projection	

Table 38: Psipathic Skills (pause)

01-07 Charismatic Aura	08-14 Daydreams	15-21 Inferiority Complex
22-28 Learned Edge	29-35 Lie Detection	36-42 Loathing
43-49 Messenger	50-56 Pause	57-63 Phobia
64-70 Psychic Invisibility	71-77 Sensory Confusion	78-84 Sensory Link
85-91 Subconscious Rise		92-00 Super Hypnosis

Table 39: Psipathic Skills (casual selection)

01-14 Charismatic Aura	15-28 Daydreams	29-42 Lie Detection
43-56 Loathing	57-70 Sensory Confusion	71-84 Sensory Link
	85-00 Subconscious Rise	

Superpsi Powers

Table 40: Superpsi Arts

01-09 Anti Psion Field	10-18 Astral Vampirism	19-27 Empowering
28-36 Gestalt	37-45 Karma Transfer	46-54 Macrosense
55-63 Polarized Art	64-72 Power Absorption	73-81 Psion Field
82-90 Psionic Awareness *		91-00 Psionic Energy Generation

Table 41: Superpsi Arts (casual selection)

01-16 Anti Psion Field	17-33 Empowering	34-50 Gestalt
51-66 Power Absorption	67-83 Psion Field	84-00 Psionic Awareness *

Table 42: Superpsi Talents

01-09 Anti Psion Beam	10-18 Enhancement	19-27 Polarized Talent
28-36 Power Duplication	37-45 Psion Absorption	46-54 Psion Beam
55-63 Psionic Blast	64-72 Psionic Vampirism	73-81 Reduction
82-90 Split Self		91-00 Transient Powers

Table 43: Superpsi Talents (casual selection)

01-16 Anti Psion Beam	17-33 Enhancement	34-50 Power Duplication
51-66 Psion Beam	67-83 Psionic Vampirism	84-00 Reduction

Table 44: Superpsi Skills

01-09 Anti Psion Aura	10-18 Clone Self	19-27 Merger
28-36 Polarized Skill	37-45 Psi Sense	46-54 Psion Aura
55-63 Puppetry	64-72 Redirection	73-81 Self Cannibalism
82-90 Supermind		91-00 Trance

Table 45: Superpsi Skills (casual selection)

01-16 Anti Psion Aura	17-33 Merger	34-50 Psi Sense
51-66 Psion Aura	67-83 Redirection	84-00 Trance

Technopsi Powers

Table 46: Technopsi Arts

01-09 Assimilation	10-18 Cybermimicry	19-27 Empowering
28-36 Nanocircuit Creation	37-45 Organic Circuitry	46-54 Override
55-63 Positron Field	64-72 Psitronic Awareness *	73-81 Technomolding
82-90 Temporary Art		91-00 Weapons Creation

Table 47: Arts (casual selection)

01-16 Assimilation	17-33 Override	34-50 Psitronic Awareness *
51-66 Technomolding	67-83 Temporary Art	84-00 Weapons Creation

Table 48: Technopsi Talents

01-09 Cybergraft	10-18 Cyberspatial Projection	19-27 Disruption Field
28-36 Electronics Creation	37-45 Mechanical Creation	46-54 Overdrive
55-63 Positron Beam	64-72 Talents	73-81 Technospeak
82-90 Temporary Talent		91-00 Upgrade

Table 49: Technopsi Talents (casual selection)

01-16 Cyberspatial Projection	17-33 Disruption Field	34-50 Overdrive
51-66 Technospeak	67-83 Temporary Talent	84-00 Upgrade

Table 50: Technopsi Skills

01-09 Artificial Power Source	10-18 Dangertech	19-27 Diagnosis
28-36 Electromechanical Repair	37-45 Electronic Disruption	46-54 Electronic Invisibility
55-63 Positron Aura	64-72 Spot Tinkering	73-81 Technological Detection
82-90 Technological Sympathy		91-00 Temporary Skill

Table 51: Technopsi Skills (casual selection)

01-16 Artificial Power Source	17-33 Electromechanical Repair	34-50 Electronic Disruption
51-66 Spot Tinkering	67-83 Technological Sympathy	84-00 Temporary Skill

Theonic Powers

Table 52: Theonic Arts

01-08 Anti Deionic Field	09-17 Avatar	18-25 Deionic Awareness *
26-33 Deionic Field	34-42 Deionic Vampirism	43-50 Divinity Spark
51-58 Faith	59-67 Home Plane	68-75 Omniscience (p)
76-83 Signature Power	84-92 Theonic Absorption	93-00 Worshipper Collection (p)

Table 53: Theonic Arts (casual selection)

01-16 Deionic Awareness *	17-33 Deionic Field	34-50 Deionic Vampirism
51-66 Home Plane	67-83 Signature Power	84-00 Worshipper Collection (p)

