

PSIONICS UNLIMITED NETBOOK

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COMPILED BY GADRIN

FOREWORD

This is the *PSIONICS UNLIMITED SUPPLEMENT* for Palladium Books RPGs. It's not intended to be used with one particular RPG, rather done to give psychic PCs new and extended abilities across all. Some of the powers and expanded rules might be a better fit to certain games than others, so you and your GM will have to decide which works best for your campaign.

A while back I was playing in a Rifts game, two players were talking about another's *Mind Master* character sheet, asking:

"Why did you choose those powers?"

to which they replied:

"I already had all the *good ones*."

With that in mind, I kept on the hunt for more, varied psionic powers. So Nightbane, Heroes Unlimited, PFRPG and Rifter #25 were all G-R-E-A-T, offering psychics further expansion. However one of the issues with psychics is that they often play "second fiddle" to mages or super-powered characters. If you've read any comics, one of the first things you notice is that the psychics featured often compete with the larger heroes with more robust powers on equal footing.

So we've gone and done it, broken the barrier which keeps psychics on the back-burner while supplement after supplement released gives us another mage with more incredible abilities and powers (O.C.C. and otherwise), and the psychic stagnates like a one-trick pony. Okay, we're being a bit facetious. Don't get us wrong, *Psyscape* was nice, but we still needed more!

Inside here you'll find contributions by various Palladium gamers who offer players a bit more when it comes to adventuring. Hopefully you'll find this the start of your own psionic power-making project to give your own game exactly what it needs.

Note: you might notice duplicate powers. It's often disheartening to readers to find that something has been cut, due to space limitations. Most gamers simply *want more, and want it now!* Since we're under no such restraints here, we've included almost all the powers sent to us as part of the Netbook. As GM or players, you can decide what works and what doesn't.

In the meantime...

CONTRIBUTORS

The following players/posters/GMs helped by contributing to this Netbook:

Alzandriion
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Thanks to everyone for participating.

Healing Powers

[Bewitchment](#)

[Disease Transfer](#)

[Instill Hope](#)

[Charismatic Field](#)

[Gene Reader](#)

[Psi-Static](#)

[Disease Purification](#)

[Instill Fertility](#)

[Steal I.S.P.](#)

Bewitchment

Range: 10 feet

Duration: 10 minutes per level

Saving Throw: Standard

ISP: 10

Creator: Iczer

The psychic stimulates the pleasure centers of the target and fixates that person's image in their mind to reinforce it. Thus the psychic can increase the attraction of one person to another, or of a target to themselves. The target person must make a normal save, but if failed, becomes infatuated with either the psychic or another. This does not affect sexual orientation or natural affiliations (will not turn someone to Necrophilia for instance unless they're already a Necrophiliac).

This attraction can also be towards activities or motives. For instance a person can be bewitched toward skydiving for instance, or to self-preservation.

Charismatic Field

Range: Immediate area

Duration: 1 minute per level

Saving Throw: None

ISP: 6

Creator: Iczer

This power raises the psychic's effective M.A. by +2, plus 1 every other level, and their P.B. by +1 plus one every third level and adds +10% to Trust/Intimidate. This is an alteration to the psychic, and not a mind affecting attack, therefore there is no saving throw.

Disease Purification

Range: Self

Duration: Instant

Saving Throw: None

ISP: 18

Creator: Shades of Eternity

Length of Trance: 6D6 minutes of meditation

The healer can use their abilities to slow their metabolism and destroy disease (both viral and bacterial) within their body. The effects of the disease are immediately halted at the beginning of the meditation and completely destroyed/negated by its end. Damage sustained prior to the psychic's intervention still exist. Will even work on Parasitic organisms, such as those used by bio-wizardry.

Disease Transfer

Range: Touch

Duration: Instant

Saving Throw: None; except for the nega-psychic, standard

ISP: 30

Creator: Shades of Eternity

Length of Trance: 2 minutes of meditation

The healer is able to transfer a disease that is afflicting a patient and transfer it into himself. At the end of the meditation, the recipient is effectively cured of the disease, whereas the healer is now afflicted with the disease in question. Then the healer can cure himself using their other psychic powers (particularly disease purification).

Gene Reader

Range: Touch or 15 feet

Duration: 2 minutes, plus see below

Saving Throw: None if willing, Standard otherwise

ISP: 3

Creator: Iczer

The psychic can peer into a person's genetic code to see and make comparisons with another's, to determine a number of factors. Their race, heritage and lineage stand out as does any genetic tampering that has been done. By glancing at a blood spray, the psychic can match the blood to a particular individual by comparing their DNA. They can also make predictions as to the mating of two individuals, and can spot a pregnant woman a mile away. The power functions on only a single subject within 15 feet. A psychic can store genetic profiles in their memory for future recall, holding I.Q. x2 in genetic profiles, Total Recall assists normally in recalling details.

Requires: Psychic Diagnosis.

Instill Fertility

Range: Touch or up to 5 feet distant

Duration: 3 hours per level

Saving Throw: None if willing, otherwise +2

ISP: 6

Creator: Iczer

The psychic can stimulate the fertility of a person or plant. The target is +2 to save if unwilling, and becomes somewhat aroused. The target is twice as fertile for the duration of the power.

Instill Hope

Range: Touch or up to 5 feet distant

Duration: Special, see below

Saving Throw: None if willing, otherwise Standard

ISP: 4

Creator: Iczer

The psychic instills the victim with hope and vitality. The victim receives +2 to Save versus Horror Factor, gains +1 to all other saves and has a +1 to combat rolls until next time they are injured. The

power provides the person with a feeling of wellness, lessening of pain etc.

Psi-Static

Range: 12 feet + 6 feet per level, centered on the psychic

Duration: 2 minutes per level

Saving Throw: Standard

ISP: 15

Creator: Iczer

Psi-Static creates a field of disruptive psychic energy that surrounds the psychic and distorts psionic activity. Those in the field (except the psychic, and those under a mind block) must save or lose 1D4 I.S.P. per round within the field. Furthermore, all effects that go through the field are halved and allow those inside the field a +2 bonus to save against it. The nature of this effect even disrupts the aim (-4 to strike) and damage (takes half damage) of normal physical powers.

Steal I.S.P.

Range: Touch or 6 feet per level

Duration: Instant

Saving Throw: None if willing, standard otherwise

ISP: Special, see below

Creator: Iczer

The psychic can take I.S.P. from a victim. This power costs 6 I.S.P. on a willing victim at touch range. An unwilling or unsuspecting victim automatically gets a saving throw. Unwilling victims cost 10 inner strength points. The power has a range of 6 feet per level, but ranged victims cost an extra 2 I.S.P. The psychic drains 1D6 I.S.P. per level. Obviously, at lower levels the psychic risks losing more than they gain when using this power.

Physical Powers

[Alter Mass](#)

[Enhance Reflexes](#)

[Kinetic Drain](#)

[Shrink](#)

[Body Bolster](#)

[Fire Cracker](#)

[Personal Environment Bubble](#)

[Strength of Will](#)

[Catabolysis](#)

[Generate Light](#)

[Personal Force Field](#)

[Telekinetic Speed](#)

[Ectoplasmic Disk](#)

[Grow](#)

[Polarized Vision](#)

[Telekinetic Takedown](#)

[Ectoplasmic Net](#)

[Heightened Sight](#)

[Poltergeist](#)

[Utility](#)

[Ectoplasmic Whip](#)

[Heightened Smell](#)

[Psi-Cleaning](#)

[Ectoweave](#)

[Heightened Touch](#)

[Psi-Servant](#)

[Edit Pain](#)

[Immortality](#)

[Pyrokinetic Jump](#)

Alter Mass

Range: Self

Duration: 2 rounds per level

Saving Throw: None

ISP: 8

Creator: Iczer

The psychic can alter their mass in one of two ways:

- **Downwards** reduces weight by 65% +2% per level, and adds 15% to prowl, doubles leaping distance and increases speed by +12.
- **Upwards** makes the psychic tougher, adding 65% +5% per level extra mass, granting an A.R. of 8, and adding +2 to all basic hand-to-hand attacks and grants +10 to S.D.C. or M.D.C., but reduces speed by 25%.

Body Bolster

Range: Self

Duration: See below

Saving Throw: None

ISP: 14

Creator: Iczer

The psychic can cause their body to work in overdrive in healing and repairing wounds. Piercing and cutting wounds of any sort, as well as wounds from energy sources/weapons inflict half damage while this power is in use, effectively bouncing off the psychic's skin. Duration is one melee, plus another melee at levels 3, 5, 7, 9, 11, 13 and 15 and costs 14 I.S.P. to use.

Catabolysis

Range: Self

Duration: Permanent

Saving Throw: None

ISP: See below

Creator: Iczer

The psychic may burn off one P.E. point to instantly receive 20 H.P. These extra H.P. will increase their H.P. total (up to 10 extra, maximum). This may be performed even while unconscious, or dying, but not after death has occurred.

The P.E. loss is permanent.

Ectoplasmic Disk

Range: up to 100 feet away.

Duration: 10 minutes + 5 minutes per level

Saving Throw: None.

ISP: 45 plus special

Creator: Shades of Eternity

Prerequisite: Ectoplasm

This psionic ability creates a disk made of ectoplasm that is used for carrying heavy loads. It can hold 200 lbs and each additional 100 lbs costs an additional 10 I.S.P. The disk cannot move beyond 100 feet (30.5 m) otherwise it disappears. It can levitate up to 120 feet (119.6 m) up and moves at a speed of 15 (10 m.p.h.)

The disk isn't a precise, surgical tool and makes a lousy weapon. If, for whatever reason, it is used to attack an opponent directly (such as ramming or falling) all direct attacks are at -2.

Ectoplasmic Net

Range: 40 feet + 5 feet per level of experience.

Duration: 4D6 minutes

Saving Throw: None (see below)

ISP: 20

Creator: Shades of Eternity

Prerequisite: Ectoplasm & Telekinesis

The practiced psychic can generate a ectoplasmic net in a single melee action that is strong and resistant to damage. Any targets ensnared by the net are entangled to a point that they are pinned (no melee actions). Only a combined supernatural strength of 30 is capable of breaking the net within one melee. Otherwise, the net lasts for 4D6 minutes. The net itself has 30 M.D.C. and conventional weapons only inflict one quarter damage to it. Magic and psionic attacks will inflict full damage.

The Ectoplasmic Net requires a successful strike to entangle and is +4 to strike.

Ectoplasmic Whip

Range: 20 feet

Duration: 1 melee/level

Saving Throw: None

ISP: 20

Creator: Shades of Eternity

Prerequisite: Ectoplasm

This psychic ability generates a tentacle from their arm made of ectoplasm that can be used as a defensive weapon. The tentacle itself has a 20 foot range (6.1 m) and does 3D6 S.D.C. to opponents. Alternatively, the Ectoplasmic tentacle can be used to restrain an opponent if he is less than 12 feet tall (3.7 m). Instead of doing damage, the tentacle wraps around the opponent and pin them so that the

victim is completely immobile. Can only break free by pulling the tentacle off (the tentacles are considered to have a P.S. of 30), or somebody else can try chopping the tentacle off (considered to have 20 M.D.C.)

Ectoweave

Range: Self

Duration: 6 hours per level

Saving Throw: None

ISP: See below

Creator: Gadrin

Ectoweave is a variant power of Ectoplasm and Ectoplasmic Disguise, in that it produces large quantities of ectoplasm, mentally and physically shaped into a fabric-like substance, rather than producing false flesh or animated phantom limbs. In its simplest form, Ectoweave creates a light, white-colored, tissue-paper-like fabric that dissolves when its lifespan duration runs out. However, with additional concentration and an investment of I.S.P., longer-lived and more specific types of fabric (wool, cotton, tweed, silk, angora, etc.) can be produced. With additional practice, a psychic with this ability can produce copies of dresses, uniforms, costumes, and the like, or even shape their own designs.

Ectofabrics have several advantages over regular fabrics; they are lighter, nonallergenic (great for bandages), are disposable (most ectofabrics dissolve into thin air after a day or so), can be produced fairly quickly (great if one has to whip up several disguises in a hurry), and have a longer duration than Ectoplasmic Disguises. On the minus side, ectofabrics can be easily detected by psionic Sensitive powers and magics, and they are relatively delicate (even the heavier fabrics like wool), supplying S.D.C. equal to only one-half the M.E. of the psychic who created it (rounded down).

Ectofabric can be made permanent by "bonding" the ectoplasm to another fabric (typically a cheaper, ruder, fabric than that being imitated) at a ratio of 1 square foot of "impregnated" base fabric to 2 square foot of ectofabric, the result is a longer-lasting fabric with slightly more durability (add the base strength of the bonded fabric to that of the ectoplasm). An additional benefit of this power is that the resulting fabric can be applied to walls, doors and other surfaces making them impenetrable to entities and astral projectors/coexistors, giving the psychic much needed privacy from outsiders.

In the more fashionable communities of game worlds, this ability is often used by back alley tailors and sweatshops to produce short-lived knockoffs of more expensive designs, or to produce temporary disposable dresses and suits for a fraction of the cost of a real dress/jacket. Some medical clinics use Ectoweave to mass-produce disposable bandages in emergencies.

Ectoweave I.S.P Cost:

- **7:** for a simple ectofabric
- **10:** for specific fabric type/weave
- **12:** to duplicate a dress or uniform (must have the clothing or a sample to be imitated on hand)
- **15:** to produce an original design (off the top of one's head)
- **+6:** to extend the lifespan of the ectofabric by another 6 hours per level
- **+20:** to bond the ectofabric to a permanent fabric

Edit Pain

Range: Self

Duration: 1 melee per level

Saving Throw: None

ISP: 5

Creator: Gadrin

The psychic uses a form of Bio-Manipulation to temporarily intercept pain signals from their body. This means the psychic can handle hot materials or otherwise take damage without feeling it. Use of this power is dangerous as the character will not know the amount of damage they've taken while the power is active, so the GM should keep it secret. When the power is over there still may be some lingering of pain. This does not prevent the psychic from noticing a bullet-hole or blistering flesh, etc.

Enhance Reflexes

Range: Self

Duration: 3 rounds per level

Saving Throw: None

ISP: 10

Creator: Iczer

This power adds a small bonus to the psychic's reflexes, affecting their overall abilities. For the duration, the psychic adds +2 to P.P., +3 to initiative and +15% to skills that require a delicate touch, balance and/or coordination.

Fire Cracker

Range: 60 feet

Duration:

Saving Throw: None

ISP: 6

Creator: Iczer

The psychic can use harsh Telekinetic forces to create a ripple of air followed by a vacuum. This causes a loud crack (Horror Factor of 8) and will inflict 2D4 S.D.C. damage to a target (2D4x5 damage this to fragile items like clay, ceramic or glass) if aimed at a living target, an attack roll of natural 18 or better will distort the inner ear, causing the the target to lose 1 action and inflicting double damage.

The psychic is +2 to strike, and opponents are -4 to dodge as this attack literally comes out of nowhere.

The attack cannot do M.D.

Generate Light

Range: See below

Duration: See below

Saving Throw: None

ISP: 2 or 14

Creator: Iczer

The psychic can tap energetic forces to produce light, as either a ball of radiance or a beam. The Light may come from a fixed item, or from a floating point and move at Spd. 8. The light radiates for 45 feet in all directions, or for 100 feet as a spotlight. Lasts 10 minutes per level. For 14 I.S.P., the psychic's whole body can super-illuminate for 1 minute per level. This blinding light will harm all beings vulnerable to light, and will radiate for 300 feet.

Grow

Range: Self

Duration: 1 minute per level

Saving Throw: None

ISP: 12

Creator: Gadrin

Another form of Bio-Manipulation, this power allows the psychic to enlarge themselves and their corresponding mass while using it. The power offers no shape-changing abilities, so the psychic simply grows into a larger version of themselves. The psychic can grow up to 1 foot per level of experience. As the psychic grows, so does their weight.

The psychic's new weight is figured by the following formula:

1. Take the new height
2. Divide by the original height
3. Cube it
4. Then multiply that by their original weight
5. this is the character's new weight

So if the psychic is 6 feet tall and 200 lbs and they Grow to 8 feet, they weigh: $(8/6) = 1.3$; $1.3^3 = 2.37$; $2.37 * 200 = 474$ lbs.

For triple the I.S.P. the psychic may affect their clothing and equipment.

Heightened Sight

Range: See below

Duration: 1 minute per level of experience

Saving Throw: None

ISP: 4

Creator: Gadrin

This power grants the psychic the ability to see clearer & farther, much like a Rifts Crazy O.C.C. A form of Bio-Manipulation which gives perfect 20/20 vision, excellent color vision and exceptional long

range vision, allowing them to read a sign or recognize a face up to 2 miles away.

Heightened Smell

Range: Immediate area

Duration: 1 minute per level of experience

Saving Throw: None

ISP: 2

Creator: Gadrin

Provides an enhanced sense of smell, which enables the psychic to instantly recognize odors 65%, recognize person by scent 25%, and even track by smell 30%.

Heightened Touch

Range: Self

Duration: 1 minute per level of experience

Saving Throw: None

ISP: 2

Creator: Gadrin

Gives the psychic an enhanced sense of touch, which allows the character to recognize very slight differences in textures by touch. Adds +10% to all skills that require a delicate touch.

Immortality

Range: Self

Duration: Permanent

Saving Throw: None

ISP: 12 I.S.P. permanently, plus 4 permanent I.S.P. every 10 years.

Creator: Iczer

The psychic uses Bio-Kinetic talents to render themselves immortal. This permanently reduces their I.S.P. score by 12. The psychic no longer ages, and has +10% to Save vs Coma. If reduced to a point where they cannot be saved, they may expend 1 I.S.P. per H.P. below their normal threshold to remain alive. This power needs to be renewed every decade or so, costing 4 permanent I.S.P.

Kinetic Drain

Range: 20 foot radius + 2 feet per level

Duration: Instant

Saving Throw: None

ISP: See below

Creator: Iczer

This power, is similar to that used by "Neo" in "The Matrix", and is the ability to slowly drain kinetic energy from an area. The drain is small and delicate so it will only work on small objects. While in use, the psychic drains kinetic energy from the surrounding area using it as a buffer against attacks.

Projectile attacks are drained of energy and stop before falling to the floor. The psychic expends 1 I.S.P. per bullet or other projectile to be affected. The power affects all in the area, the psychic is unable to single out specific attacks to be unaffected. If insufficient I.S.P. is paid, then all projectiles have the excess damage split between them (Jono holds out a hand and squeezes the energy out of the zone. 12 rounds are in the zone at the time, but he spends only 10 I.S.P. The remaining 2 rounds would inflict 3D6 each so 6D6 damage is rolled (14 points) and divided equally amongst all 12 bullets or 1 point for 10 bullets and 2 points for two bullets). If the psychic is stopping less than half the bullets in an area this power fails. Unlike other powers the psychic must pay as they use it, and can be canceled with a thought.

Personal Environment Bubble

Range: Self

Duration: 4 minutes per level

Saving Throw: None

ISP: 20

Creator: Iczer

The psychic creates a bubble of force that seals in the current environment and stabilizes it. Pressure, temperature, air are all regulated while in the bubble, which moves at a speed equal to the psychic's

M.E. The bubble may be penetrated by anything moving slowly enough, and has a total of 12 S.D.C. (M.D.C. is not possible). The power can be used to make the psychic immune to great pressure such as outer space or under water, up to a certain depth. See Rifts Underseas for more details.

