

# PSI

Psi are not common because of the intense training it requires to become one. The great ones are born with the talent and merely need training to focus and develop their abilities. The Psi's most important stat is PIE since it reflects their faith in their powers. Without intense concentration and the belief that they can affect the world around them with their minds, they would lose the ability to use their Psionics. The next most important stat is WIS. WIS is their mental discipline which allows them to focus their raw talent and ability supplied by the PIE. Without WIS their power would do horrible damage to their own body.



There are literally thousands of schools dedicated to the expansion of mental powers and for the most part they specialize in only one or two different disciplines. Students attending these schools usually need to be wealthy, since tuitions are high, but corporations pay very well to have their own department of Psi on hand.

The Psi are limited in the range of their abilities and the number of times before they must meditate to regain their mental balance. This means that the Psi may use disciplines listed here for general areas of effects. The Psi must pick one discipline to study initially

but may add other disciplines as they gain experience.

Disciplines	
Telekinesis	Telekinesis is the moving of objects with the mind. The heavier the object, the more distant the object or the more complex the movement, the higher the difficulty. To pick up an object and float it to a person is much easier than typing on a keyboard. Applying killing force is very difficult and requires a to hit roll in addition to a successful psi roll.
Telepathy	Telepathy is, in its easiest form, reading the surface thoughts of a person. Much more difficult is reading the memories of a target and the most difficult effect is implanting new memories.
Empathy	Empathy is reading or projecting emotions onto an individual. Reading is rather simple but projecting is very difficult.
Illusion	This is the power to alter the perception of an individual. To affect multiple minds at once is more difficult than affecting the mind of one person. Creating an illusion of something believable is easier than creating something unreal. The illusion will only be audible and visual. If touched it will dissipate.
Tele-Imaging	This is a projection of the Psi's mind into another location. The more distant the location the higher the difficulty.

The GM may wish to impose their own modifiers for difficult conditions (Tele-imaging in the midst of a fire fight) or for optimal conditions (Telepathic scan of the memories of a person under truth drugs). AS A GUIDELINE ONLY, the following table has been supplied.

Mod	Modifier Examples
0	Majority of simple things: Tele-imaging across line of sight, reading surface emotions, minor telekinesis
-1	Easy: Telekinesis up to 10 kg, simple illusions, communicating via telepathy within 5 km.
-2	Hard: creating moving illusions, flying via Telekinesis
-3	Difficult: Implanting memories, complex movement with Telekinesis, implanting emotions, Tele-imaging elsewhere on a planet, illusions with sight and sound
-7	Nigh Impossible: Tele-imaging across interplanetary distances, telepathy across interstellar distances (including orbiting craft), moving tons of material

In general, the more powerful the effect the larger the minus since it draws more conscious thought and discipline to focus an effect.

## System

Base Chance: PIE

Channel Base: WIS

Base Modifier: -0 (-3/additional effect)

Psi have a base chance of their PIE to succeed in generating a desired effect. This is modified by -3 every time beyond the first effect that the psi has attempted (i.e. first attempt -0, second attempt -3, third attempt -6, etc.). In addition, the GM may modify the roll if he or she feels it appropriate (i.e. combat, difficulty of effect, Balek pounding on the foot). Finally, the player must roll under their modified PIE. If successful, the psi has created the effect with the mind. If the psi rolls a natural 20, the effect not only fails but backlashes and harms the psi's psychic strength (see Psychic Backlash table below). The same modifier is then applied to the character's WIS and another d20 is rolled. If the player rolls under the modified WIS then no ill effects are felt. If the player rolls over the modified number, he fails, he takes the modifier in fortitude points to all areas (i.e. if the mod was -9 then the psi takes 9 points of damage to all areas. No, positive modifiers do not return points). If the roll was a natural 20 he rolls on the Mental Backlash Table below. NOTE: you can fail your PIE roll (no effect generated) and succeed at your WIS roll (no damage taken) OR you can succeed at your PIE roll (effect generated) and fail at your WIS roll (damage taken) OR you can fail at your PIE roll (no effect generated) and fail at your WIS roll (damage taken) OR you can succeed at your PIE roll (effect generated) and succeed at your WIS roll (no damage taken).

The Base Modifier will set back to 0 and all psychic effects will be removed if the Psi is allowed to meditate for one hour (unless a duration is stated).

### Levels

The Psi will be able to keep the Base Modifier constant for a number of attempts equal to her level. For example, if a fifth level Psi were attempting seven consecutive SIMPLE effects then the total modifier for the psi would be for each effect respectively; -0,-0,-0,-0,-0,-3,-6. Since the Base Modifier does not change it allows the Psi to perform more effects.

### Saves

A person who is attacked psionically receives a save vs their PIE - the level of the Psi. If this is a desired effect then the affected may decline the save. For an effect that is external to the target (i.e. Telekinesis), there is no save. A to hit roll is needed to hit an opponent in order to lift them or hit them with a secondary object.

d20	Psychic Backlash
1-5	-1 to all PIE rolls until Psi meditates; shaken.
6-10	-2 to all PIE rolls until Psi meditates; shaken badly.
11-13	-1 to all PIE rolls until Psi sleeps for 6 hours; psi powers questioned.

d20	Psychic Backlash
14-16	-2 to all PIE rolls until Psi sleeps for 6 hours; unsure of psi powers.
17	The real world Comes into question. The Psi's balance is off and the world spins. -4 to AGL 1/2 movement until psi meditates.
18	Mind Crushed! The Psi has difficulty concentrating. Cannot perform Intellectual skills and -4 to INT until Psi meditates.
19	Belief in the Psi Disciplines crippled! Psi may perform no effects for the day and have a -2 to all PIE rolls until the psi can meditate for a number of hours equal to the amount of points that the psi missed their PIE by.
20	Discipline Destroyed! The Psi must relearn their discipline. To do this they must attend a Psi school for 3 months. No effects may be generated until the discipline is relearned. No experience need be spent for this.

d20	Mental Backlash
1-5	-1 to all WIS rolls until Psi meditates; discipline shaken.
6-10	-2 to all WIS rolls until Psi meditates; discipline shaken badly.
11-13	-1 to all WIS rolls until Psi sleeps for 6 hours; mind exhausted.
14-16	-2 to all WIS rolls until Psi sleeps for 6 hours; mind in agony.
17	Resolve Destroyed! -4 to WIS and no Craft skill may be performed until Psi meditates.
18	Wisdom Confused! All WIS rolls automatically fail. The Psi will be incoherent and must rest for 12 hours.
19	Amnesia! The Psi retains all their skills and abilities but have no memory. This can only be cured through time and meditation. It is up to the GM to determine the duration. Familiar people and objects will help.
20	Mind Destroyed! The Psi's mind is destroyed. He must receive professional help for a Psi or a psychiatrist within 3 days or damage is permanent and the body will fail. It will take 3 months to heal the damage.

Psi receive the following skills:

**2 Psychology, 2 Deception, 1 Disguise, 1 Meditation**