Table 54: Theonic Talents

01-08 Anti Deionic Attack	09-17 Artifact Creation	18-25 Awe
26-33 Creation	34-42 Deionic Attack	43-50 Empowerment 2 (p)
51-58 Manifestation	59-67 Mortal Guise	68-75 Resistance to Deionic Attack
76-83 Resistance to Mortal Attack	84-92 Sanctuary	93-00 Theonic Energy Manipulation

Table 55: Theonic Talents (casual selection)

01-16 Artifact Creation	17-33 Awe	34-50 Deionic Attack
51-66 Empowerment 2 (p)	67-83 Resistance to Deionic Attack	84-00 Sanctuary

Table 56: Theonic Skills

01-08 Anti Deionic Aura	09-17 Bless	18-25 Deionic Aura
26-33 Empowerment 1	34-42 Mortal Communion (p)	43-50 Mortal Invisibility
51-58 Resist. to Mortal Phenomenon	59-67 Resistance to Predestination	68-75 Theonic Invisibility
76-83 Theonic Sensing	84-92 Withdrawal	93-00 Worshipper Awareness

Table 57: Theonic Skills (casual selection)

01-16 Deionic Aura	17-33 Empowerment 1	34-50 Mortal Communion (p)
51-66 Mortal Invisibility	67-83 Theonic Sensing	84-00 Worshipper Awareness

Background Information

Table 58: Initial Number of Talents

01 One Talent	02-25 Two Talents	26-50 Three Talents
51-75 Four Talents	76-99 Five Talents	00 Six Talents

Table 59: Talent Categories

01-16 Combat Talents	17-33 Eclectic Talents	34-50 Psionic Talents
51-66 Professional Talents	67-83 Scientific Talents	84-00 Subversive Talents

Table 60: Combat Talents

01-03 Acrobatics	04-07 Advanced Guns	08-10 Aerial Combat
11-13 Concussion Weapons	14-17 Energy Weapons	18-20 Fast Draw
21-23 Fastball Special	24-27 Force Weapons	28-30 Guns
31-33 Martial Arts Familiarity	34-37 Martial Arts Type A	38-40 Martial Arts Type B
41-43 Martial Arts Type C	44-47 Martial Arts Type D	48-50 Martial Arts Type E
51-53 Martial Arts Type F	54-57 Multiple Hits	58-60 Ninjitsu *
61-63 Oriental Weapons	64-67 Shield	68-70 Spatial Combat
71-73 Tactics	74-77 Targeting	78-80 Tumbling
81-83 Two Guns	84-87 Underwater Combat	88-90 Weapons Mastery *
91-93 Weapon Skill	94-97 Weapon Specialist *	98-00 Wrestling

Table 61: Eclectic Talents

01-07 Artist	08-14 First Aid	15-21 Heir to Fortune
22-28 Hypnosis	29-35 Language(s)	36-42 Leadership
43-49 Performer	50-56 Repair and Tinkering	57-63 Resist Domination
64-70 Sleight of Hand	71-77 Sports	78-84 Student
85-91 Survival		92-00 Trivia

Table 62: Psionic Talents

01-20 Astral Combat	21-40 Psionic Theory	41-60 Psychic Combat
61-80 Psychic History		81-00 Resist Domination

Table 63: Professional Talents

01-06 Animal Husbandry	07-12 Business and Finance	13-18 Blacksmith
19-24 Construction	25-30 Criminology	31-36 Detective
37-42 Diplomacy	43-48 Engineering	49-54 Journalism
55-60 Law	61-66 Law Enforcement	67-72 Medicine
73-78 Military	79-84 Piloting	85-92 Psychology
93-96 Salesmanship		97-00 Service

Table 64: Scientific Talents

01-06 Advanced Mathematics	07-12 Anthropology	13-18 Archaeology
19-23 Astronomy	24-29 Biochemistry *	30-34 Biology
35-39 Chemistry	40-45 Computers	46-50 Cybernetics *
51-55 Ecology	56-61 Electronics	62-66 Genetics *
67-71 Geology	72-77 History	78-82 Meteorology
83-88 Parapsychology	89-94 Physics	95-00 Robotics *

Table 65: Subversive Talents

01-11 Assassination*	12-22 Con-artistry	23-33 Concealment
34-44 Forgery	45-55 Hiding	56-66 Interrogation
67-77 Lip-reading	78-88 Lock-picking	89-00 Theft
	92-00 Tracking	