Personal Force Field

Range: Self

Duration: 1 minute per level

Saving Throw: None

ISP: 16

Creator: Iczar

Creates a telekinetic field around the psychic's body and possessions that provides A.R. 8 and 20 S.D.C. or 20 M.D.C. in mega-damage settings. It prevents the use of firearms and disallows the psychic from manipulating items, as the force field covers the hands and fingers, making them mitten-like.

Polarized Vision

Range: Self

Duration: 10 minutes per level

Saving Throw: None

ISP: 4

Creator: Gadrin

Another form of Bio-Manipulation, this power gives the psychic control over their optic nerves, controlling the iris to react instantly to bright light sources, preventing them from being blinded.

Poltergeist

Range: The area of effect is 20 feet across, plus 2 feet per level, but rarely leaves a confined area

Duration: Lasts one minute, plus one melee per level

Saving Throw: None

ISP: 15

Creator: Iczer

Creates a field of Telekinetic Chaos in a restricted area. For the duration, random items are grabbed and hurled in random directions. The area becomes a damaging field. Even air and bodies are buffeted. Damage is 1D6, 3 times a round in an empty area, rising to 4D6 in an area cluttered with heavy or sharp objects. More importantly, those inside the area are at -2 to all combat actions and -20% to skills while inside the area of effect, due to the chaos.

Psi-Cleaning

Range: Self or up to 1 foot per level

Duration: Instant

Saving Throw: None

ISP: 2

Creator: Iczer

This power allows the psychic to use minor telekinetic power to brush off and remove dust, blood sweat and grime. Can be applied on any target. Applied to water, this removes silt, dust, grime, slime and impurities from 20 gallons per level.

Psi-Servant

Range: See below

Duration: 20 minutes plus 4 minutes per level.

Saving Throw: None

ISP: 10

Creator: Iczer

The psychic creates a mild Telekinetic force with limited sentience and motor control, to temporarily perform tasks and other minor functions. The servant needs no orders and is technically invisible. It is too dumb to spy, and it has trouble with fine motor skills (-20%), but otherwise possesses all the memories and most of the knowledge of the creator. Useless in combat. Has a P.S. of 6, P.P. of 6, I.Q. of 6, Spd. of 18, it has 4 H.P., and 10 S.D.C., but as a disembodied Telekinetic force, it is difficult to see, much less hit, and can only be affected by energy or psychic attacks.

Pyrokinetic Jump

Range: Self (see below)

Duration: Instant

Saving Throw: None.

ISP: 5

Creator: Shades of Eternity

Prerequisite: Psychic must also have the power of Pyrokinesis or be a Burster (see below)

Much like the Flame Panthers of the secret city of Omagua, this gives the psychic the ability to launch himself over great distance by using a controlled flame discharge. The psychic cannot steer in flight, effectively becoming a living bullet launched towards the target area.

The range of such a jump is 200 feet (61.0 m) + 10 feet per level of experience. When activated, anyone (including the psychic if not resistant or immune to fire) within a 5 foot (1.5 m) radius will take 2D4 M.D. from the "jet blast".

On descent, another Pyrokinetic Jump will be needed to slow down and avoid crashing. If one is not performed, assume that the psychic has fallen the equivalent distance in feet!

Any Burster who takes this ability relinquishes one minor psionic power.

Shrink

Range: Self

Duration: 1 minute per level

Saving Throw: None

ISP: 10

Creator: Gadrin

Another form of Bio-Manipulation, this power allows the psychic to shrink themselves and their corresponding mass. The power offers no shape-changing abilities, so the psychic simply grows into a smaller version of themselves. The psychic can shrink up to 1 foot per level of experience and 1 inch

per level below 1 foot. As the psychic shrinks, so does their weight.

The psychic's new weight is figured by the following formula:

1. Take the new height
2. Divide by the original height
3. Cube it
4. Then multiply that by their original weight
5. this is the character's new weight

So if the psychic is 6 feet tall and 200 lbs and they Shrink to 3 feet, they weigh: $(3/6) = .5$; $.5^3 = .125$; $.125 * 200 = 25$ lbs. Shrinking smaller than 1 foot is possible, just convert feet to inches.

For triple the I.S.P. the psychic may affect their clothing and equipment.

Strength of Will

Range: Self

Duration: 3 minutes per level

Saving Throw: None

ISP: 10

Creator: Iczer

For 10 I.S.P. and a duration of 3 minutes per level, the psychic can enhance their own strength. They may substitute their M.E. for their P.S. for the duration, or add a bonus to their P.S. equal to their M.E. saving throw bonus, with a minimum of +1.

Telekinetic Speed

Range: Self

Duration: 10 minutes per level of experience

Saving Throw: None

ISP: 10

Creator: Iczer

This power allows the psychic to temporally increase their speed for a period of time covering more ground when running. For every level of experience, the psychic increases their speed attribute by +5 per level. This enhanced speed is useful when covering long distances on foot. It does not increase the psychic's P.P. ability or add any bonuses to strike or parry. It does, add a +6 dodge when this power is in use.

Telekinetic Takedown

Range: 40 feet + 5 feet per level

Duration: See below

Saving Throw: See below

ISP: 20 and 10 per subsequent action if necessary

Creator: Iczer

The psychic uses harsh Telekinetic forces to grasp a victim, move them up to 6 feet per level, and then slam them downwards into the ground or a nearby obstacle. This force inflicts 4D6 S.D.C. and victims of this attack lose initiative and 1 action the following melee round. The victim can be prevented from leaving, by expending 10 I.S.P. every action, but the psychic can do nothing but concentrate while doing this. Victims may save versus psionics to break free. M.D.C. creatures are not harmed, but can be knocked down by the attack.

The psychic is +4 to strike with this effect.

Utility

Range: Self or up to 2 feet away

Duration: Tools last 1 melee round per level

Saving Throw: None

ISP: 12

Creator: Iczer

The psychic can forge ectoplasm and Telekinetic force to perform the functions of limited tools. It costs 12 I.S.P. to forge a tool or device. As a weapon it may do no more than 1D8 or 2D4 damage (doubled in ectoplasmic-rich environments) as a tool, it cannot be exceptionally sharp (like a scalpel)

but will be extraordinarily tough (possesses M.E. x4 S.D.C.). No electrical or chemical reactions may be made with the devices (but an ordinary firing pin in an ectoplasmic gun will fire ordinary bullets)
Tools lose 4 S.D.C. per melee after power's duration ends.

Requires: Ectoplasm

Sensitive Powers

[Alternate Memory](#)

[Hypersenses](#)

[Psi-Reception](#)

[Translation](#)

[Astral Weapon](#)

[Intuitive Pilot](#)

[Psychic Dowsing](#)

[Blindfighting](#)

[Lie Detection](#)

[Tame Beast](#)

[Data Processor](#)

[Psi-Noise](#)

[Tracer](#)

Alternate Memory

Range: Self

Duration: 3-12 hours

Saving Throw: Standard

ISP: 5 per memory

Creator: Gadrin

This power allows the psychic to "program themselves" with false memories, allowing them to be untruthful. Anyone using Telepathy or Empathy will think the psychic is telling the truth. A Mind Bond will reveal two sets or contradicting memories, perhaps even the act of creating them if done before the short-term memory is gone. Much like Mind Bond, the Alternate Memories will fade after 3-12 hours. The psychic creates the alternates by meditation, refines them into the final product, then uses this power to "permanentize them" so they may use them.

The psychic may only create 1 false memory per level, so a 5th level psychic can create 5 alternate memories.

Astral Weapon

Range: Self

Duration: 5 minutes per level

Saving Throw: None

ISP: 6

Creator: Gadrin

Normally only master psychics can use psychic weaponry, such as Psi-Sword or Mind Bolt, which is a big help when traveling the Astral Plane via Astral Projection. But what about major and minor psychics who can also travel the Astral Plane and face the same hazards as their counterparts? This power creates an ectoplasmic Astral Weapon (melee only) that the psychic can use to combat foes

during their trips. No matter what the weapon looks like, it does 2D6 S.D.C. damage and can only be used on the astral plane by the psychic who created it.

Blindfighting

Range: Self and 20 feet + 5 feet per level around the psychic

Duration: 2 minutes + 1 minute per level

Saving Throw: None

ISP: 4

Creator: Iczer

This limited Clairvoyance allows the psychic to see while blinded by lack of light, or having eyes inoperable. Penalties for blindness and darkness are removed for the area of effect. Their vision is also a full 360 degrees, adding +1 to initiative, and protects from sneak attacks.

Data Processor

Range: Self

Duration: 2D4 minutes

Saving Throw: None

ISP: 3

Creator: Iczer

The psychic may touch an item that contains information and may read it in a matter of minutes. It takes 2D4 minutes to extract information from the common item. This is not perfect knowledge, more like what you would get from a casual viewing of it. Pertinent skills and powers make this more useful, (Research, for example, or Total Recall).

When used with books, speed reading will halve the time needed to read it, as well as increasing the overall retention.

Encrypted information, or information in a language the psychic cannot read, remains indecipherable.

Hypersenses

Range: Self

Duration: 1 minute per level

Saving Throw: None

ISP: 4 for basic use, see below

Creator: Iczer

The character can expend I.S.P. to enhance their senses. While all senses are heightened by the base power (+2 to Perception checks), the character can enhance this further.

Each additional 4 I.S.P. adds one of the following bonuses:

- Excellent Taste (65% chance of tasting "tasteless" poisons, +10% cooking)
- Hearing as good as a rabbit or wolf. (+2 initiative)
- Intuition (10% more "lucky" GM's call)
- Kinesthesia (+2 to roll, +10% maintain balance)
- Sensitive Touch (+10% to sleight of hand movements or delicate touch)
- Sight like an eagle (4miles)
- Smell and track like a wolf (42%+3% per level +10% with blood)

Intuitive Pilot

Range: Self

Duration: 10 minutes + 2 minutes per level

Saving Throw: None

ISP: 12

Creator: Iczer

The psychic gains an instinctive knowledge of most types of vehicles in a campaign. The psychic's piloting skill with the nearest vehicle of choice is 88%, or +25% if they already have the skill with that type of vehicle. Everything is known, from operation to special functions (though pass codes are not given).

Bonuses: +3 to initiative and +2 to dodge while the power is active.

Lie Detection

Range: Immediate area (see below)

Duration: 30 minutes per level

Saving Throw: See below

ISP: 4 or 8

Creator: Iczer

The psychic sets up an empathic field, specifically geared to determine if given statements are lies or truths. By expending 4 I.S.P., the psychic is alerted to any of the simple little tricks that occur when someone lies in their presence. While a saving throw is allowed, one must suspect telepathic-type intrusions before they are allowed to save. Typically however, a person saves when they are concealing something, and doesn't when they aren't so the psychic is at -6 to save.

For 8 I.S.P., the psychic can interrogate a single known lie to reveal a truth. A saving throw is allowed for everyone against this effect. Also note that professional con-men, lawyers, sales people and people of high M.A. can skip by the psychic radar of this power.

Psychics with unusually high M.A. scores may use their M.A. attribute in place of their M.E. attribute when making a save against this power. The power covers anyone within speaking distance, typically around 20 feet.

Psi-Noise

Range: Self

Duration: 1 minute per level for the psychic; see below for the victim

Saving Throw: Standard (and special)

ISP: 5

Creator: Gadrin

The psychic sets up a powerful broadcast of psi-interference which other psychics and mental intruders will find uncomfortable, forcing them to drop contact. The psychic can make any effect within reason, from a high-pitched squealing, to incoherent babble, to annoying static, as the GM permits. Victims who don't save the effects of the psi-noise usually receive a raging headache, will last for 1D4 minutes, but healing psionics or magic can quickly counter these maladies. Until such time, the victim is -1 to initiative and -2 to strike, parry and dodge, and -5% to all skill rolls.

Psi-Reception

Range: Self

Duration: 6 minutes + 1 minute per level

Saving Throw: None

ISP: 4 or 8

Creator: Iczer

The psychic can bend radio waves to their ear on a set frequency. They can hear this frequency for the entire time the power is active. If the psychic also wants their voice to transmit, they can expend a further 4 I.S.P.

Alternately, the psychic may instead 'tap' a phone or radio they can see by expending 8 I.S.P.

Psychic Dowsing

Range: See below

Duration: Instant

Length of Trance: 1 melee

Saving Throw: None

ISP: 8

Creator: Iczer

The psychic may cast out their senses to find specific items or substances. The psychic concentrates for one melee while this takes place. If the sought items or substances exist in the radius of effect then they are immediately given vague directions and details about it. The base range is a 60 foot radius, with a further range of 100 feet per level. If no such item exists in their base radius, they are given a straight line distance to any within the secondary range (but no details). This power cannot detect metaphysical concepts. It can find "swords", "steel" or "cybernetics" but not magic swords, steel made into bracelets or Justine the Cyborg.

Tame Beast

Range: Immediate area
Duration: 2 minutes per level
Saving Throw: Standard
ISP: 4 or 8 or 14
Creator: Iczer

The psychic can simply inspire a kind of reverence in an animal as that animal would experience when meeting an obvious master or pack leader. The creature becomes docile towards the psychic, and will follow any commands that it knows how. Normally docile animals require 4 I.S.P. Attack animals or predators require 8 I.S.P. Giant or otherworldly animals require 14 I.S.P.

Tracer

Range: Special
Duration: 10 minutes + 2 minutes per level
Saving Throw: Standard
ISP: 8
Creator: Iczer

The psychic can "tag" an item or person within 20 feet and then receive impressions and status updates on that item or person for the duration. The maximum range of this ability is 1 mile per level, allowing the psychic to follow the victim discretely without chance of being spotted. While the psychic is kept updated as to the target's status (sitting and eating food), it does not get any information regarding their surroundings (cannot tell if they're at a dinner, in their home or how many people are nearby, etc). Normal saving throws applies.

Translation

Range: Self
Duration: 10 minutes + 2 minutes per level
Saving Throw: None
ISP: 10
Creator: Iczer

The psychic uses telepathic feedback to translate languages, and the resulting knowledge may be

brought back with total recall, or the base duration extended with the expenditure of 8 additional I.S.P.

This power only works with spoken languages.

Super Powers

Absolution	Electrokinetic Sword	Necromancy	Rebirth
Astral Interdiction	Energy Shield	Oxykinesis	Regeneration Bleed
Astral Pocket	Hex	Photokinesis	Repentance
Astral Slip	House Entity	Power Trigger	Supercharge
Autohypnosis	Isoportation	Psi-Armor	Telekinetic Flight
Brain Trust	Kiss of Death	Psi-Dart	Telekinetic Flight
Cryokinesis	Labyrinthine Mind	Psi-Interrogation	Telekinetic Force Parry
Echokinesis	Mind Bolt	Psi-Maze	Teleport Self
Ectoplasmic Body	Mind Bolt	Psi-Shockwave	Terrakinesis
Ectoplasmic Form	Mind Bomb	Psychic Body Field	Ultraplasm
Ectoplasmic Whip	Mind Vessel	Psychoportation	
Electro Magnetic Pulse	Mindsplit	Pyrokinetic Sword	

Absolution

Range: 30 feet, line of sight

Duration: 12 hours per level

Saving Throw: Standard, -2 penalty

ISP: 50

Creator: Iczer

This heinous affliction strikes a target in the deepest recesses of their psyche. If a saving throw with a -2 penalty is failed, then the victim instantly loses half their I.S.P., H.P., P.B. and S.D.C. Weakened in this way, they lose 1 attack and -1 to all combat maneuvers. Once the power ends, attributes can heal normally, and P.B. restores at one point per day. The secondary effect is more devious though. Every morning of the effect, the victim must save versus psionics or leave their body astrally, without the ability to return. The secondary effect persists until P.B. has returned to normal. Anyone who saves vs absolution may no longer be affected by it from that source.

Astral Interdiction

Range: 100 feet (30m) radius

Duration: 5 minutes per level of experience

Saving Throw: See below

ISP: 30

Creator: Shaded Helios

Prerequisite: Astral Projection & Ectoplasm

The psychic is able to assert their influence on the ectoplasmic fabric of the Astral Plane in a rare and unusual manner. An astral power that can only be used on the Material Plane, nothing readily apparent even happens when it is activated. Anyone sensitive to the Astral Plane (natives of that plane, astrally projecting psychics, etc), however, is easily able to spot the bubble of psionic energy that rapidly expands from the psychic. Once erected, this bubble offers no impediment to anything but beings Astrally coexisting with the Material Plane. Those affected cannot bypass this bubble in any way, psionically, magically, or even with their most basic senses until its S.D.C (100 +30 per level of experience) or M.D.C. (25 per level of experience) on the Astral Plane is depleted. Astral travelers already within the radius of effect must save versus psionics or be ejected from the area. Additionally, anyone on the Material Plane within the bubble, the psychic creating the Interdiction included, must pay quadruple the standard I.S.P. cost and save versus psionics to use any ectoplasm-based powers or to enter the Astral Plane. Ectoplasm powers already present in the area when the interdiction is established lose 50% of their remaining S.D.C or M.D.C. and have their remaining duration halved.

The psychic requires a melee round of intense concentration to create the interdiction, during which time they cannot take any damage or the power fails and expended I.S.P. is wasted.

Astral Pocket

Range: Self

Duration: 1 day per level or Permanent

Saving Throw: None

ISP: Special, see below

Creator: Gadrin

By concentrating for 10 + 1D6 minutes and expending 55 I.S.P., the psychic can create a temporary Astral Pocket, which will last for 1 day per level. Or, after intense meditation of 1D6 hours the psychic can sacrifice 10 I.S.P. permanently and create a permanent version. Once created the pocket resembles a hole in space (it isn't created inside the psychic's clothing or an item he's carrying).

The pocket holds up to 30 lbs of gear (non-living only). The shape isn't important, as the pocket will stretch and contort to accommodate the items. To access the pocket, the psychic must concentrate for one melee action, open the pocket, then reach in.

Each time the pocket is accessed, whether putting things in or taking them out, costs the psychic 10

I.S.P., which they can recover. Since range is immaterial on the astral plane, the psychic can place items inside the pocket in one city, then access the pocket in another city with the same ease of use.

By doubling the I.S.P. expenditure during creation, the psychic can store an extra 20 lbs of gear. Accessing this larger pocket still only costs the psychic 10 I.S.P. no matter which size or version of pocket they create.

In the astral plane, the pocket can be accessed for free, but only those objects which are Astrally Reconfigured, can be used on the astral plane. Inside Astral Domains, the GM will have to look at the properties of the domain (e.g., "same as Earth" or "same as Astral Plane" to see if the items can be brought in). There is only a 3% chance any pocket will be discovered by astral creatures. Even if they succeed in opening it they can only use items that are Astrally Reconfigured.

The psychic can only have 1 Astral Pocket active per 3 levels of experience (1st - 5th, 1 pocket; 6th to 8th 2 pockets; 9th to 11th 3; etc).

Astral Slip

Range: Self and see below

Duration: Instant

Saving Throw: None

ISP: 25

Creator: Gadrin

Requires: Astral Projection, can't be taken until 3rd level.

After years of learning how to use and master the Astral Plane, the psychic can perform short-range teleports by using the astral as a shortcut. By expending I.S.P. and concentrating, the psychic can create a small tunnel and use it to cross the physical plane quickly. The psychic travels a distance equal to the amount of distance he could cover as designated by their Spd attribute, so a character with a Spd of 13, can travel 65 yards (59 m) per melee, but done in a single action.

Add 1 yard per level of the psychic to the final number so in the previous example an 10th level psychic can use Astral Slip to move 75 yards in a single action.

The psychic can only transport themselves and their own equipment.

Autohypnosis

Range: Self

Duration: 10 minutes per level and special

Saving Throw: None

ISP: 20

Creator: Iczer

The character has the ability to exercise mind control over himself which allows for a wide variety of effects.

When active the power gives +1 to M.A. and M.E. and may choose 1 of the following:

- **Empathy:** The character can alter their ability to empathize with others. By increasing their natural empathic responses, he becomes more friendly and charismatic, adding +5 to their M.A. score. By lowering their empathy, he becomes inured to the hardships of others, lowering their M.A. by -5 but heightening their I.Q. by +5, as well as adding +10% to skills that involve cold analytical reasoning, and a further 5% if those skills involve medicine or interrogation.
- **Perfect Memory:** The character can heighten their recall of past events with crystal clarity. This is not Total Recall, designed to recall facts perfectly, rather the character may relive a past experience from their own perspective. While he may not remember the exact wording of an article he read 12 years ago, he will remember what he felt about the article, the general gist, specific times dates and names and so on.
- **Post Hypnotic Suggestions:** The character can bury commands so that he performs them unconsciously, or that he forgets specific information until revealed by a predetermined cue. This is useful for smuggling information past telepaths, or constructing believable lies. In a similar fashion, the character can simply bury any insanities he may possess by simply identifying and then deleting the symptoms. This power lasts for 1 hour per level.
- **Mind Over Body:** The character can perform the following:
 - Ignore pain, resist fatigue or hunger and ignore fear.
 - He also has a +4 bonus to resist psychic attacks and mind control of any kind (including magical).
 - He may act sober while drunk, and operate complex machinery while under the influence of all sorts of exotic substances.

Brain Trust

Range: 60 foot radius centered on the psychic

Duration: 1 minute per level

Saving Throw: Standard with a -1 penalty

ISP: 15

Creator: Shades of Eternity

This power allows the psychic to generate an aura of charismatic energy around himself. It enhances the M.A. of the psychic by +4, increasing their charisma and appeal.

Although the focal point is the person who is targeted, it affects everybody in a 60 foot radius (emanating from the psychic). Those who successfully save will not be affected at all; those who fail to save are affected and will respond accordingly.

The psychic can invoke one of three responses:

- **Friendship/Trust:** The first few words spoken will set up the response. Thus a statement of friendship, peace or trust will inspire those sentiments in everyone affective.
- **Power/Fear:** A statement of power, anger strength or vill intent will strike awe and fear into everyone affected. (Example: "Lay down your weapons and let us pass lest you suffer my wraith!"). Horror Factor: 13.
- **Successful Deception:** This enables the now charismatic psychic to convincingly lie like a master con-man. There is an 80% chance that those affective will believe anything he tells them. This response is triggered by a phrase like: "Trust me completely..." or "I would never lie to you".

Cryokinesis

Range: See below

Duration: See below

Saving Throw: See below

ISP: See below

Creator: Iczer

The ability to create cold and ice (from water or water vapor)

- **Freeze Water:** 10 ft +2 ft per level. Takes 1 minute and 2 I.S.P. per gallon
- **Frost Jet:** 20 feet. 6 I.S.P. for 3D6, though furred creatures or those with Summon Inner

Strength active take half damage. An Ice blast costs 8 I.S.P. and ignores this limitation. Snowballs cost 1 I.S.P.

- **Drop Temperature:** cools the air, -5 degrees farenheit per 4 I.S.P. lasts 5 minutes per level, over a 20 foot area.
- **Ice Sheet:** May coat an object or area with ice. 20 ft radius +2 ft per level up to thirty feet away. 4 I.S.P. mildly distracting to people, but very hard to run on (-15% to Balance).
- **Immune to Cold:** 5 I.S.P. lasts 20 minutes +10 minutes per level.
- **Chill Touch:** for 6 I.S.P. the psychic can cause a frostbite touch. Does 1D6 and the target must roll their P.E. or lower on a 1D20 or loses 1D4 H.P., and is -1 to strike, parry and dodge for one minute. By expending 12 I.S.P. this attack may be done at up to 10 feet away. Effects are cumulative.

Echokinesis

Range: Varies

Duration: Varies

Saving Throw: None

ISP: Varies

Creator: Shaded Helios

Echokinesis is an ability that gives the psychic the power to manipulate sound

Sonic Resistance: The psychic is immune to all S.D.C. sonic attacks. Effects (penalties, duration, and damage) of all magically generated or mega-damage sound are halved.

- **Range:** Self
- **Duration:** 5 minutes per level of experience
- **I.S.P.:** 2

Manipulate Ambient Sound: While not allowing the psychic to actually create sound, this power does allow for the increase or decrease of all sounds within range. Sonic energy can be dampened or heightened by 10% per level or experience. Using this power a high level psychic could completely muffle all sound within range, nullifying sonic attacks and granting a bonus to prowl (+5% per 10% lowered if light and other environmental conditions are satisfactory) or fill an area with nearly deafening white noise that doubles the damage of sonic effects and disorients opponents (-4 initiative,

and -1 strike, parry, and dodge).

- **Range:** 5 feet (1.5m) per level centered on the psychic
- **Duration:** 1 minute per level of experience
- **I.S.P.:** 10

Sonar: The psychic gains a kind of sonic radar sense for the duration of this power. So long as the Sonar ability is maintained the psychic gains the following bonuses (+4 initiative, +2 strike, parry, and dodge), suffers no penalties from blindness or darkness, cannot be caught by surprise, and gains an additional attack per melee, but no other Echokinetic powers can be used during this time. General shape and distance of objects within range can be sensed by the psychic. Heavy rain, sandstorms, or loud areas (crowded marketplace, busy highway, rock concert, etc) render the Sonar ability useless. Part of this power involves the psychic hypersensitizing their sense of hearing, creating a vulnerability to debilitating sonic attacks. While using Sonar, the psychic suffers double penalties from any particularly loud noise such as the that generated by the Thunderclap spell or the firing of a Glitterboy's Boom Gun.

- **Range:** 50 feet (15m) per level (double range underwater)
- **Duration:** 2 minutes per level
- **I.S.P.:** 5

Sonic Boom: To use this power the psychic must create sound in some way. A short whistle or even a snap of the fingers will do. By psionically amplifying this bit of noise dramatically the psychic creates a deafening sonic boom not unlike that generated by the firing of a Boom Gun. Victims without any type of sound/ear protection will be temporarily deafened for 2D4 minutes and are -8 initiative and -3 parry and dodge. Even victims within power armor or enclosed vehicles are deafened, suffering the same penalties but for half the normal duration. The duration of successive sonic booms is cumulative. S.D.C. glass up to twice the maximum range away is shattered by the boom.

- **Area of Effect:** 20 feet (6m) +5 feet (1.5m) radius per level centered on the psychic
- **Duration:** Instant
- **I.S.P.:** 20

Sonic Burst: The psychic creates an intense burst of damaging sound by shouting loudly, magnifying its sonic energy, then directing it outward in a focused stream.

- **Range:** 30 (9m) + 5 feet (1.5m) per level in a 1 foot (30cm) +1 foot (30cm) wide path per every 3rd level of experience (3rd, 6th, 9th, etc)
- **Duration:** Instant
- **Damage:** 1D6 S.D.C. per 1 I.S.P. to a maximum of 1D6x10 S.D.C., 4D6 M.D. for 20 I.S.P., or 1D4x10 M.D. for 30 I.S.P.

Ectoplasmic Body

Range: Self

Duration: 10 minutes + 5 minutes per level

Saving Throw: None

ISP: 30

Creator: Iczar

The psychic may convert themselves and 6 lbs of personal items into ectoplasm. As an ectoplasmic body, he possesses a highly mutable form, weighs 5 lbs and possesses 40 S.D.C. The psychic takes 1/3rd damage from blunt impacts, 2 points of S.D.C. damage from any cutting attack and 1 point from piercing attacks (such as bullets). They fly at their M.E. + Spd attribute and have access to an additional 50 I.S.P. thanks to a temporary link with the Astral Plane. The psychic takes one H.P. damage every minute exposed to direct sunlight. They have an auto dodge of +4, but their P.S. is reduced to 2 and their punches inflict a mere 1 point of damage. of course spirit beings may be fought normally. In spirit realms, the psychic's S.D.C. is doubled and their I.S.P. reserve is 50% higher.

Ectoplasmic Form

Range: Self

Duration: 2 minutes per level of experience

Saving Throw: None

ISP: 15

Creator: Gadrin

This power allows the psychic to become intangible and ghost-like, enabling them to walk through solid objects, much like the Astral Projection power. Overall the power is similar to that of the Psi-Ghost (see Psyscape) but costs the psychic I.S.P. to invoke.

While in Ectoplasmic Form the psychic is invulnerable to most physical attacks and objects, except those infused with I.S.P. (from Astral Reconfiguration). This includes all energy weapons, projectiles, physical blows and explosions.

The psychic can still use their own psionic powers (as long as they don't require physical touch or contact) such as Telekinesis, Telepathy and the like.

When using this power the psychic can only bring what they can carry. Any items remain in the possession of the psychic and can't be left behind or given to others, not even to others in Ectoplasmic Form. If the psychic wishes to take something with them, they didn't have before, they must cancel the power and re-materialize, take the item and invoke the power again.

While in Ectoplasmic Form, the psychic's form looks hazy and smoky, providing an extra +25% to Prowl, or a base prowl of 50%. The psychic can't fly, and moves normally at one-half their Spd.. attribute. The psychic can fall, but is not injured by a fall from any height.

The psychic can cancel the power with a thought, but cannot materialize partially or fully inside another object or person. Any attempt to do so fails, with the psychic falling into a coma immediately.

Ectoplasmic Whip

Range: Self and 20 feet

Duration: 1 melee per level

Saving Throw: None, but attacker can dodge or parry.

ISP: 45

Creator: Shades of Eternity

Prerequisite: Ectoplasm

This psychic ability generates a tentacle from their arm made of ectoplasm that can be used as a defensive weapon. The tentacle itself has a 20 foot range (6.1 m) and does 1D6 M.D.C. + 1 M.D. per level to opponents.

Alternatively, the ectoplasmic tentacle can be used to restrain an opponent if he is less than 12 feet tall (3.7 m). Instead of doing damage, the tentacle wraps around the opponent and pin them so that the victim is completely immobile and can only break free by pulling the tentacle off (the tentacles are considered to have the same P.S. as the psychic), or somebody else can try chopping the tentacle off (considered to have 20 M.D.C.)

Electro Magnetic Pulse

Range: 150 feet.

Duration: Instant

Saving Throw: None.

ISP: 40

Creator: Shades of Eternity

Prerequisite: Psychic must also have the power of Electrokinesis or be a Zapper (see below), and must also be third level

The psychic is able to generate an electro magnetic pulse that can be used to stun unarmored opponents or "fry" unshielded computers and electronics (01-55% chance of shorting them out). The EMP also does 1D6x10 S.D.C. to the affected items/persons. If the damage exceeds the victim's damage capacity, they are electrocuted rather than stunned.

The Zapper who takes this ability relinquishes three minor psionic powers.

Electrokinetic Sword

Range: Self

Duration: 3 minutes per level

Saving Throw: None.

ISP: 35

Creator: Shades of Eternity

Prerequisite: Psychic must also have the power of Electrokinesis or be a Zapper (see below)

This psychic power allows the psychic to will a sword composed of mega damage electricity into existence. The sword appears out of thin air, that resembles an electrical charge that has been telekinetically shaped into a sword form. The sword's actual appearance will generally affect its creator. A character who is impressed by strength and power will create a huge claymore-like weapon. A character who prides himself on speed and agility is likely to create a rapier or saber type blade, while a hero who enjoys cunning and subterfuge may create a short sword. Each is equally powerful regardless of its form and size. Unlike a psi-sword, the color is usually a yellow that is sizzling with

electrical energy.

The creation of a Electrokinetic Sword is a very personal thing and requires years of mastery and great psionic power. The psychic can change the shape of the sword to fit their current move.

If the psychic is knocked unconscious, the weapon disappears. Likewise, the character can willingly dispel the weapon with a thought (costs another 30 I.S.P. to create another).

The damage of the Electrokinetic Sword is nowhere near the damage of a psi-sword, but it is still a weapon to be feared. Damage is 1D6 mega damage, plus an additional 1D6 M.D. is gained at levels three, six, nine, twelve, and fifteen. The wielder can control the amount of damage taken by opponents by increments of 1D6.

The Zapper who takes this ability relinquishes two minor psionic powers.

Energy Shield

Range: Self

Duration: 1 melee per level

Saving Throw: None.

ISP: 25

Creator: Shades of Eternity

Prerequisite: Electrokinesis, Photokinesis

The psychic is able to generate a field around himself that offers substantial protection against energy related attacks. The field absorbs 20 M.D. per melee and all related energy attacks do half damage.

Psychic body field cannot be used when energy shield is up.

Hex

Range: 20 feet plus 5 feet per level and line of sight

Duration: 1 day per level

Saving Throw: See below

ISP: See below

Creator: Iczer

The character affects localized chance around the character for a duration. The victim may save, but is at -4 if the character has a lock of hair or other personal item of the victims. The initial hex costs 15 I.S.P. to perform, and the victim needs to be in sight. During this time, one of the following effects is inflicted, plus another for every additional 5 I.S.P. expended.

Penalties to the victim:

- -2 to all rolls against attributes
- -2 to all saving throws
- -1 to all combat rolls
- No natural healing
- Eruption of sores or rashes (-1 to P.B. per day)
- Inability to sleep
- Inability to meditate and concentrate.

House Entity

Range: 20 feet plus 3 feet per level

Duration: 10 minutes plus 1 minute per level

Saving Throw: Standard

ISP: 25

Creator: Gadrin

Use of this power is very handy when dealing with Entities and Astral Projectors who are coexisting with the physical world. Once engaged the power forces the target to save versus psionics and if they fail the saving throw, the psychic is able to force them into temporary ectoplasmic body for the duration. During this time the entity (or astral traveler) will be forced to use the ectoplasmic body and cannot return to their own plane or body, in essence are captives. The ectoplasmic body is clumsy (all attributes between 6 to 8) and the psychic can then use any powers to antagonize or trap the victim such as Bio-Manipulation (since they now have a body) or Telekinetic Force Field or anything similar. Others can also attack them with weapons, making it a deadly encounter for the victim. Use the normal rules for taking damage during Astral Projection on the Astral Plane.

Entities can get quickly frustrated and will usually stumble about in a rage trying to free themselves from their temporary prison.

Willing persons (entities will very rarely be willing to endure this power) can be "housed" without a saving throw and will find their new bodies to be gangly and awkward. Astral Projectors may not use this power on themselves to temporarily give themselves a body. It has to be done by another psychic who is present.

Requires the Ectoplasm power and is usually the result of an accomplished Astral Projector.

Isoportation

Range: Self

Duration: Instant

Saving Throw: None

ISP: 15

Creator: Gadrin

Rather than teleporting over a distance, this power allows the psychic to teleport in place. This can be handy especially if the psychic is in a tight place and needs to switch facing, so if the psychic were facing one way, they could use this power to change their facing, or even head-to-toe orientation. This means the psychic can perform maneuvers like Trinity in *The Matrix* by seemingly being able to walk the walls, or take a running start and Isoport to change their orientation and seem to run up a wall. The GM should require the player to gain enough momentum to "perform the stunt".

In addition the power allows the psychic to "blink out" momentarily to dodge an attack. A normal roll +2 is required and the psychic can't avoid attacks they're not aware of.

Note: this power was inspired by Iczer's super-power of the same name.

Kiss of Death

Range: 30 feet, line of sight

Duration: Instant

Saving Throw: Standard

ISP: 20

Creator: Iczer

The psychic may look and gesture to an opponent and then expend the minimum I.S.P. After this the victim immediately takes H.P. damage. As an unnatural death, it is -10% to save vs coma/death. The power inflicts 10 H.P., plus another 1 for every 1 extra I.S.P. spent. A successful save means that the damage is halved. Damage can only be ignored if a secondary protection is active, such as mind block, or any psionic powered defense. Immortal psychics only take half damage.

Labyrinthine Mind

Range: Self

Duration: Special

Saving Throw: See below

ISP:

Creator: Shaded Helios

Representing years of intense meditation, a Labyrinthine Mind demonstrates just how powerful the fully developed mind of a psychic can become. Formed by rigidly organized thought patterns and memories holding special meaning to the psychic, the Labyrinthine Mind is a construct of psionic energy that actually exists within its creator's mind. Without walls or pathways as one would imagine, the labyrinth is instead, a complex knot-work of endlessly twisting and turning channels. The labyrinth rests idle until another psychic attempts to violate the mind of its creator, an act which the assailant immediately regrets.

Upon being drawn into the labyrinth, psychics find themselves hurdling through a dizzying array of blindingly bright tunnels at the speed of thought. If the psychic doesn't panic (save vs Horror Factor 10) they are able to quickly attempt to break free of the mental trap. Major and minor psychics who manage to keep their cool are then allowed to save vs psionics to cut their imprisonment down to a mere 1D6 Melee Rounds, while Master level psychics can escape in 1D4 melee rounds. Regardless of psionic might, any who initially give in to the terror or fail to resist afterwards are trapped for 1D4 Melee Rounds per level of the labyrinth's creator. During the time that their mind is trapped, the psychic's physical body falls into a death-like coma with only minimal life signs.

Creation of this mental labyrinth requires a permanent sacrifice of 14 I.S.P.. Alien Intelligences, Gods, and Demon Lords are immune to this power. If the creator of the labyrinth does not wish for another psychic to be trapped within their mind, they must immediately make a conscious effort to allow mental contact, an act which requires 4 I.S.P. If they have too little strength remaining, they cannot allow safe passage into their mind.

Mind Bolt

Range: 100 feet (30m) per level of experience

Duration: 1 minute per level of experience

Saving Throw: None

ISP: 10 to activate, +2 per bolt

Creator: Shaded Helios

The psychic can focus their psionic energy into powerful bolts of mental force and fire them with amazing accuracy. When the psychic activates this power by spending 10 I.S.P., he primes their mind to generate and release these psionic energy bolts, but he must pay 2 I.S.P. per Mind Bolt fired. Mind Bolt inflicts damage dependent upon the psychic's M.E.

An M.E. of 10 or less is barely adequate, doing a puny 1 S.D.C./M.D. per level of experience. An M.E. ranging from 11 to 20 raises potential damage to 1D4 S.D.C./M.D. per level and the rare but not unheard of 21 to 30 M.E. peaks at 1D6 S.D.C./M.D. per level. In the unlikely event that a being's M.E. actually surpasses 30, each point above 30 adds a +1 point of S.D.C./M.D. as a damage bonus.

All Mind Bolts are +4 to strike, but by spending an additional 2 I.S.P. this bonus can be raised by an another +4.

Mind Bolt

Range: 100 feet (30m) per level of experience

Duration: Instant

Saving Throw: None

ISP: Varies (Up to 1 I.S.P. per level of experience)

Creator: Shaded Helios

The psychic can focus their psionic energy into powerful bolts of mental force and fire them with amazing accuracy. Depending on the willpower of the psychic generating the mind bolt, the potential damage of the attack can vary greatly.

M.E. Attribute Damage Per I.S.P. spent:

- 10 or Less 1
- 11 to 20 1D4
- 21 to 30 1D6
- 31+ 2D4

Damage is S.D.C. or M.D.C.

Due to mastery over their psionic powers, mind bolts created by Mind Melters inflict an additional +1 point of damage per I.S.P. spent. All Mind Bolts are +4 to strike, but by spending an additional 4 I.S.P. this bonus can be raised to +8.