Table 66: Initial Number of Contacts

01 One Contact	02-25 Two Contacts	26-50 Three Contacts
51-75 Four Contacts	76-99 Five Contacts	00 Six Contacts

Table 67: Types of Contacts

01-04 Artist / Performer	05-08 Businessman	09-12 Criminal 1
13-16 Criminal 2	17-20 Extraterrestrial Government	21-24 Federal Government
25-28 Hero	29-32 Hero Group	33-36 International Government
37-40 Journalist	41-44 Law Enforcement 1	45-48 Law Enforcement 2
49-52 Lawyer	53-56 Local Government	57-60 Medical
61-64 Military	65-68 Ministry	69-72 Mythological Expert
73-76 Occult Scholar	77-80 Private Investigator	81-84 Psychic
85-88 Psychologist	89-92 Scientist 1	93-96 Scientist 2
	97-00 State Government	

Table 68: Quirk Types

01-33 Physical Quirks	34-66 Mental Quirks	67-00 Personal / Social Quirks
-----------------------	---------------------	--------------------------------

Table 69: Physical Quirks (positive)

01-07 Acceleration Tolerance	08-13 Adrenal Surge	14-20 Ambidexterity
21-27 Fighting Logistics	28-33 Gravity Tolerance	34-40 Hardiness !
41-47 High Pain Threshold	48-53 Learned Resistance *	54-60 Natural Talent *
61-67 Omnidexterity	68-73 Rank Increase !*	74-80 Rapid Healing
81-87 Sensory Increase	88-93 Strong bones *	94-00 Sturdiness

Table 70: Mental Quirks (positive)

01-08 3-D Sense	09-15 Alertness	16-23 Cyber-immunity
24-31 Fortitude	32-38 High Stress Capacity	39-46 Karmic Shell !
47-54 Magical Potential	55-61 Mechanical Aptitude	62-69 Psionic Potential
70-77 Quick Learning	78-84 Rank Increase !*	85-92 Sanity
	93-00 Static	

Table 71: Personal / Social Quirks (positive)

01-09 Ally	10-18 Assistant	19-27 Attractiveness *
28-36 Benefactor	37-45 Cash Flow	46-54 Charmed
55-63 Fame *	64-72 Fan Club	73-81 Likeability *
82-90 Luckiness		91-00 Reputation *

Table 72: Physical Quirks (negative)

01-06 Acceleration Intolerance	07-12 Albinism	13-18 Allergy *
19-24 Colorblind	25-30 Dwarfism	31-36 Epilepsy
37-42 Feebleness	43-48 Gigantism	49-54 Gravity Intolerance
55-60 Lameness	61-66 Low Pain Threshold	67-72 Missing Parts
73-78 Rank Decrease !*	79-84 Reduced Healing	85-90 Sensory Decrease *
91-95 Weak bones		96-00 Weakness !

Table 73: Mental Quirks (negative)

01-03 Absent-minded	04-05 Action Addict	06-08 Allergy *
09-11 Attitude *	12-13 Bloodlust	14-16 Bluntness *
17-19 Bully *	20-21 Combat Paralysis *	22-24 Compulsiveness *
25-27 Cowardice *	28-29 Cyber-neurosis	30-32 Delusions *
33-35 Dyslexia	36-37 Fanatic *	38-40 Greed *
41-43 Gullibility *	44-45 Honesty *	46-48 Impulsiveness *
49-51 Inept *	52-53 Insanity !	54-56 Insomnia
57-59 Jealousy *	60-61 Karma Deficiency !	62-64 Laziness *
65-67 Mania *	68-69 Multiple Personality *	70-72 Pacifism *
73-75 Paranoia *	76-77 Personal Code *	78-80 Phobia *
81-83 Pushover	84-85 Rank Decrease !*	86-88 Rudeness *
89-91 Shyness *	92-93 Stubbornness *	94-96 Temper *
	97-00 Vow *	

Table 74: Personal / Social Quirks (negative)

01-07 Alien Customs *	08-13 Bigotry *	14-20 Disgusting Personal Habits *
21-27 Dependent	28-33 Enemy *	34-40 Illiteracy
41-47 Jinxed	48-53 Loner *	54-60 Nerd
61-67 Repugnant Personality *	68-73 Snob	74-80 Social Dependent *
81-87 Unattractiveness *	88-93 Unluckiness	94-00 Weirdness Magnet

Table 75: Psionic Disciplines for Special Psi Types

01-14 Empathic Powers	15-28 Metapsi Powers	29-42 Psikinetic Powers
43-56 Psimotive Powers	57-70 Psipathic Powers	71-84 Superpsi Powers
	85-00 Special Powers Discipline	

Table 76: Number of Initial Power for Natural Psis with Psionic Training

01-06 One natural, one trained	07-13 One natural, two trained	14-19 One natural, three trained
20-25 One natural, four trained	26-32 Two natural, one trained	33-38 Two natural, two trained
39-44 Two natural, three trained	45-51 Two natural, four trained	52-57 Three natural, one trained
58-63 Three natural, two trained	64-71 Three natural, three trained	72-76 Three natural, four trained
77-82 Four natural, one trained	83-89 Four natural, two trained	90-95 Four natural, three trained
	96-00 Four natural, four trained	