Mind Bomb

Range: Touch to create, 1 mile per level to mentally detonate

Duration: 1 week per level of experience

Saving Throw: None

ISP: Varies

Creator: Shaded Helios

By infusing an object with destructive mental energy, the psychic is able to create volatile psionic explosives. An object to be turned into a Mind Bomb must be non-organic and non-magical in nature. Once infused with the I.S.P. needed to turn it into a Mind Bomb, the object takes on a slightly shimmering appearance and is rooted to that exact point in space. Attempting to move a Mind Bomb from its place of creation detonates it prematurely. The act of creating a Mind Bomb requires a full Melee round of concentration in which the psychic must touch the object while pumping I.S.P. into it. Damage and area of effect is regulated by the amount of I.S.P. used to create the Mind Bomb and it cannot be changed after the initial creation.

The weight of the object to be turned into a Mind Bomb must be equal to or greater than the amount of I.S.P., in pounds, being used to create it.

- 1 I.S.P.: 1 S.D.C. per level of experience, 5 feet (1.5m) radius
- 5 I.S.P.: 1D4 S.D.C. per level of experience, 10 feet (3m) radius
- 10 I.S.P.: 1D6 S.D.C. per level of experience, 20 (6m) feet radius
- 20 I.S.P.: 1D4 M.D. per level of experience, 10 feet (3m) radius Or 2D4 S.D.C. per level of experience, 30 (9m) feet radius
- 40 I.S.P.: 1D6 M.D. per level of experience, 20 (6m) feet radius Or 2D6 S.D.C. per level of experience, 40 (12m) feet radius

Once created, the psychic can detonate a Mind Bomb, at will, from anywhere within range or a specific trigger condition can be set:

Touch: If anyone besides the psychic who created it touches the Mind Bomb, it detonates

Proximity: The psychic can prime a Mind Bomb to explode when a living being passes within 3 feet (.9m) of it (Prerequisite: Sixth Sense)

Timed: The psychic can set a Mind Bomb to explode at a predetermined time (Prerequisite: Sense Time)

Dimensional: The psychic can prime a Mind Bomb to explode when any type of dimensional magic or psionic power is used within the bomb's explosive radius (Prerequisite: Sense Dimensional Anomaly)

Magic: The psychic can prime a Mind Bomb to explode when any type of magic device or creature with more than 20 P.P.E. enters its explosive radius (Prerequisite: Sense Magic)

Psionic: The psychic can prime a Mind Bomb to explode when any type of psionic device or creature with more than 20 I.S.P. enters its explosive radius (Prerequisite: Detect Psionics)

Evil: The psychic can prime a Mind Bomb to explode when being of evil alignment enters its explosive radius (Prerequisite: Sense Evil)

Invisible: The psychic can prime a Mind Bomb to explode when anything invisible enters its explosive radius (Prerequisite: See the Invisible)

Supernatural: The psychic can prime a Mind Bomb to explode when any supernatural being or creature of magic enters its explosive radius (Prerequisite: Presence Sense)

Mind Vessel

Range: Touch

Duration: Varies

Saving Throw: None

ISP: Varies

Creator: Shaded Helios

Prerequisite: 3rd level of experience

Similar, at least superficially, to the Mind Bomb psionic power and a psychic cousin to the magic spell Talisman, Mind Vessel allows a psychic to empower an object with a portion of their inner strength, their I.S.P., the energy responsible for psionics. Crystals frequently serve as the focus to create a Mind Vessel, though in truth any S.D.C. object without moving parts will work.

To create a Mind Vessel a willing psychic must enter into a meditative trance while holding the object that will become the vessel. The initial creation of a Mind Vessel requires the expenditure of the psychic's entire I.S.P. base, though the vessel itself can hold only the psychic's M.E. attribute plus their level of experience in I.S.P. For each point of I.S.P. to be stored in the newly formed Mind Vessel, the psychic must maintain the trance for one melee round. Objects that become Mind Vessels have their physical structures irrevocably altered, turning them into M.D.C. objects with an M.D.C. equivalent to the number of I.S.P. the vessel holds. If damaged, the psionic energy reinforcing the Mind Vessel is disrupted slightly, reducing stored I.S.P. by however much M.D.C. was lost. As I.S.P. is drained from a Mind Vessel for use by the psychic that created it, the vessel's M.D.C. is also drained at an equal rate, eventually turning it back into an S.D.C. object when emptied of its contents. If destroyed, a new Mind Vessel can be created, but at full cost to the psychic.

Recharging and repairing a Mind Vessel go hand in hand with one another. Once turned into a Mind Vessel, an object will always be attuned to the psychic who altered it. Restoring the I.S.P. in a Mind Vessel is accomplished in exactly the same way it was initially created, though I.S.P. expenditure is greatly reduced. For every point of I.S.P. to be stored in the vessel, 2 I.S.P. must be expended. This act also repairs the Mind Vessel, restoring lost M.D.C.

For example, Mellorie, a 4th level Mind Melter with an M.E. of 21 and 161 I.S.P. would be able to create a single Mind Vessel capable of holding 25 I.S.P. after spending 25 melees in a trance state. All of her I.S.P. would be expended in the effort, but would return normally, though she would now have a reserve of I.S.P. to fall back on in an emergency. Later, the dagger that had become Mellorie's Mind Vessel is caught in a plasma explosion that inflicts 14 M.D. Assume that Mellorie had earlier used some of the I.S.P. stored in the dagger, 11 points to be exact. With 14 I.S.P. remaining, the dagger also has 14 M.D.C., but instead of being destroyed in the explosion, its remaining I.S.P. is drained and the dagger reverts to being an S.D.C. object until it can be recharged. Further M.D. will utterly destroy the now vulnerable Mind Vessel.

Like a psionic's Psi-Sword, creating a Mind Vessel is a deeply personal thing requiring years of study and a great deal of raw power. No other psychic can use any other psychic's Mind Vessel, even if the psychic who created it was willing to allow others access to it. A Mind Vessel carries with it a duplicate psychic aura identical to that of the psychic who created it. This can cause problems for a psychic who wishes to keep their true nature hidden by using the Physical psionic power Alter Aura, for though they can change their own aura, that of their Mind Vessel cannot be disguised.

If a psychic's Mind Vessel is lost or stolen, they will always be able to track it down, knowing unerringly what direction to travel in order to recover it. A psychic separated from their Mind Vessel across dimensions will not be able to feel the direction of the vessel, obviously, but will sense any rifts

with a 10 mile radius per level that open to that dimension and be able to locate that rift as if it were their Mind Vessel as long as it remains open. Only the most powerful of psychics can create more than one Mind Vessel. At 8th and 13th level a psychic can create another Mind Vessel.

Mindsplit

Range: Self

Duration: 1 minute per level

Saving Throw: None

ISP: 45

Creator: Gadrin

This power can be gained after years of meditation and concentration (not available until 3rd level minimum) and allows the psychic to split their mind in two, so that each can operate independently of the other. This means the psychic can pilot a vehicle and use their Sensitive powers to investigate something at the same time.

The psychic can even use two psi-powers at once, so psi-powers that cause or cost the psychic penalties for concentration are ignored, like Ectoplasmic Disguise.

The GM and players will have to compare the duration of this power with any powers they're using, to make sure it covers the time any other powers are in use.

A psychic using Mindsplit cannot use Astral Projection and another power.

Necromancy

Range: Touch or 30 feet, line of sight

Duration: See below

Saving Throw: None

ISP: See below

Creator: Iczar

The psychic can manipulate the forces of death. This presents a number of benefits.

- **Animate Dead:** The psychic can expend 12 I.S.P. to cause one corpse to stand and move at the psychic's command. The typical corpse has 50 S.D.C. 1 attack, +2 to strike. Corpses take 1/4th damage from attacks that cannot dismember it and double damage from fire and electricity. This is a telekinetic effect. The dead remain animate for 10 minutes per level
- **Commune with Spirits:** as per the lesser power. Needs the corpse present to do so, and the head talks. For an additional 10 I.S.P., the psychic can trap the summoned spirit into a corpse. If the spirit fails to save vs this effect, it becomes trapped in the corpse and cannot be freed until the body is slain. Lasts 2 minutes per level.
- **Divine Body:** may perform Object Read on pieces of corpse. Use duration listed for that psi-power.

Oxykinesis

Range: See below

Duration: See below

Saving Throw: See below

ISP: See below

Creator: Iczer

The psionic control of air.

- **Create Fog:** 30 feet x 30 feet x 6 feet high. (+2 feet per level) 4 I.S.P. lasts 6 minutes +2 per level
- **Air Strike:** Can blast air hard and fast at a target. Doing 2D4 S.D.C. damage out to 35 feet. +4 to strike. 4 I.S.P.
- **Float:** as the physical power. Duration is doubled
- **Extract Air:** The PC can extract air from water or Ice. this costs 3 I.S.P. per gallon. One person usually requires four gallons per hour. For 2 I.S.P. it can renew an air supply from contaminated (smoky etc) air, and for 8 I.S.P. can renew breathed air.
- **Air Bubble:** can create a bubble of air. in air this costs 1 I.S.P. per minute and protects from gasses and smoke. For 3 I.S.P. per minute, this air bubble can be put in water and moves at a Spd. of the psychic's M.E.
- **Fingers of the Wind:** the psychic for 2 I.S.P. have little wind hands perform a variety of small tasks (P.S. 2) for 2 minutes per level.
- **Gusts:** For 20 I.S.P. the psychic can cause gusts to blow over a 50 foot area. This lasts 4 minutes per level and affects all beings in the area (can be used to power ships briefly though)

Photokinesis

Range: Varies

Duration: Varies

Saving Throw: None

ISP: Varies

Creator: Shaded Helios

Photokinesis is an ability that gives a psychic the power to manipulate light

Bend Light: The Photokinetic warps incoming laser attacks, forcing them to pass by. This skill acts like an Automatic Parry, but only effects lasers or their equivalents. Laser attacks parried in this manner are in no way neutralized and continue on their course as if the psychic had dodged. At 1st level of experience the Photokinetic's only bonuses to psionically parry lasers are gained from their M.E. (an M.E. of 24 would give a +5 bonus to parry, P.P. and Hand to Hand bonuses do not apply), but every 3rd level of experience he gains a +1 to parry them.

- **Range:** Self
- **Duration:** Instant
- **I.S.P.:** 1 per parry attempt

Manipulate Ambient Light: Raise or lower surrounding light level by 10% per level of experience (A 10th level Photokinetic could surround himself in an area of total darkness). Lasers, nothing more than beams of coherent light, are similarly effected. Using this form of photokinesis a psychic of high enough level could completely nullify any damage inflicted by a laser weapon or double its strength.

- **Range:** 5 feet (1.5m) radius per level centered on the psychic
- **Duration:** 1 minute per level of experience
- **I.S.P.:** 10

Light Aversion Cloak: By bending light around himself, a psychic can effectively make himself invisible. If absolutely motionless, a photokinetic remains 100% unseen so long as concentration is maintained. Increase likelihood of being spotted by 10% per 1 foot traveled per melee round (A psychic moving 5 feet (1.5m) per melee would have a 50% chance of remaining successfully cloaked).

See the Invisible and similar abilities can also see through the power.

- **Range:** Self
- **Duration:** 5 minutes per level of experience
- **I.S.P.:** 10

Flash: As long as there is even the slightest amount of nearby light, a Photokinetic can amplify it dramatically to generate a flash of brilliant illumination. Victims of the flash are blinded (-10 strike, parry, and dodge) for 1D4 melees, but even those who manage to look away in time, considered a dodge with the Photokinetic's M.E. determining any strike bonuses, are momentarily effected (-1 strike, parry, and dodge) for 1 melee.

- **Range:** 100 feet (30m) with a 5 foot (1.5m) radius of effect
- **Duration:** Instant
- **I.S.P.:** 2

Laser Beam: By focusing ambient or artificially created light, the Photokinetic generates beams of damaging intensity. Beginning at 1st level of experience, psionic laser beams inflict 1D6+1 S.D.C. or 1D4+1 M.D. Each subsequent level the beam's potential damage can be increased by 1D6+1 S.D.C. or 1D4+1 M.D. Beams are +3 to strike.

- **Range:** 50 feet (15m) per level of experience
- **Duration:** Instant
- **I.S.P.:** 1 per 1D6+1 S.D.C. beams, 3 per 1D4+1 M.D.

Power Trigger

Range: Self

Duration: 10 minutes, plus 1 minute per level.

Saving Throw: None

ISP: 35

Creator: Gadrin

By disciplining themselves to react to external stimuli, the psychic can immediately use another psi-power when a certain condition is met. A normal initiative roll is used +2, which means the psychic doesn't have to expend an extra melee action to react to something.

The psychic can perform any power which doesn't require meditation or a trance to use immediately.

Psi-Armor

Range: Self

Duration: 2 minutes per level of experience

Saving Throw: None

ISP: 30

Creator: Shaded Helios

Prerequisite: Psychic Body Field or Telekinetic Force Field & 3rd level of experience or higher

With intense concentration (1 melee round at 1st level, reduce to 1/2 melee at level 7, and 1 melee action at level 14), the psychic surrounds himself with an aura of protective psionic energy. While in effect, the psionically generated armor takes the form of a gentle silver or blue glow that emanates from the psychic's skin, granting them M.E. (a psychic with M.E. 16 would have 16 M.D.C. per level) M.D.C. per level of experience (or 100 S.D.C. + M.E. S.D.C. per level) and their equipment (up to body armor, but not power armor). This power does not provide environmental protection, nor does it block non-energy or physical based magic and psionics. S.D.C./M.D.C. of the Psi-Armor regenerates damage at a rate of M.E. per minute

Psi-Dart

Range: 50 feet (10m) per level of experience

Duration: 1 melee round per level of experience

Saving Throw: None

ISP: 15 or 30 in Mega-Damage environments if M.D. is desired

Creator: Shaded Helios

A close cousin to the super psionic Psi-Sword power, the Psi-Dart is a medium-ranged psionic attack that strongly reflects the desires of the psychic who uses it. Totally dependent on the will of the

psychic, a Psi-Dart can be virtually any type of projectile weapon, ranging from something as simple as a literal dart or discus up to a bow that fires psionic arrows. Despite its form, the range and damage of the Psi-Dart is only dependent on the level of the psychic who creates it. Until given a form and directed at a target, the Psi-Dart appears as a bright glow around the psychic's dominant hand. As a melee attack action, the Psi-Dart takes form and streaks towards a target with a +3 strike bonus (+M.E. bonus), then reappears virtually instantaneously in its insubstantial luminous form around the psychic's hand in time for another attack.

At first level of experience the Psi-Dart inflicts 1D4+1 damage per attack. This increases by an additional 1D4+1 every other level (3rd, 5th, 7th, etc).

The psychic can create 1 Psi-Dart by spending the listed I.S.P. and gains additional Psi-Darts based on their M.E. attribute bonus. So a 5th level psychic with a 10 M.E. can only create a single Psi-Dart, while a 2nd level psychic with an M.E. of 19 can create 3. No matter how many are created, each Psi-Dart uses a single melee attack.

Psi-Interrogation

Range: 10 feet

Duration: Instant

Saving Throw: See below

ISP: 15

Creator: Iczer

This power manifests in 2 ways:

Firstly, the psychic may subtly delve information from a person. If telepathic contact with the target is already established, the psychic may expend the I.S.P. and gouge a single detail from the recesses of the target's mind. A password, an address, any specific piece of information. The psychic is -3 to save.

The second method attempts to rip the information from the target, This gives a complete telepathic "idea" of the target person. If an address is asked for, then the directions are given, the location of a spare key, the password to get in and even the guard dog's name are given. This is a violation of a person's mind, and should not be attempted by psychics of good alignments. The victim is immediately aware of the intrusion and the intruder, as well as the content of the information sought.

Psi-Maze

Range: Self

Duration: 1 minute per level

Saving Throw: Standard

ISP: 12

Creator: Gadrin

After careful meditation, the psychic is able to form a complex, multi-faceted, illusory region of thought. The psychic may meditate on this for hours before using this power, so that the region seems real and plausible, but only houses thoughts of the psychic. The psychic can construct as many regions as they have levels.

By training their subconscious, the psychic can bury these thoughts until they're needed, such as when another psychic invades their mind. While active, the Psi-Maze takes over, forcing the intruder to save vs psionics or fall into the maze. If the intruder gets trapped in the maze, they'll be forced to traverse and encounter everything the psychic has placed inside it, such as false thoughts, ideas, and even key phrases. The intruder will think they've penetrated the psychic's mind, but are simply lost in a false mind-scape of pre-constructed logic. If the psychic spends considerable time giving substance to ideas or key phrases, it's quite possible the invader will react or repeat them, giving the psychic an idea of which person is attempting to probe their mind (and if the invader is nearby).

At any rate, a successful Psi-Maze will make the intruder think the information and insight they've gained is real, misleading them further.

Psi-Shockwave

Range: 5 feet high with a 10 foot radius, plus one foot each, per level

Duration: Instant

Saving Throw: See below

ISP: 15

Creator: Iczer

The psychic can expel psionic energy as explosive force. This wave is 5 feet high, and has a radius of 10 feet. Anyone in the radius is knocked down if they cannot save vs balance (14+) and regardless, they are knocked to the outer radius. The attack inflicts 4D6 damage. If centered on themselves, the psychic is unaffected.

Psychic Body Field

Range: Self

Duration: 1 minute per level of experience

Saving Throw: None

ISP: 15

Creator: Shaded Helios

As per the Psychic Body Field power listed in the Rifts Game Master Guide, but with the following changes. Duration is reduced to 1 minute per level of experience with the ISP cost needed to activate the power cut in half. Additionally, the psychic has a +4 initiative bonus (cumulative with other initiative bonuses) to activate the force field before an attack can strike.

Psychoportation

Range: Varies

Duration: Varies

Saving Throw: None

ISP: Varies

Creator: Shaded Helios

Psychoportation is an ability that allows a psychic to move matter from one point in space to another

Teleport Object: The Psychoporter can teleport 1 pound (.45kg) of matter per level of experience.

Rates of Success:

- Teleporting small objects onto the psychic's person -- automatic success
- Teleporting small objects into someone else's person (90% successful, -10% if in a thick crowd and a failed roll means the object is on a random stranger's person)
- Teleporting an object to any open location within the line of sight (98% successful)
- Teleporting the object to a familiar place that cannot be seen (90% successful)
- Teleporting the object to an unfamiliar place (70% successful)

A failed roll means that the object is teleported somewhere within range, but the Psychoporter has no idea where that may be.

- **Range:** Touch, 100 feet (30m) per level for the teleported object
- **Duration:** Instant
- **I.S.P.:** 15

Teleport Self (Short Range): The Psychoporter teleports himself and 20 (9kg) +5 lbs (2.25kg) per level of experience a short distance. Teleportation requires 2 Melee Actions of intense concentration, during which time the Psychoporter is unable to attack, parry, or dodge and can only move at 1/2 Speed.

Rates of Success:

- A familiar location or visible destination (100% successful)
- A place seen only a few times (2-6 times, 85% successful)
- A place seen in a photo (80% successful)
- A never before seen location that has been described in detail (58% successful)
- A place never before seen that is known only through a brief description (20% successful)

- Range: 1000 feet (300m) per level
- Duration: Instant
- I.S.P.: 30

- Results of an unsuccessful teleport:
 - 1-40% (3D6x10 feet (3m) off course)
 - 41-75% (1D6x100 feet (30m) of course)
 - 76-99% (appear several feet above the ground, suffers 2D6 S.D.C.)
 - 00% (appear inside an object; instant death).

Teleport Self (Long Range): As with the short range teleport, but with the following alterations --
Results of an unsuccessful teleport:

- 1-40%, 3D6 miles(5D6 km) off course,
- 41-75% (1D6x10 miles (2D4x10 km) off course)
- 76-99% (appear several feet above the ground, suffer 2D6 S.D.C.)
- 00% (appear inside an object; instant death).

- **Range:** 10 miles (16 km) per level
- **Duration:** Instant
- **I.S.P.:** 50

Pyrokinetic Sword

Range: Self

Duration: 3 minutes per level

Saving Throw: None

ISP: 35

Creator: Shades of Eternity

This psychic power allows the psychic to will a sword composed of mega damage fire into existence. The sword appears out of thin air, that resembles a fire that has been telekinetically shaped into a sword.

The sword's actual appearance will generally will generally reflect the desire of its creator, who can make large or small, simple or ornate. No matter the shape of the sword, the color is always red with a white-hot, bluish core.

If the psychic is knocked unconscious, the weapon disappears. Likewise, the character can willingly dispel the weapon with a thought (costs another 35 I.S.P. to create another).

The damage of the Pyrokinetic sword is nowhere near the damage of a psi-sword, but it is still a weapon to be feared. Damage is 1D6 mega damage, plus an additional 1D6 M.D. is gained at levels three, six, nine, twelve, and fifteen. Furthermore, it will set any combustibles it touches ablaze. The wielder can control the amount of damage taken by opponents by increments of 1D6.

The Burster who takes this ability relinquishes two minor psionic powers.

Rebirth

Range: Self

Duration: 24 hours

Saving Throw: None

ISP: Special, see below

Creator: Iczer

This power allows a psychic to be reborn after death. The psychic expends the I.S.P., and if they die before the duration is up, they get a new lease on life. This ability costs 20 I.S.P., and a further optional amount of I.S.P. as desired. This ability gives the psychic a buffer zone of negative H.P. that they use to survive death. If the psychic dies, but still retains these negative H.P. (or if they are killed by the GM) their corpse will combust and a new body will form from within. This body is as the player chooses, and they may re-roll P.B., and may include or exclude bodily features previously held. In any case, this violent resurrection permanently drains a P.E. point (but P.E. lost through other means will be restored by this power) The duration is 24 hours for this power. He starts with 10 negative buffer H.P., plus an extra 1 per I.S.P. expended. These will not return after the duration, or once used up.

Regeneration Bleed

Range: 100 feet

Duration: 1 minute per level

Saving Throw: at -2

ISP: 35

Creator: Shades of Eternity

This sinister power actually allows a psychic to syphon off a creature's regeneration factor! While within the range of the regeneration bleed field, the supernatural creature or creature is unable to regenerate. Furthermore, the psychic has a regeneration factor that is equal to the creature normally has, but applicable to their own H.P./S.D.C. or M.D.C., so siphoning off M.D.C. from a M.D.C. creature works on an S.D.C. psychic and vice-versa.

Usually the creature will not notice that they are not regenerating until it is supposed to happen, but Mind Melters and Mind Bleeders who are the target of this power will automatically sense who their attacker is! (see the Mental Blast spell).

On the downside, the character must concentrate in order to maintain this psychic link. As a result, the psychic is a -2 to initiative, and -3 to all combat bonuses and their melee actions are cut in half. It is best used in a party situation where the psychic can be protected.

Finally, it does not work on gods, or supernatural intelligences.

Repentance

Range: Touch

Duration: See below

Saving Throw: Standard

ISP: 20

Creator: Iczer

A nasty effect, usually used against the vilest of beings. The victim of this attack views their entire adult life in context with the user's alignment. Usually this will make even a hideously evil man sick with guilt when performed by a principled user, but effects can vary. If the saving throw is failed, the victim is stunned for 3D6 rounds and takes 2D4 H.P. of damage. They are then afflicted with an appropriate insanity (usually alignment reversal determined by the GM). If the target saves, they take damage as normal but is stunned for only 1D6 rounds. This effect is draining for both parties, reducing each's P.E. by -2 points and fatiguing them. This power requires touch to work properly. Even if this power was saved against, the victim still lives with the experience, and may alter their future behavior (such as a Save vs Insanity).

Supercharge

Range: Self

Duration: 5 minute per level of experience

Saving Throw: None

ISP: Varies

Creator: Shaded Helios

By channeling their psionic power, into their body, the psychic is able to dramatically alter their physical power. Only one of the following effects can be maintained at one time at first level. At every 3rd level (3rd, 6th, 9th, and 12th) another effect can be maintained simultaneously. Maximum I.S.P.

that can be spent on any single effect is equal to twice the psychic's level of experience.

- P.S.: Increase P.S. by 1 per 1 I.S.P. spent, P.S. is considered supernatural when 15+ P.S. is gained
- P.E.: Increase P.E. by 1 per 1 I.S.P. spent, P.E. is considered supernatural when 15+ P.E. is gained
- P.P.: Increase P.P. by 1 point per 3 I.S.P. spent, Gains Automatic Dodge when 5+ P.P. is acquired
- Speed.: Increase Spd. by 5 points per 1 I.S.P. spent, Gain the ability to leap 20 feet across and 10 feet high with a short run when 75+ Spd. is acquired
- S.D.C.: Increase S.D.C. by 5% per 1 I.S.P. spent, S.D.C./H.P. combine into M.D.C. when S.D.C. is increased 100%, Increase M.D.C. by 5% per 1 I.S.P. spent afterward

Telekinetic Flight

Range: Self

Duration: 5 minutes per level of experience

Saving Throw: None

ISP:

Creator: Shaded Helios

Prerequisite: Telekinesis, Telekinesis: Super, or Levitation

Gain a flight speed equal to M.E. x Experience Level (ie, M.E. 20 x 10th level of experience = flight speed 200) with a maximum altitude of M.E. x 100ft. While flying gain a +2 bonus to parry and dodge, as well as a +1 Attack per Melee. Gain an additional +2 dodge while flying if flight speed reaches or exceeds 120 mph. Maximum carrying capacity while flying equals (M.E. + Experience Level) x2 in pounds (.45kg), but exceeding this limit dramatically reduces Flight Speed (reduce effective level of experience by -1 when determining flight speed for each additional +1 lb (.45kg) of weight over carrying capacity, ie, M.E. 20 + 10th level of experience x2 = 60 lbs carrying capacity, attempting to carry 65 lbs would reduce flight speed to M.E. 20 x 5th level of experience = flight speed 100, 100 less than it would normally be). Maximum carrying capacity can be exceeded by a number of pounds equal to experience level minus 1 before rendering Telekinetic Flight impossible.

Telekinetic Flight

Range: Self

Duration: 4 minutes per level

Saving Throw: None

ISP: 20

Creator: Iczer

The psychic can lift themselves and fly using specialized telekinetic forces. 20 I.S.P. cost and lasts 4 minutes per level of experience for a flight speed equal to the psychic's M.E. x2, +2 per level and becomes the psychic's Spd. attribute for flight. Use the normal carrying rules for the psychic's weight allowance.

Telekinetic Force Parry

Range: Self or 20 feet per level of experience within line of vision

Duration: Instant

Saving Throw: None

ISP: 10 I.S.P.

Creator: Shaded Helios

A Telekinetic Force Field is a powerful and lasting creation of psionic energy, capable of stopping all but the most devastating of attacks. Sometimes, though, such a great deal of power, and with it a considerable expenditure of I.S.P. , is not required or even desirable. The need for instantaneous, yet inexpensive and quick-to-fade force barriers led to the development of the Telekinetic Force Parry power. Short-lived in the extreme, barely persisting for a second, the force barrier created by this power can encircle the psychic or cover up to a 5 foot area per level of experience. Mega-Damage does not apply to the force parry. For the single instant that it exists, the barrier is absolutely indestructible, but is only effective against the first attack that strikes it.

Telekinetic Force Parry acts as an Automatic Parry with a +5 bonus (+1 at 3rd, 6th, 9th, and 12th levels). Any M.E. bonuses also apply to the parry bonus.

Teleport Self

Range: 50 feet + 10 feet per level

Duration: Instant
Saving Throw: None
ISP: 30
Creator: Iczer

The psychic can teleport themselves and up to 10 lbs per level of carried items to anywhere in range, line of sight. They must be able to clearly visualize their destination.

Terrakinesis

Range: See below
Duration: See below
Saving Throw: See below
ISP: See below
Creator: Iczer

The psychic can utilize the earth for a power source:

- **Tunneling:** the psychic may dig and tunnel at a speed of 6 through earth for 4 I.S.P. this rate doubles for every 5 extra I.S.P. expended. Movement through rocky ground is halved, and tunneling through rock is impossible.
- **Survey:** For 6 I.S.P. and one minute of concentration, the psychic can feel for 1 mile per level the content of the earth below them per level over an 8 foot radius per level.
- **Shape Stone:** for 10 I.S.P., the psychic gains the ability to shape stone with their hands. the psychic has an art/sculpt skill of 30%+5% per level (+20% to the Terakinetic) for 5 minutes per level.
- **Stone Throw:** The psychic can expend 5 I.S.P. to hurl a lump of earth with +3 to strike, causing 3D6 damage.
- **Stone Telekinesis:** as regular Telekinesis, but can only lift and manipulate stone and earth.
- **Earth Rumble:** The psychic can shake the local earth for 8 I.S.P. This shaking lasts 1 round per level where everyone else (including allies) is -2 to strike, parry and dodge. The local earth is a radius of about 30 feet, with a center up to 50 feet away.
- **Groundburst:** Causes the ground to erupt under a victim, throwing them sky-wards and doing 2D6 S.D.C. and costing the victim 1 action. -4 to dodge 10 I.S.P. or 15 I.S.P. to hurl the victim twice as far (2D6 feet +2 feet per level) and double damage.
- **Sand Cloud:** Causes debris to fly around an area, creating confusion, -3 to strike, parry and dodge, and loss of 2 attacks. 10 I.S.P. covers a 10 foot radius per level. Can be used on a person, which causes it to move with the target. Target gets a save at -3.

Ultraplasm

Range: Self

Duration: 5 minutes per level

Saving Throw: None

ISP: 24

Creator: Gadrin

This power allows the psychic to cover themselves in ectoplasm, in a manner similar to Ectoplasmic Disguise, but with a much greater degree of sophistication. It works similar to the power used by Astral Lords, who can summon powerful Ectoplasmic Armor. In addition they can also shape and color it to suit their taste.

As armor, the ectoplasm provides 30 M.D.C. or S.D.C. plus an additional 10 points per level. The armor can be shaped into any form desired, such as to resemble Dead Boy armor, or Gladius. In addition, the surface can be colored into anything the psychic can imagine from matching another suit perfectly (for infiltration purposes) or to create a unique set. The armor can also look as heavy or as light as needed, so it can resemble a sleek, athlete's uniform, a Ninja's outfit, a Naruni Cermalyte suit, or something big and bulky like medieval armor. No matter what the configuration the suit retains its armor capabilities. The psychic cannot make suits larger than themselves, so they can't imitate a Titan Robot, or other large, power armor suits.

If necessary the psychic can create regular looking clothes and color them as they see fit, however once "set" the Ultraplasm remains. Changing colors or "growing a helmet and boots" for instance, costs another 24 I.S.P. to configure the suit into its new form. Surface features like a reflective chrome surface are also possible, such that it reflects laser weapons (the armor only takes half damage) and even light. Magnetic coatings and radar absorbent surfaces are not possible unless the GM deems the psychic has the appropriate abilities (such as Electrokinesis or Psionic Invisibility). The GM should charge the psychic 24 I.S.P. + the I.S.P. cost of the power being "spliced" for the combination to work.

GAINING PSYCHIC POWERS

Inspired by Mr Nexx

For those of you familiar with Rifts you can have a character that chooses an O.C.C. normally but also, if you're lucky has psionic abilities, via Major or Minor psionics. I've always had a knack for rolling up these bonus powers, but others might have the opposite experience.

So rather on relying on a die-roll to make your night, some GMs offer a way to grab psionic ability for a new character, trading skills for psionics on a 1 for 1 basis. This means you can start with a psionic character immediately, and develop new powers later on.

Your PC will start with as many powers as described by the Psionics section in Rifts, Step 4. So if you choose 1 to 3 powers, you're a Minor psionic, and you'll get the amount of I.S.P. specified for them. Four or more powers will place you into the Major psionic category and you'll get I.S.P. based on that. Don't forget about your Saving Throw versus psionics, either.

In general your PC shouldn't be able to gain more than 8 powers total, if you're a Major psionic (otherwise you should just choose a P.C.C. to begin with).

PSYCHIC PROFICIENCIES

by Gadrin

These allow the psychic to spend less I.S.P. for a certain category of psychic powers. Proficiencies must be taken separately for each category. If the GM uses a "megaversal" model, then group powers of similar categories together: e.g., Rifts Sensitive, Nightbane Sensitive and Heroes Unlimited Sensitive should all be considered as one category.

Proficiencies cannot be gained until the character reaches 3rd level. The GM will have to decide whether only Master Psychics can use proficiencies, or whether Major and Minor psychics may utilize them. Rahu-men or True Naruni have very long lifespans and gain a whole category of powers, so it's quite possible that over the centuries they've become quite accomplished with their powers. Same with the Uteni. Most RPG gaming isn't done in the context of "centuries" but within lesser time spans. A long-lived character might actually have much more I.S.P. (and levels) than the campaign can give them. Your GM will let you know.

To gain a proficiency within a given category, the psychic must permanently sacrifice 4 I.S.P., or 8 I.S.P. for a proficiency with super-psionic category. Once done they may subtract their level, from the I.S.P. cost for powers in that category, so a power that normally costs 40 I.S.P. would cost a 5th level psychic with this proficiency, only 35 I.S.P. Powers that cost less than the psychic's level cost a minimum of 1 I.S.P., so a 12th level psychic with a Sensitive Proficiency could use Astral Projection for 1 I.S.P. (and probably project for a very long time).

Proficiencies cannot affect special psionic O.C.C. powers that cost I.S.P., such as Burster powers or those of the Psi-Slayer.

Your GM will have to decide just how many proficiencies a character may have. Obviously a Minor Psionic will have few, but an already powerful Mind Melter could have many. The idea of proficiencies is to allow psionic characters to have a larger role in campaigns and for dealing with long-lived characters and those who may be the victim of poor dice rolls. The Mind Melter gets $3D6 \times 10 + M.E.$ in I.S.P. while the Super-Spy (master psionic option) only gets $1D6 \times 10 + M.E.$ and may struggle with low I.S.P. until they've built up several levels.

Finally, characters should not be allowed to "stack" proficiencies, e.g., taking a proficiency more than once in any given category.

EXPANDED RULES FOR THE MYSTIC

by Gadrin

According to the description of the Mystic O.C.C. in the *Federation of Magic*, they're psychics who have learned to cast spells. So they stop being psychics? Well of course not, they still can use their powers and gain I.S.P., but for the most part they don't gain additional psionic powers other than a super-psionic ability at level 4 (and 8th with RUE). I suppose most of us should be grateful they can use magic spells as they gain levels, but what about a Mystic who's in-tune with their psionic powers as much as spellcasting? Shouldn't they be able to figure out a few more psi-powers without the game falling apart? Of course they should.

That said, the Mystic will need some restraint, otherwise they could become powerhouses. The idea is to have fun, not total domination.

Gaining additional psionic powers should work just like spells, with the Mystic choosing a power from any of the Healing, Physical or Sensitive categories. Super-psionics shouldn't be available until 4th and 8th levels, keeping them inline with the existing O.C.C. If the GM feels more is needed, add new super-psionic powers at 6th, 10th, 12th and 14th level and every even level afterwards.

If the Mystic takes a psionic power instead of a spell, then they should forfeit their bonus P.P.E. for that level, representing their desire to stick with psionics, instead of magic. Most master psionics spend P.P.E. to develop psionics, while the Mystic isn't classified as a master psionic, it will give something back instead of just heaping on extra powers.

Additionally, the Mystic should be able to take Psychic Proficiencies, except with the category of super-psionics. "Why?" you say. Because any reductions they get in lesser powers ought to carry over to powering the few super-psionic abilities they have. If you need more than that, play a Demon Dragonmage.

Blind Reader P.C.C.

by Iczar

The Blind Reader has developed extraordinary abilities in return for the sacrifice of his or her sight. More than 99% of these characters are blind from birth or misfortune, but a very rare few inflicted this upon themselves, and have been somewhat rewarded.

Special Blind Reader P.C.C. Abilities:

1. Psionic powers: the character has the psionic powers of See Aura, Clairvoyance, Blindfighting, Hypersenses, Empathy and two choices from the Healer or Sensitive categories, for a total of seven powers.

2. Other bonuses: +2 to M.E., +2 to Save vs Horror Factor and +2 to all Perception checks (except those exclusively involving sight).

3. Other powers: Gains a new lesser psionic power every level.

4. I.S.P.: M.E. x2 plus 5D6 and gains an additional 1D6+2 I.S.P. per level. Saves as a Major Psionic (12+).

5. Special Powers:

Combat skills: The Blind Reader is penalized in combat due to their obvious and debilitating blindness. If for some reason the character fights without the use of psi powers to assist, they will incur the following penalties:

- -3 parry
- -4 dodge
- a further -3 to dodge long range attacks
- -4 strike in melee
- -7 to strike in ranged combat
- -2 pull punch
- -2 initiative

Also speed is reduced by half and if the character travels any faster they must save once a melee or will stumble. A dodge is required every round while moving at normal speed when their powers are not in use, (needs 12+ for dodge). These penalties are irrelevant if the character has the power to activate their abilities. A fall while walking at half speed does a 1D4 points of damage and will stun the character for a melee action. Falls at full speed cause 2D4 damage and the character loses two actions.

Improved See Aura: The Blind Reader's See Aura ability is far more refined in the Blind Reader. This ability persists for 20 minutes per level. In addition, it highlights all auras within "line of sight" allowing them to see living creatures as indistinct figures of energy, but they cannot read faces, see what they are wearing, or even see inanimate objects, but it does allow the character to read aura's throughout the duration. In addition, Hypersenses and Blindfighting enjoy doubled durations.

Aural Tracking: The character has the ability to remember auras and find out subtle details about a character's aura properties. If the target is possessed, they might be able to determine by what. If an aberration exists, they might be able to calculate what that aberration is. This is represented by the skill below, but add +25% to the skill. They can also track others by the imprints their aura leaves on creatures and on the environment. This is done at 55% +3% per level and is rolled every 100 yards. Psychics are easier to follow, being +10% easier. But the character is still blind. This logically eliminates a lot of skills. However all powers and abilities are factored into their sightless world. Speed reading applies to Braille in this instance, and targets need only be sensed, not seen to target.

Blind Reader P.C.C. Skills

Note: Skills that immediately rely on sight are done at -20% and take twice as long.

Hand to Hand: Basic
Literacy and native language 98%
Literate in Braille +30%
W.P. Blunt (cane)
Wrestling
Any two Lore skills at +15%

P.C.C. Related Skills: The character may select 5 skills from the list below.

Communications: Radio: Basic only.
Domestic: Any.
Electrical: Basic Electronics only.
Espionage: Any +10%.
Mechanical: Basic Mechanics and Automotive Mechanics only.
Medical: First Aid or Paramedic.
Military: None.
Physical: Any except Acrobatics, Gymnastics, Boxing and Swimming.
Pilot: None.
Pilot Related: None.
Rogue: any +10%.
Science: any.
Technical: Any, except Computer skills.
W.P.: Any but ranged weapons only as secondary skill.
Wilderness: Any except Land Navigation.

P.C.C. Secondary Skills: Select 12 with the same restrictions for Related skills.

Standard Equipment: A light to medium mega-damage body armor, a couple sets of traveling clothes, boots, flashlight, sunglasses or tinted goggles, food rations for a week, language translator, backpack, utility belt, walkie-talkie, canteen, and personal items. Weapons include one energy weapon with four spare e-clips

and one weapon of choice per W.P. with 1D4 clips for each. Starting vehicles are limited to any non-military transportation, and often include hover vehicles or high end motorcycles.

Money: The Blind Reader starts with 3D6x100 credits and 3D4x1000 in black market items.

Cybernetics: Starts with none and will avoid them unless absolutely necessary for medical purposes. Never gets any sort of cybernetic hearing or vocal augmentation.

Blinder P.C.C.

by Shaded Helios

As a virtual one-person walking light show, Blinders don't just manipulate light, they are also able to create it, feed upon it, and use it to mimic a few very select magic spells.

Though it would be incorrect to categorize all Blinders as flamboyant show-offs, since their personalities vary as greatly as any normal human, there are enough of them who do enjoy making spectacles of themselves and their powers that all Blinders are rapidly gaining such a reputation. Perhaps it is understandable, though, when one considers that a Blinder controls light, the medium through which most sentient life perceives the surrounding environment. It's hard not to draw attention to yourself when all around you flash eye watering displays of well, no pun intended, blinding light. Along with their reputation as show-offs, however, comes a genuine fear of Blinders, who can so easily rob a victim of sight. It remains to be seen if these powerful new psychics will be accepted by the rest of the world.

Like most Master Psychics, the Blinder has minimal education, having spent much of the time learning and mastering their photokinetic powers. The individual has come to rely on those powers, wits, and experience. The typical Blinder is a charming, self-reliant adventurer who prefers to use his or her powers to deal with the troubles that a dangerous life may attract.

Special Blinder R.C.C Abilities

Note: The following powers are different or more powerful than the common photokinetic powers and are exclusive to the Blinder.

1. Impervious to Light: Unlike the well known Burster and less common Zapper, Blinder's do not protect themselves through a specifically attuned psionic aura. Instead, a Blinder absorbs light energy. Whether it is natural sunlight or an M.D. blast from a laser pistol, a burst of magical radiance meant to blind its target or a concentrated beam of light created by a psychic with the photokinesis ability, a Blinder simply takes it into himself, totally negating any effect it may have had. Less effective, but still significant, is the Blinder's resistance to other energy-based attacks. All energy attacks, ranging from M.D. plasma to a bolt of magical lightning and everything in between inflict one half damage to a Blinder. Unfortunately for the Blinder, their immunity to light and relative energy resistance do not extend to any of their possessions, meaning that body

armor can still be damaged unless the Blinder's other abilities are used (see below).

Range: Self

Duration: Constant

I.S.P. Cost: None, a natural ability.

2. Light Assimilation: While a Blinder absorbs light at will, they cannot actively do anything with this energy without some small effort. Much like a plant uses photosynthesis to convert sunlight to nutrients, a Blinder is able to sustain himself almost entirely on light. An hour of light, from the sun or an incandescent lightbulb, it doesn't really matter what the source is, will totally negate the Blinder's need for food and air. Every hour exposed to light reduces the Blinder's need for sleep by one hour, down to a minimum of two hours per night. While actively assimilating absorbed light energy, a Blinder hit with a mega-damage light attack loses all fatigue, has no need to eat and only needs two hours of sleep for one day per M.D. of the attack. There is a limit to this, however. One day of sustenance can be negated per level of experience of the Blinder. Once this maximum is reached, the Blinder's eyes glow dimly and the second aspect of the assimilation ability comes to light. For every 1D6 M.D. directed at the Blinder after reaching their maximum capacity for sustenance, he bio-regenerates 2D6 S.D.C. or 1D6 H.P. If fully healed, the Blinder's P.S. is raised to supernatural levels for the remaining duration of the active light assimilation. Even with supernatural strength the Blinder is unable to inflict mega-damage physical attacks unless the protective Shimmer aura is also in use.

Range: Self

Duration: Varied, One day per level of experience for substituted sustenance, 10 minutes per level of experience for the actual light assimilation.

I.S.P. Cost: Varied, None to absorb non-damaging light for sustenance, 5 to begin actively assimilating light energy.

3. Bend Light: A more powerful version of the Photokinetic power with the same name, Blinder's are able to warp harmful light-based attacks around themselves. This skill acts like an Automatic Parry, but only effects lasers and other harmful light-based attacks. Successfully parried attacks are not neutralized, but are bent to just avoid the Blinder before snapping back into their original paths, leaving anyone standing behind the unharmed psychic in a bit of trouble. At first level of experience a Blinder has a +1 bonus to parry light attacks with any M.E. bonuses included (P.P. and Hand to Hand bonuses do not apply). Every 2nd level after the first, beginning at 3rd, the Blinder gains an additional +1 bonus to parry.

Range: Self

Area of Effect: One foot per level of experience.

Duration: Instant, but must be conscious to utilize.

I.S.P. Cost: None, a natural ability ability that is constantly active.

4. Shimmer: A dazzling power, literally, the Blinder is able to surround himself in an aura of shimmering, ever-shifting light. Opponents, virtually anything that uses light-based optics to view their surroundings, are -1 strike, parry, and dodge against the Blinder. This effect lasts for 1D4 Melees after the viewer is no longer looking directly at the Blinder and is cumulative, with each Melee round spent viewing them increasing the penalty to strike, parry, and dodge, by -1 and the duration by another 1D4 Melees. Much like staring at the

sun, anyone foolish enough to look too long (8 Melee rounds) at a Shimmering Blinder will eventually go blind (-8 strike, parry, and dodge) until the combined duration elapses.

Range: Self

Duration: Two minutes per level of experience.

I.S.P. Cost: 5

Shimmering Aura (Special): The aura also provides a limited mega-damage field of protection equal to 20 M.D.C. +4 per level of experience which renews itself at a rate of 2D6 M.D.C. per Melee round with an additional 1 M.D.C. per 1D6 M.D. light attack directed at the Blinder. The Blinder's immunity to light and resistance to energy extends to the protective aura. There is no extra I.S.P. cost for this aspect of the shimmering aura.

5. Create and Magnify Light: The Blinder psionically creates light and uses their force of will to magnify it to damaging intensity. **Laser Beam:** Damage: 4D6 S.D.C. +2 per level of experience or 2D6 M.D. +1 per level of experience (double damage at ley lines and triple it at a nexus). A Blinder instinctively changes the frequency of their lasers within 1D4 Melees of combat to fully affect laser resistant armor and can create blue-green lasers in order to function underwater. Photokinetically generated laser blasts are considered psionic attacks when determining damage to creatures vulnerable to psionics. Lasers are +3 strike initially with +1 strike at 3rd, 6th, 9th, 12th, and 15th levels.

Range: 100 feet (30m) per level of experience (double range at ley lines and triple at a nexus)

Duration: Instant

I.S.P. Cost: 1 for S.D.C. lasers, 2 for M.D. lasers.

Pulse: Expel a brilliant burst of intense light that blinds everyone within range (-10 strike, parry, and dodge) for 1D6 Melees. For 2D6 Melees after the initial effect wears off, victims' vision is blurred (-2 initiative, -1 Melee Attack, and -4 strike, parry, and dodge). People in power armor or vehicles with optic shielding are distracted by the pulse (-1 initiative, -1 Melee Attack) for 2D6 seconds. The Blinder cannot choose who is effected by the light pulse, meaning that allies and enemies alike may be blinded.

Area of Effect: 25 +5 feet (1.5m) per level of experience centered on the Blinder (double range at ley lines and triple at a nexus).

Duration: Instant, length of effects vary

I.S.P. Cost: 10

6. Manipulate Ambient Light: Taking mastery over light one step further, a Blinder is able to control light to an amazing degree. The Blinder is able to raise or lower surrounding light levels by 10% per level of experience (+5% prowl per 10% lowered if conditions are favorable). This ability effects all light, even lasers, meaning that a sufficiently powerful Blinder could render the laser weapons of a small army useless while plunging an entire battlefield into total darkness. Alternatively, the damage of all lasers and light-based attacks in the area could be increased significantly.

Area of Effect: 20 foot radius per level of experience centered on the Blinder.

Duration: Two minutes per level of experience.

I.S.P. Cost: 5

7. Chameleon Effect: The opposite of the Shimmer power, a Blinder can use their ability to bend light in such a way as to render himself or others invisible by blending in with the surrounding environment. If absolutely motionless, a Blinder with this power active remains 100% unseen so long as concentration is maintained. Holding the effect while moving is difficult, but not impossible. Increase likelihood of being spotted by 1% per 1ft traveled per Melee round. It is impossible for a Blinder to physically attack or use other psionic powers while concentrating to maintain this cloaking effect.

Area of Effect: 1 foot level of experience centered on the Blinder.

Duration: 5 minutes per level of experience.

I.S.P. Cost: 5

8. Spell Emulation: Though incapable of casting magic spells, a Blinder inherently knows how to duplicate the effects of the following spells (Blinding Flash, Globe of Daylight, Lantern Light, and Light Blade) psionically. Duplicated spells have the same effects as their magical counterparts, inflict equivalent damage or penalties, and have an I.S.P. cost equal to the original P.P.E. cost of the spell, but range, area and duration are doubled.

9. Other Psionic Powers: The character can select six powers from the Sensitive and/or Physical categories and two super-psionic powers at first level. After the first, the character may select two more powers from the Sensitive and/or Physical categories and one super-psionic power at levels 3, 6, 9, 12, and 15.

10. I.S.P.: Roll 3D4x10 plus the character's M.E. attribute number to determine base Inner Strength Points. The character gets another 10 I.S.P. for each additional level of experience. The Blinder is considered a Master Psychic. Lost I.S.P. is regained at the rate of 2 per hour of activity or 12 per hour of meditation or sleep.

11. Saving Throw versus Psionic Attack: As a Master Psychic, the Blinder needs a 10 or higher to save vs psionic attacks.

12. P.P.E.: Most of the Blinder's P.P.E. has been expended in the development of psychic abilities. The remaining permanent P.P.E. base is only 2D6.

13. R.C.C Bonuses: +2 initiative, +1 strike, +2 pull punch, +2 roll with impact or fall, +4 vs horror factor. Blinders possess nightvision with a range of 2000ft and have an affinity for laser weapons that grants an additional +1 strike with them.

The influence of ley line energy: The duration and range of the Blinder's photokinetic and other psychic powers are increased by 50% whenever on or near (within one mile/1.6 km) a ley line. The duration, range, and damage of their powers are doubled when at or near (one mile/1.6 km) a ley line nexus point!

Alignment Restrictions: None, but tends to lean toward good (Principled or Scrupulous) or selfish

(Unprincipled or Anarchist).

Attribute Requirements: M.E. 12, P.E. 12 or higher. A high M.A. and at least average I.Q. is suggested, but not required.

Race Restrictions: Limited almost entirely to humans (95%), Elves (3%), Ogres (1%) and 1% others, typically human-like races. Both males (70%) and females (30%) can become Blinders.

R.C.C. Skills:

Speaks American and two languages of choice (+30%)

Radio: Basic (+10%)

Pilot: One of choice (+10%)

Espionage, Rogue, or Technical: One of choice (+10%)

W.P. Energy Rifle

W.P. Energy Pistol

W.P.: One of choice

Hand to Hand: Expert

Hand to Hand: Expert can be changed to Hand to Hand: Martial Arts (or assassin if an evil alignment) at the cost of one "other" skill selection

R.C.C. Related Skills: At first level the character can select six skills from the list below, plus one additional at levels 4, 9, and 12

Communications: Any

Cowboy: None

Domestic: Any

Electrical: None

Espionage: Any (+10%)

Mechanical: Basic only

Medical: First Aid only

Military: None

Physical: Any except Wrestling and Weight Lifting

Piloting: Any (+5%)

Pilot Related: Any

Rogue: Any (+10%)

Science: Math only

Technical: Any (+10%)

Weapon Proficiencies: Any

Wilderness: Any

Secondary Skills: The character gets six Secondary skills from the list above, excluding those marked

"None." Plus one additional Secondary skill at levels 3, 6, 9, and 12. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Standard Equipment: A light to medium mega-damage body armor, a couple sets of traveling clothes, boots, language translator, backpack, utility belt, walkie-talkie, canteen, and personal items. Weapons include one energy weapon (typically a laser of some kind) with 1D4+1 spare e-clips per W.P. and two weapons of choice with 1D4 clips for each. Starting vehicles are almost always a hovercycle or hover vehicle of some kind.

Money: The Blinder starts with 1D6x1000 credits and 3D4x1000 credits in salable black market items.

Cybernetics: Starts with none and will avoid them unless absolutely necessary for medical purposes.

Catalyst P.C.C.

by Iczar

The Catalyst is a new creation, designed to aid others in the field by enhancing the powers of some and diminishing others.

1. Powers: Healing Touch, Instil Hope, Charismatic Field, and six lesser powers from Sensitive or Healer categories. The character also starts with either the Gestalt Circle power from Nightbane (*Between the Shadows*), or the Group Trance super-psionic power from Rifts or Heroes Unlimited (*Powers Unlimited One*).

2. Other bonuses: +2 M.A., +2 P.B. and heals an extra H.P. point every day.

3. Other powers: gains one power from Sensitive or Healer category every level. At 4th level he may instead select a Physical power, and again at levels six and eight.

4. I.S.P.: Starts with 4D6+M.E. in I.S.P. and gains 1D4+1 per level. Saves as a Major Psionic (12+).

5. Special Powers: Boosted I.S.P. The character also begins with 6D6+M.E. I.S.P. in reserve power (R.S.P.) This power can be used only to transfer Inner Strength Points to others.

- **Transfer I.S.P.:** the character has this power, but it costs them nothing but the I.S.P. he grants others.
- **Boost Another:** by touching someone and expending 10 I.S.P. or R.S.P., the character can increase the target's effective level (for the purposes of using powers) by 2. That person also experiences a 50% increase in range, damage and duration. For 6 I.S.P./R.S.P. the character may give another of the following abilities: Mind Block, Summon Inner Strength, Impervious to Fire, Impervious to Cold or Impervious to Poison/Toxin or Resist Hunger, Resist Fatigue or Resist Thirst, with a duration lasting

for the duration of contact.

- **Float:** Catalyst characters move at their normal speed +2 per level by simply floating. They can reach a height of no more than 3 -4 feet. This is the character's normal mode of movement, and as such has a +2 to dodge and initiative while in the air., the powers of Float, Levitation and Telekinetic Flight cost half as much I.S.P. to perform.

6. Catalyst P.C.C. Skills:

2 Medical skills +10%.

2 skills from Technical, Domestic, Wilderness or Science +10%.

Biology +10%.

Literacy and native language 98%.

Lore: Psychics & Psionics +10%.

Philosophy +20%.

Sing +30%.

Hand to Hand: Basic.

Related P.C.C. Skills: Select 6

Communications: Any.

Domestic: Any +5% (+15 to Play Musical Instrument).

Electrical: Basic only.

Espionage: None.

Mechanical: Basic Mechanics or Automotive Mechanics.

Medical: Any +5%.

Military: None.

Physical: Any except Running.

Pilot: Any +5%.

Pilot related: None.

Rogue: Any.

Science: Any +5%.

Technical: Any +5%.

W.P.: Any.

Wilderness: Any +5%.

Secondary Skills: Select 7 skills as per Related skills.

Standard Equipment: Gas mask and air filter, tinted goggles or sunglasses, a first-aid kit, sleeping bag, saddlebags, backpack, utility belt, matches and a lighter, pocket flashlight, 1D4 pairs of handcuffs, 100 feet (30.5 m) of rope, grappling hook, binoculars, 1D4+1 weeks of emergency food rations, two canteens, hatchet for cutting wood, survival knife, mallet and 3D4 wooden stakes, and wood cross. One energy weapon of choice, and one ancient weapon of choice. Armor includes a suit of light or medium mega-damage body armor.

Money: 2D6x1000 in credits and 1D4x1000 in Black Market Items or gems.

Cybernetics: Will usually avoid bionics and cybernetics since they can interfere with psychic abilities.

Dark Psion P.C.C.

by Iczar

The Dark Psion has found power contained in the negative emotions and harnesses the black power from within. **Note:** while this character is bad tempered and great to use as a villain type, it is possible to be on the path to redemption. Principled alignments are banned and Scrupulous will feel badly about their 'dark side'.

Special Dark Psion P.C.C. Abilities

- 1. Psychic Powers:** Two of the following; Psychic Body Field, Cryokinesis, Psi-Sword, Empathic Transmission, Terakinesis, Psychokinesis, Telekinesis (Super), Pyrokinesis, Catatonic Strike, Supercharge, Bio-Manipulation, Mind Bolt, Psi-Shockwave, Hex, Kiss of Death. Plus 4 Physical and 4 other, lesser powers.
- 2. Bonuses:** -3 to M.A., +2 P.S. and +2 P.E. attributes.
- 3. Other powers:** Gains one lesser per level. Gains one super-psionic power at levels 3, 6, 9, 12 and 15.
- 4. I.S.P.:** Starts with 4D4x5 +M.E. and gains 2D4+1 per level. Saves as a Minor Psychic at 14+.
- 5. Special Powers:**
 - **Raw Emotion:** The character focuses himself on hate, contempt and lust. These forces can be used to override fear as well as psychic tampering. If the character ever falls sway to a 'weaker' emotion involuntarily, he may resave at +2 but doing so causes him to fall into the dark side.
 - **Giving in to the Dark Side:** When a Dark Psion gives in to the darkness, their eyes change to an unnatural colour and their voice takes on an unpleasant timbre. During this time their M.A. if half and Sensitive and Healer powers cost double to invoke and they are at +2 to save vs psionics in all forms. This lasts 1 hour per level before quitting, at which time they become vulnerable and human again. The Dark Psion may be snapped out of this early, but not by psionic means and afterwards must spend an hour to recover.
 - **Power of Fury:** The character has a 65% chance of going berserk when things go against them. If they do go berserk, they gain an additional attack, +2 strike and damage, +10 S.D.C. but is -2 to all defensive moves. Roll after any serious taunt, or failing a skill roll by more than 15% or at the beginning of any combat round (but not the first unless taunted)
 - **Side Effects:** because the character has no calm mind, their ability to meditate is off. Every hour of meditation requires that the character roll 1D20 under their M.E. score. If successful, they recover

I.S.P. as usual, if not, they recover as if they were resting. In addition, all powers cost 20% more I.S.P. to invoke. (Except Physical and Super-psionic when giving in to the dark side). What's worse, one of the character's super-psionic powers is only available when they give in to fury/darkness.

6. Dark Psion P.C.C. Skills: The character gets the following skills.

Native Language and Literacy 98%
Hand to Hand: Expert
Any 8 skills from Technical and Domestic at +5%
2 Physical skills
1 W.P. of choice

P.C.C. Related Skills: Select 4 from the following.

Communications: Any.
Domestic: Any.
Electrical: Basic Electronics only.
Espionage: Any.
Mechanical: Basic Mechanics or Automotive Mechanics only.
Medical: Any except M.D.
Military: None.
Physical: Any +10%.
Pilot: Any.
Pilot related: None.
Rogue: Any.
Science: None.
Technical: Any.
WP: Any.
Wilderness: Any.

Secondary Skills: Select 7 skills as per the Related Skills above.

Standard Equipment: Gas mask and air filter, tinted goggles or sunglasses, a first-aid kit, sleeping bag, saddlebags, backpack, utility belt, matches and a lighter, pocket flashlight, 1D4 pairs of handcuffs, 100 feet (30.5 m) of rope, grappling hook, binoculars, 1D4+1 weeks of emergency food rations, two canteens, hatchet for cutting wood, survival knife, mallet and 3D4 wooden stakes, and wood cross. One energy weapon of choice, and one ancient weapon of choice. Armor includes a suit of light or medium mega-damage body armor.

Money: 2D6x1000 in credits and 1D4x1000 in Black Market Items or gems.

Cybernetics: Will usually avoid bionics and cybernetics since they can interfere with psychic abilities.

Extreme Explorer P.C.C.

by Iczar and Gadrin

This character has the wilderness experience and quick wittedness to be sent to alternate worlds to explore and report. The character's powers are geared towards exploration, and is a master of functioning in unusual and hostile environments.

Extreme Explorer P.C.C. Abilities

1. Psionic Powers: The character starts out with Impervious to Fire, Impervious to Cold, Impervious to Poison/Toxin and Sense Time. They also get the power of Resist Fatigue, but at double the duration and half the I.S.P. cost (2).

In addition they may select any 5 powers from the three lesser categories or may trade 2 lesser powers for one super-psionic power.

2. Other bonuses: +2 to Save vs H.F., +2 P.E., +10 S.D.C. or M.D.C. and +25% Save vs Coma/Death.

3. Other powers: May select one lesser power per level.

4. ISP: 5D6x3 + M.E. and gains 2D4+2 per level. Saves as a Major psychic.

5. Special Powers:

- **Hold Breath:** for a period equal to their M.E. x3 in minutes. This is a lesser form of Bio-Manipulation, and is psychic in nature but costs them no I.S.P.
- **Sense Direction:** also psionic in nature, this power lets them intuitively sense compass points or direction, even if the planet or pocket dimension they're on has no magnetic poles! This power even works on the Astral Plane, like Astral Navigation, or in the Dreamstream or the Dimension of Spires. While not perfect, it grants the character an innate ability to find their way around. The character will need to make a Perception roll every hour.
- **Enhanced M.A.:** when dealing with Shifters and other frequent dimensional travelers, treat the character as if they had a +6 bonus to their M.A. score. The Extreme Explorer can relate to them, and converse with them in their own terms. It's also extremely likely the character may have one as a friend and ally, or someone like an Astral Lord, Astral Mage or the Wanderer R.C.C. from Rifter #18.
- **Bonus to Powers:** if the character chooses any of Sense Dimensional Anomaly, Activate Dimensional Portal, or Read Dimensional Portal, and enjoys the benefit of double-range or duration and pay only half the I.S.P. cost.

6. Extreme Explorer P.C.C. Skills

1 Pilot skill of choice +5%
1 W.P. of choice
2 Wilderness skills +10%
Aerobic Athletics
Anthropology +10%
Climbing +15%
Detect ambush +10%
First Aid +15%
Hand to Hand: Basic
Intelligence +10%
Land Navigation +10%
Literacy and native language 98%
Lore: Megaverse +12%
Radio Basic +5%
Wilderness Survival +10%

Related Skills: Select 6

Communications: Any +5%.
Domestic: Any (+5% to Cook and Sew).
Electrical: Basic only +5%.
Espionage: Any.
Mechanical: Basic Mechanics or Automobile +5%.
Medical: Any except M.D.
Military: Any.
Physical: Any +10%.
Pilot: Any.
Pilot Related: None.
Rogue: Any.
Science: Any.
Technical: Any.
W.P.: Any.
Wilderness: Any +5%.

Secondary Skills: Select 6 as per Related skills.

Standard Equipment: Gas mask and air filter, tinted goggles or sunglasses, a first-aid kit, sleeping bag, saddlebags, backpack, utility belt, matches and a lighter, pocket flashlight, 1D4 pairs of handcuffs, 100 feet (30.5 m) of rope, grappling hook, binoculars, 1D4+1 weeks of emergency food rations, two canteens, hatchet for cutting wood, survival knife, mallet and 3D4 wooden stakes, and wood cross. One energy weapon of choice, and one ancient weapon of choice. Armor includes a suit of light or medium mega-damage body armor.

Money: 2D6x1000 in credits and 1D4x1000 in Black Market Items or gems.

Cybernetics: Will usually avoid bionics and cybernetics since they can interfere with psychic abilities.

Fire Team Trooper P.C.C.

by Iczar

Fire Teams are used to burn out infestations of nasty critters, using special weapons and tactics. They use fire and their patented silent choppers. With so many supernatural creatures vulnerable to fire, it makes them a generalist rather than a specialist team.

Special Note: Bursters are popular choices for fire team recruitment. Any character with enough gumption and resolve may join a Fire Team, but the Fire Team Trooper is a specialist in this regard.

Fire Team Trooper P.C.C. Abilities

1. Powers: Select one of the following:

- **Burster:** has the Burster's natural abilities, but has only 2 lesser powers, and selects 1 lesser power at levels 2, 4, 6, 8, 10 and 12. Change I.S.P. to 2D6x10 and +2D4 per level. Saves on 13+.
- **Master Psionic:** Has Pyrokinesis and 6 lesser powers. Gains one lesser power at levels 2, 4, 6, 8, 10 and 12. I.S.P. of M.E.x2 +5D6 and gains 2D4 per level. Saves on 13+.
- **Lesser Psionic:** Has Spontaneous combustion, Impervious to fire, and 6 lesser powers. Gains one physical or sensitive per level. I.S.P. is M.E. +6D6 and +2D4 per level. Saves on 13+.
- **Non-Psionic:** has no psionic powers (saves at 15+) but has +5% to all P.C.C. skills and 2 extra secondary and related skills. +2 P.E. +2 M.E.

P.P.E. Note: except for the Burster, the character retains their R.C.C. amount of P.P.E.

2. Fire Team Trooper P.C.C. Skills:

Athletics

Criminal Science & Forensics (+15% when dealing with arson or fires).

Demolitions +5%

Demolitions Disposal +10%

Fire Fighting. +15%

Hand to Hand: Basic

Literacy and Native language 98%

One pilot related +10%

Pilot Helicopter +10%

Radio: Basic

W.P. Heavy Energy Weapons (plasma guns & flame throwers)

Fire Team Trooper P.C.C. Related skills: Select 6

Communications: Any +5%.
Domestic: Any.
Electrical: Any +5%.
Espionage: Any +5%.
Mechanical: Basic or Automotive only.
Medical: First Aid only (+10% to treat burns).
Military: none.
Physical: Any.
Pilot: Any.
Pilot related: Any.
Rogue: Any.
Science: none.
Technical: Any.
W.P.: Any.
Wilderness: Wilderness Survival only.

Secondary Skills: Select 6.

Standard Equipment: Gas mask and air filter, tinted goggles or sunglasses, a first-aid kit, sleeping bag, saddlebags, backpack, utility belt, matches and a lighter, pocket flashlight, 1D4 pairs of handcuffs, 100 feet (30.5 m) of rope, grappling hook, binoculars, 1D4+1 weeks of emergency food rations, two canteens, hatchet for cutting wood, survival knife, mallet and 3D4 wooden stakes, and wood cross. One energy weapon of choice, and one ancient weapon of choice. Armor includes a suit of light or medium mega-damage body armor.

Money: 2D6x1000 in credits and 1D4x1000 in Black Market Items or gems.

Cybernetics: Will usually avoid bionics and cybernetics since they can interfere with psychic abilities.

Fragment P.C.C.

by Iczer

The Fragment has been the recipient of a bizarre experiment and have their blood replaced with raw ectoplasm. Literally, the character is without blood and while it is a debilitating condition, it has the benefits of enriched power.

Fragment P.C.C. Abilities

1. Powers: Starts with Ectoplasm, Ectoplasmic Disguise, Utility and 5 powers from Sensitive and/or Healer. The character may also take 2 Physical powers OR one of the following super-psionic powers:

- Advanced Trance
- Astral Transference
- Bio-Regeneration: Super
- Catatonic Strike
- Ectoplasmic Body
- Empathic Transmission
- Group Mind Block
- Invisibility Haze
- Mental Illusion
- Mind Bond
- Psionic Invisibility
- Psychic Body Field
- Psychic Omni-Sight
- Super Charge
- Telekinetic Flight

2. Other bonuses: -2 P.E., -2 P.S., +3 P.P., +8 Spd. -5 S.D.C. or M.D.C.

3. Other powers: Gains 1 power every level from any of the three lesser categories. At levels 3, 6, 8, 10 and 13 the character also receives a new super-psionic power from the above list. At fifth level, the character may create an Astral Domain as per the Astral Lord or Astral Mage from the Nightbane book *Between the Shadows*.

P.P.E. Note: for purposes of creating an Astral Domain, the character starts with $2D4 \times 10 + P.E.$ in P.P.E. from which they may permanently sacrifice.

4. I.S.P.: M.E. $\times 2 + 7D6$ in I.S.P. and gains $2D4$ per level. Saves as a master psychic $10+$.

5. Special Powers:

- **Super Ectoplasm:** Ectoplasm costs 5 I.S.P. for the vapor, 10 for the solid version and for 15 points the character can have a vapour that has 80 S.D.C., 5 H.P. and a P.S. of 16. Whips formed of this ectoplasm inflict $1d6 + P.S.$ bonus. Ectoplasm, Utility and Ectoplasmic Disguise have doubled durations.
- **Light:** Losing all that blood has a profound effect on the character, reducing their weight considerably, making them able to leap their P.S. in feet, straight up, and twice that across. The Fragment takes no damage from falls of any height and their natural weight is one-third normal. For 4 I.S.P. they may walk at half speed on still water, and for 12 I.S.P. they may walk atop any surface, subject to balance, at one-quarter normal speed, including mist, clouds, smoke and leaves and the like.
- **Weakened:** The character has less stamina than others, reflected by their reduced P.E. score. They

fatigue 50% faster than others. Lower their P.E. score by one-third to determine rate of fatigue. The character also heals one point less of S.D.C. per day. On the plus side, the ectoplasm remains clean. The character cannot bleed to death, and is not affected by poisons or diseases. However they are still subjected to many airborne infections. The Fragment's diet is also reduced, needing one-quarter the food requirements of a normal being.

6. Fragment P.C.C. Skills:

6 total skills from Technical & Domestic +5%.

Acrobatics +5% (+20% to Balance).

Literacy and native language 98%.

Prowl +20%.

Hand to Hand: Basic.

Fragment P.C.C. Related Skills: Select 6

Communications: Any.

Domestic: Any +5%.

Electrical: Basic Electronics only.

Espionage: None.

Mechanical: Basic or Automotive.

Medical: First Aid only.

Military: None.

Physical: None that enhance P.E.

Pilot: Any.

Pilot related: Any.

Rogue: Any.

Science: Any +5%.

Technical: Any +5%.

WP: None.

Wilderness: None.

Secondary Skills: Select 5

Standard Equipment: Gas mask and air filter, tinted goggles or sunglasses, a first-aid kit, sleeping bag, saddlebags, backpack, utility belt, matches and a lighter, pocket flashlight, 1D4 pairs of handcuffs, 100 feet (30.5 m) of rope, grappling hook, binoculars, 1D4+1 weeks of emergency food rations, two canteens, hatchet for cutting wood, survival knife, mallet and 3D4 wooden stakes, and wood cross. One energy weapon of choice, and one ancient weapon of choice. Armor includes a suit of light or medium mega-damage body armor.

Money: 2D6x1000 in credits and 1D4x1000 in Black Market Items or gems.

Cybernetics: Will usually avoid bionics and cybernetics since they can interfere with psychic abilities.

Pretender P.C.C.

by Iczar

Masters of infiltration and disguise, The Pretender is a Jack of All Trades, limited in power, but proficient in analytical and technical skills.

Pretender P.C.C. Abilities

- 1. Powers:** Receives the powers of Sixth Sense, Alter Aura, Ectoplasmic Disguise, Psychic Diagnosis, Speed Reading, Total Recall and Mind Block.
- 2. Other Bonuses:** +4 M.A., +4 I.Q. and +2 M.E.
- 3. Other Powers:** Receives one Healing or Sensitive power each level after the first.
- 4. I.S.P.:** M.E. $\times 2$ +1D6 $\times 10$ and +1D6 per level. Saves as a Minor Psionic at 14+.
- 5. Special Powers:** Rapid Learner: All skills get a bonus of +2% per level.
 - **Duplicate Skill:** The character is able to observe a skill in action, and duplicate it, by observing the skill over a few (1D4) hours. Once observed, they may replicate it at a base of 35%, +2% for each level of the observed individual's experience, and +2% per point of I.S.P. expended by the Pretender. The observed skill lasts 24 hours, but may be recalled with Total Recall, The I.S.P. bonus lasts for as long as the skill. The Pretender cannot duplicate skills they already possess.
 - **Enhance skill:** The character may enhance their performance in a skill up to 86% maximum. This only applies to skills they possess personally, not to any observed skills. By expending 1 I.S.P. the Pretender gains +3% to a single skill, which lasts for 20 minutes, +5 minutes per level. After duration's end, the skill actually drops -10% per melee due to mental fatigue, until it reaches its normal level.
 - **Strategy:** The character may observe another's fighting style, and gain +1 to strike and +3 parry/dodge against that opponent. The subject must be observed for at least 1 hour of combat, and costs 5 I.S.P. to activate for a duration of 1 minute per level. Former memorized individual styles may be recalled with Total Recall (costing 5 I.S.P. of course). Each 10 I.S.P. expended also replicates a particular combat maneuver that opponent has used before.
 - **Credibility:** A subtle empathic attack, where by the Pretender creates a cover story. If the recipient fails to save, then the Pretender does not need to actually prove themselves (such as supply credentials etc..."Well..he LOOKS like a doctor") I.S.P. 4, Duration indefinite, until the cover story comes apart. Mind Block offers no protection to the opponent, and if the Pretender's M.E. exceeds the targets I.Q., there is a save penalty of -3. Additionally, there is no indication of a psychic attack if

the target succeeds the saving throw, the Pretender may fall back on natural charm.

6. Pretender P.C.C. Skills:

Disguise +10%

Hand to Hand: Basic, but may purchase a higher form of hand to hand by paying with an extra skill.

Impersonation +20%

Intelligence +5%

Literacy & Native Language 98%

Pilot Automobile

Strategy/Tactics +10%

Two Science skills +10%

Two Technical or Domestic skills at +10%

Related skills: None! Specifically trained as a "Jack of All Trades". Instead the Pretender receives 20 secondary skills, all at +5%.

Standard Equipment: Gas mask and air filter, tinted goggles or sunglasses, a first-aid kit, sleeping bag, saddlebags, backpack, utility belt, matches and a lighter, pocket flashlight, 1D4 pairs of handcuffs, 100 feet (30.5 m) of rope, grappling hook, binoculars, 1D4+1 weeks of emergency food rations, two canteens, hatchet for cutting wood, survival knife, mallet and 3D4 wooden stakes, and wood cross. One energy weapon of choice, and one ancient weapon of choice. Armor includes a suit of light or medium mega-damage body armor.

Money: 2D6x1000 in credits and 1D4x1000 in Black Market Items or gems.

Cybernetics: Will usually avoid bionics and cybernetics since they can interfere with psychic abilities.

Psi-chotic P.C.C.

by Iczar

The Psi-chotic taps odd eddies in the fields of psychic energies, including tapping into their own life force to access a great deal of their psionic power.

Psi-chotic P.C.C. Abilities

1. Powers: Starts with 2 super-psionic powers and 3 lesser powers.

2. Other Bonuses: +2 P.E., -2 P.B., +10 H.P.

3. Other Powers: Gains 1 lesser power each level, or at levels 3, 6, 9 and 12, they may select one super-psionic power instead.

4. I.S.P.: the character gets P.E. + M.E. +4D6 and gains 1D4+1 per level. Saves as a major psionic 12+.

5. Special Powers:

- **Tap Lifeorce:** The Psi-chotic may expend 1 H.P. to gain 1D4 I.S.P. This damage cannot be healed without bed rest and resists supernatural aid, such as magic or psionic healing (no effect).
- **Tap the Cosmos:** The Psi-Chotic may tap the universe for I.S.P. This can be done once per day. The Psi-chotic concentrates for one minute and then reaches into the fabric of the universe and is instantly gifted with 2D4x10 I.S.P. This I.S.P. infusion may exceed their normal allowable total, but they will suffer 4D6 damage which heals at the same reduced rate as above.
- **Psi-chotic Rage:** By tapping into negative forces, the character can give forth to a burst of rage. This requires all I.S.P. to be expended at one target (who must actually be the focus of real hatred, anger or fear). Every 3 I.S.P. burnt in this way, or part thereof, will inflict 1D4 damage to the target in an explosion, doing half damage out to 10 feet + 2 feet per level. The target cannot save to avoid this damage, but Psionic Invisibility, Mind Blocks or other psionic shielding will allow the target to take only half damage.

6. Psi-chotic P.C.C. Skills

Computer Operation +10%

Literacy and native language 98%

Select 2 Domestic skills (+10%)

Select 2 work related skills (+10%)

Hand to Hand: Basic (may upgrade to Hand to Hand: Expert or Martial Arts).

Psi-chotic P.C.C. Related Skills: Select 7 from the following list.

Communications: Any.

Domestic: Any +5%.

Electrical: Any +5%.

Espionage: Wilderness Survival.

Mechanical: Any +5%.

Medical: First Aid, Holistic Medicine & Paramedic.

Military: None.

Physical: Any.

Pilot: Any +5%.

Pilot Related: Any.

Rogue: Any.

Science: Any +5%.

Technical: Any+5%.

W.P.: Any.

Wilderness: Any +5%.

Secondary Skills: May select 7 skills from the above list.

Standard Equipment: Gas mask and air filter, tinted goggles or sunglasses, a first-aid kit, sleeping bag, saddlebags, backpack, utility belt, matches and a lighter, pocket flashlight, 1D4 pairs of handcuffs, 100 feet (30.5 m) of rope, grappling hook, binoculars, 1D4+1 weeks of emergency food rations, two canteens, hatchet for cutting wood, survival knife, mallet and 3D4 wooden stakes, and wood cross. One energy weapon of choice, and one ancient weapon of choice. Armor includes a suit of light or medium mega-damage body armor.

Money: 2D6x1000 in credits and 1D4x1000 in Black Market Items or gems.

Cybernetics: Will usually avoid bionics and cybernetics since they can interfere with psychic abilities.

Psi-Jacker P.C.C.

by Gadrin

The Psi-Jacker is a minor psionic whose powers manifest inside any cyberjacking R.E.S. that they enter. Outside, in the "real" world the Psi-Jacker has but 1 or 2 psionic powers, one of which is always Machine Ghost, which lasts much longer (see below). The other should be a Sensitive psionic power, but can be anything the player and GM agree on, since in the words of Palladium, "two powers, even spectacular ones, are inconsequential".

Once the Psi-Jacker projects themselves into a R.E.S. they undergo an astounding transformation. Their P.P.E. and I.S.P. quadruples and they gain 1 psionic power for each level of experience they have. These powers can come from any category the Psi-Jacker wants, including Phase Powers or Oni-Ninja powers. The GM and player will have to decide on whether the Psi-Jacker can take/emulate or use psionic powers common to only Rifts R.C.C.s and P.C.C.s (e.g. "O.C.C. abilities"), but they should. These powers may stay "static" or change upon each entry into a R.E.S. as needed, allowing the Psi-Jacker to become a multi-faceted, multi-talented powerhouse.

Note: R.E.S. is an acronym for "Reality Enforcement System" from the cyberjacking articles in Rifter #2 or Aliens Unlimited Galaxy Guide, and allows programmers to create a virtual reality world inside the computer for cyberjackers.

I.S.P. before the transformation is equal to M.E.+1D6 outside the R.E.S. and 1D6+1 each level thereafter.

Psi-Jacker P.C.C. Abilities

Unless stated otherwise, these abilities only function inside a cyberjacking R.E.S.

1. See Aura: a variant of the power used by Sensitive psychics, in addition to all the usual functions granted by this power the Psi-Jacker can use it to "inventory" another cyberjacker. This means they can tell whether any avatars within range are human, dee-bee or artificial intelligences, the level that they operate at, and whether they're "native" to this particular R.E.S. This can also tell how much P.P.E. the person has (see below).

2. Sense Cyberjackers: Similar to the power of a Psi-Stalker, the Psi-Jacker can sense the approximate location of other cyberjackers in a R.E.S. which can lead them to friends, enemies or snoops. Range is irrelevant, as long as the others are within the same R.E.S.

3. Mimic Skills: Similar to the Heroes Unlimited Sensitive/Super-psionic ability, or the Mind Bleeder's ability to Bleed Skills, the Psi-Jacker can borrow another avatar's powers for a short while. This includes any skill/weapon/power programs the avatar might have. The Psi-Jacker only uses it at their own level of experience though. The only restriction is that they have to encounter another cyberjacker with the skills in order to use them. Duration is 1 hour and I.S.P. cost is 12, the same as the super-psionic ability from *Powers Unlimited One*.

4. Additional I.S.P. Source: much like a mage, the Psi-Jacker can draw upon extra I.S.P. from other beings inside the R.E.S. Artificial intelligences and other psionics are hard to draw from, 01-20% chance and only 3D6 I.S.P. maximum; but others can supply the Psi-Jacker with additional I.S.P.; use the opponent's P.P.E. score or if they have none, roll 1D6+1. The Psi-Jacker can gain up to double their current I.S.P. The Psi-Jacker can retain this bonus I.S.P. for 1 hour and it cannot be "stacked" beyond double their normal amount. Drawing I.S.P. means the target must be within 20 feet inside the R.E.S.

5. CyberSense: In addition the Psi-Jacker possesses a form of Sixth Sense or Clairvoyance powers within the R.E.S. and they can instinctively gain insights into the R.E.S. and sense traps, bugs and problems. Thus, when searching a R.E.S. for a set of data files, the Psi-Jacker can move quickly to where they're located to carry out their mission. Cost: 4 I.S.P. per use.

6. Information Retention: upon leaving a R.E.S. and returning to the "real" world, the Psi-Jacker has the equivalent of Total Recall on all the information they collected during adventuring. This lasts for 3D4 hours before the memories start to fade.

7. Skill Bonuses: Once inside the R.E.S. the Psi-Jacker's computer skills manifest at 90% for each, so Computer Operation, Computer Hacking, Cyberjacking and any other similar powers, all inflate to 90%. Note while inside a R.E.S. a Psi-Jacker can't repair computers, even their own.

8. Summon Cyber-Beast: additionally, the Psi-Jacker can create a minor AI/monster to help him with combat inside a R.E.S. by expending 25 I.S.P. the Psi-Jacker can create a computer construct with the following attributes:

- **S.D.C.:** 50 per level of the Psi-Jacker.
- **Attacks:** 1 + 1 per each 2 levels of the Psi-Jacker, and is considered the same level as the Psi-Jacker
- **Bonuses:** +2 to initiative, +3 to strike, parry & dodge
- **P.S.:** 30 + 1 per level of the Psi-Jacker (considered supernatural)
- **I.Q.:** 1D6+6
- **P.P.E.:** none, the Psi-Jacker cannot draw I.S.P. from the Cyberbeast
- **Skills:** the Psi-Jacker can give it any 6 skills/powers that they possess.

The Cyberbeast can look like just about anything the Psi-Jacker wants, but cannot imitate other specific beings. Feel free to use the Nightbane Morphus tables or pick a look for the Cyberbeast. The Cyberbeast forms in one melee action, as a blurry cloud of squares assembling into the final beast. The Cyberbeast lasts for 1 hour per level, inside the R.E.S.

9. Normal Skills:

It's suggested that the GM and player use one of the following O.C.C.s to determine the Psi-Jacker's abilities outside the cyberjacking environment, so that the character can function with other characters.

City Rat: Hacker

Operator

Rogue Scholar or Rogue Scientist

CAF Scientist or TVIA Inspector or Spacer for Phase World settings (Scholar & Adventurer types)

The character can be rolled up normally and may even possess a **few** cybernetic implants. However the character starts with M.E. +1D6 in I.S.P. and gains 1D6+1 per level, and the powers of Machine Ghost and one other Sensitive power. They are considered a Minor Psychic. Even with a few cybernetic implants the character's initial powers will work (ignore restrictions) and they will always be able to project themselves into a R.E.S. and use their P.C.C. abilities. Using Machine Ghost to enter a cyberjacking R.E.S. extends the duration to 10 times normal.

The character should start with a top-of-the-line cyberjacker's deck.

The character may be any R.C.C. that allows psionics.

Screamer P.C.C.

by Shaded Helios

More than one person has mistaken the nearby presence of a Screamer as a Glitter Boy going on a rampage. Much like the Blinder, Screamer's are not very low key. The great majority of their powers, by their very nature, don't allow a Screamer to keep a low profile. Contrary to what one would imagine, most Screamers are reserved, soft spoken individuals. It's not uncommon to have to ask one to speak up so they can be heard

clearly in a conversation. This quiet reserve should not be mistaken for meekness, though. No other psychic can so quickly and effectively handicap or kill a large group of people as can a Screamer. Unfortunately, the powers of a Screamer are totally indiscriminate, effecting allies and enemies alike.

Rightly feared for the damage and pain they can cause to those around them, Screamers are finding acceptance hard to come by. Away from Psyscape, their home, where all are tolerated and accepted for what they are, Screamers often end up as lone travelers, wandering from one settlement to the next, doing what they can to help others. Those who do find friends to accompany them on their journeys are rare but not unheard. Officials in Psyscape know of a handful of adventuring parties composed entirely of Screamers. While noteworthy, they find much more interesting the news that a respected mercenary group with a large contingent of Glitter Boy power armors has employed several Screamers to work in conjunction with the devastatingly powerful walking tanks. Not only can they totally muffle the sound of the Glitter Boys' boom guns, a tactic that has proven effective in a number of situations, it's also been found, quite accidentally, that Screamers who use their powers to amplify the already Earth shaking sonic boom of these weapons can permanently deafen those without adequate protection.

Player Note: Like most Master Psychics, the Screamer has minimal education, having spent much of the time learning and mastering their photokinetic powers. The individual has come to rely on those powers, wits, and experience.

Special Screamer P.C.C. Abilities

Note: The following powers are different or more powerful than the common Echokinetic powers and are exclusive to the Screamer.

1. Impervious to Sound: An invisible psionic aura radiates from the Screamer that counteracts any harmful sonic energy. Mega-damage and S.D.C. sonic attacks generated by any means, whether magical, psionic, or technological are completely ineffective against the Screamer and any body armor (but not power armor) or equipment they may be wearing. Spells, psionics, or powers that require their victim to hear a song, phrase, or even the attacker's voice have no effect.

Range: Self

Duration: Constant

I.S.P. Cost: None; a natural ability.

2. Manipulate Ambient Sound: Using this ability, a Screamer can exercise an incredible level of control over all sound within their range of influence. Sonic energy can be dampened or heightened by 10% per level or experience. By manipulating sound the Screamer could effectively render a spellcaster mute, nullify any sonic attack, or grant himself a bonus to prowl (+5% per 10% lowered if light conditions are satisfactory). Alternatively, instead of rendering an area incapable of carrying sound, the Screamer could fill an already loud area with deafening white noise (+100% increase) that distracts and confuses the enemy (-4 initiative, and -1 strike, parry, and dodge)

Range: 10 (3m) feet per level of experience centered on the Screamer or a specific 10 (3m) foot area up to 100 (30m) feet away per level of experience

Duration: 2 minutes per level of experience

I.S.P. Cost: 5

3. Sonar: The Screamer possesses a keen radar-like sonar ability. So long as the Sonar ability is maintained the Screamer gains the following bonuses (+4 initiative, +2 strike, parry, and dodge), suffers no penalties from blindness or darkness, cannot be caught by surprise, and gains an additional Attack per Melee.

The Screamer can use this ability to:

- Interpret Shapes (50% +5% per level)
- Estimate Distances (60% +4% per level)
- Estimate Direction (60% +4% per level)
- Estimate Speed (40% +4% per level)
- Exact Location (50% +4% per level)

all can be determined by the Screamer.

Heavy rain, sandstorms, or loud areas (crowded marketplace, busy highway, rock concert, etc) do not totally foul the Sonar ability, but bonuses are halved and range reduced by 75%.

Range: 100 (30m) feet per level of experience (double range underwater)

Duration: 5 minutes per level of experience

I.S.P. Cost: 5

4. Sonic Cushion: An invisible aura of densely concentrated sonic energy surrounds the Screamer. The aura generates an intense and unmistakable hum that cannot be disguised by any of the Screamer's powers without negating its effects. The aura also provides a limited mega-damage field of protection equal to 30 M.D.C. +6 per level of experience which renews itself at a rate of 3D6 M.D.C. per Melee round. The cushioning aura of sonic energy takes one half damage from physical attacks.

Range: Self

Duration: Two minutes per level of experience.

I.S.P. Cost: 5

Damage: 1D4x10 S.D.C. or 1D4 M.D. per strike to anything or anyone they touch. The Screamer must expend an extra 5 I.S.P. to inflict M.D. for one Melee round per level of experience.

5. Magnify & Shape Sound: The Screamer creates a sound, typically by screaming (it's where they got the name, you know?), but often just by clapping loudly or whistling. That single sound is magnified, concentrated, then magnified again, until it is released in a devastating blast of pure sonic energy.

Sonic Wave: The sonic attack is shaped into a stream of focused sound that can be directed at targets with a

+4 strike bonus.

Range: 200 (30m) + 20 (3m) feet per level of experience in a 5 (1.5m) +1 (.3m) foot wide path per every 2nd level of experience (double range at ley lines and triple at a nexus).

Duration: Instant

Damage: 1D4x10 S.D.C. for 1 I.S.P., 2D6 M.D. for 2 I.S.P., 4D6 M.D. for 4 I.S.P., or 1D4x10 M.D. for 6 I.S.P. (double damage at ley lines and triple it at a nexus).

Sonic Boom: The Screamer basically emulates the Boom Gun of a Glitteryboy, creating a devastating sonic boom. Victims without any type of sound/ear protection will be temporarily deafened for 2D4 minutes and are -8 initiative and -3 parry and dodge. Even victims within power armor or enclosed vehicles are deafened, suffering the same penalties but for half the normal duration. The duration of successive sonic booms is cumulative. S.D.C. glass up to twice the maximum range away is shattered by the boom.

Area of Effect: 200 (60m) +10 (3m) feet radius per level of experience centered on the Screamer (double range at ley lines and triple at a nexus).

Duration: Instant

I.S.P. Cost: 10

Sonic Shockwave: A more powerful version of the Sonic Boom power, the Screamer focuses their ability onto a much smaller area in order to inflict mega-damage while still deafening those within range. S.D.C. glass up to ten times the maximum range away is shattered by the shockwave.

Area of Effect: 20 (6m) +5 (1.5m) feet radius per level of experience centered on the Screamer (double range at ley lines and triple at a nexus).

Duration: Instant

I.S.P. Cost: 20

Damage: 4D6 M.D. (double damage at ley lines and triple it at a nexus).

6. Other Psionic Powers: The character can select six powers from the Sensitive and/or Physical categories and two super-psionic powers at first level and two more from the Sensitive and/or Physical categories and one super-psionic power at levels 3, 6, 9, 12, and 15.

7. I.S.P.: Roll 3D4x10 plus the character's M.E. attribute number to determine base Inner Strength Points. The character gets another 10 I.S.P. for each additional level of experience. The Screamer is considered a Master Psychic. I.S.P. is regained at the rate of 2 per hour of activity or 12 per hour of meditation or sleep.

8. Saving Throw Versus Psionic Attack: As a Master Psychic, the Screamer needs a 10 or higher to save vs psionic attacks.

9. P.P.E.: Most of the Screamer's P.P.E. has been expended in the development of psychic abilities. The remaining permanent P.P.E. base is only 2D6.

P.C.C.Bonuses: +2 initiative, +1 strike, +2 pull punch, +2 roll with impact or fall, +4 vs horror factor.

The influence of ley line energy: The duration and range of the Screamer's echokinetic and other psychic powers are increased by 50% whenever on or near (within one mile/1.6 km) a ley line. The duration, range, and damage of their powers are doubled when at or near (one mile/1.6 km) a ley line nexus point!

Screamer Psychic P.C.C.

Alignment Restrictions: None, but tends to lean toward evil (Miscreant or Aberrant) or selfish (Unprincipled or Anarchist).

Attribute Requirements: M.E.: 12, P.E.: 12 or higher. An average I.Q. is suggested, but not required.

Race Restrictions: Most common among humans (87%), Elves (5%), Ogres (5%) and 3% others, typically human-like races. Both males and females can become Screamers.

P.C.C. Skills:

Speaks American and one language of choice (+30%)

Radio: Basic (+10%)

Pilot: Two of choice (+10%)

Wilderness Survival (+10%)

W.P. Energy Rifle

W.P.: Two of choice

Hand to Hand: Expert

Hand to Hand: Expert can be changed to Hand to Hand: Martial Arts (or assassin if an evil alignment) at the cost of one "other" skill selection

P.C.C. Related Skills: At first level the character can select six skills from the list below, plus one additional at levels 4, 9, and 12

Communications: Any

Cowboy: None

Domestic: Singing only (+20%)

Electrical: None

Espionage: Any (+10%)

Mechanical: Basic only

Medical: First Aid only

Military: None

Physical: Any

Piloting: Any (+5%)

Pilot Related: Any

Rogue: Any

Science: Math only

Technical: Any (+10%)

Weapon Proficiencies: Any

Wilderness: Any

Secondary Skills: The character gets six Secondary skills from the list above, excluding those marked "None." Plus one additional Secondary skill at levels 3, 6, 9, and 12. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Standard Equipment: A light to medium mega-damage body armor, a couple sets of traveling clothes, boots, flashlight, sunglasses or tinted goggles, food rations for a week, language translator, backpack, utility belt, walkie-talkie, canteen, and personal items. Weapons include one energy weapon with four spare e-clips and one weapon of choice per W.P. with 1D4 clips for each. Starting vehicles are limited to any non-military transportation, and often include hover vehicles or high end motorcycles.

Money: The Screamer starts with 4D6x100 credits and 3D4x1000 credits in salable black market items.

Cybernetics: Starts with none and will avoid them unless absolutely necessary for medical purposes. Never gets any sort of cybernetic hearing or vocal augmentation.

PSIONIC TECHNOLOGY

SILENT CHOPPERS

by Iczar

Created by the Psi-Tech department of the X-Factory, the Silent Chopper was a specially designed helicopter that feature psionic technology for use by mercenaries as a "Rapid Insertion Vehicle" on missions against opponents. While it has it's military uses, it's designed to be marketed as a civilian vehicle.

The Silent Chopper, also known as The "SPD Chopper" and the official "Covert Rapid Insertion Vehicle" (C-RIV).

Model Type: XFPT-018 base, other variants below.

Class: Helicopter Troop Carrier.

Crew: Pilot and 6 passengers.

Armor by Location:

AR: 12

Rotor: 225 S.D.C.

Main body: 350 S.D.C.

Tail: 225 S.D.C.

Reinforced Pilot's Compartment: 200 S.D.C.

Passenger Compartment:350 S.D.C.

(convert S.D.C. to M.D.C. for mega-damage settings and drop AR).

Speed:

Flying: 150 mph, fully loaded.

Range: 220 Miles (see below)

Statistical Data:

Height: 15 feet.

Width: 15 feet.

Length: 48 feet.

Weight: 6,000 lbs.

Cargo: 2,100 lbs

Cost: 30 million credits or \$12 million.

SPECIAL FEATURES

Titanium/polybendium alloy frame and ceramic construction. The C-RIV is completely devoid of metals in it's construction. This alloy makeup renders it difficult to see with conventional radar and imaging equipment, and it rapidly dissipates heat. Targeting systems relying on radar and thermal detection are at -4 to strike, and attempting to locate it by conventional sensory equipment forces a penalty of -15% to the operator's Read Sensory Equipment skill. It's unique construction also reduces the damage from energy weapons by 20%.

Weaponless

To eliminate mass, and keeping with the civilian nature of the C-RIV, no weapons are incorporated into it's frame. In the past when an assault had to be made by air, it has relied on passenger weaponry and occasionally the pilot. accordingly, all C-RIVs have harnesses that allow an individual to stand and fire from within the vehicle with minimal risk of falling, by opening the side hatches.

One-Way Glass

The armored glass portions of the C-RIV are one way. individuals cannot be seen with the unaided eye and are therefore unable to be assaulted by any powers requiring line of sight.

Hermes-Class Jammer

A Hermes-Class jamming device is built into the base of the C-RIV, and can be used in case of emergencies.

Note it's activation will shut down use of several features of the vehicle. (The jammer is a small device, a sphere about the size of a a baseball. When activated, a Hermes style jammer will create a *Psi-Static* sphere 12 feet in diameter in all directions (covering the passenger compartment of the craft). Within this region, any psi-powers have their durations and range decreased by 10% and I.S.P. costs to activate increase by 50%. If a psionic effect is active before the Hermes jammer goes off, then the user must make a Save vs Psionics, or have the power canceled. If the save is made, the user must then pay the extra I.S.P. necessary to maintain the power/effect. Everyone within the radius of the sphere enjoys +2 to Save vs Psionics. Larger ranged jammers exist, in the Persephone, Titan and Jupiter class models with varying levels of effects. The Hermes is worth roughly 250,000 credits or about \$80,000.

Telekinetic Crystal Rotor

The vehicle's rotor blades are laced with charged Telekinetic Crystals, reducing it's effective weight to 2,000 lbs when activated psionically. While still a massive amount of weight, a lesser force can be used to bring a C-RIV to a soft landing. 30 I.S.P. will allow a damaged C-RIV to make a soft landing from a height of 3,000 feet. This can also enhance the payload. This boost will last for short periods of time, about 10 to 15 minutes, so long trips will cost the crew/passengers larger amounts of I.S.P. The rotor assembly is worth about 600,000 credits or \$200,000.

Stealth Features

Conventional sound baffling is used in all portions of the vessel reducing it's noise emission's by one-half. In addition, it's black color and sleek shape make it hard to spot at night.

OTHER NOTES:

X-Factory has only six of these vehicles made, due to their relative expense and psionic technology required to produce such a vehicle. As a result, aside from the C-RIV in emergency storage in their Nevada facility, all are in service or in maintenance. Crews split their training between C-RIVs and regular helicopters to minimize resource wastage. Each of the remaining five have undergone custom alterations as per the needs of the customer. All C-RIVs have a modicum of fire-fighting gear aboard, as well as standard rescue equipment (but are not as well equipped as dedicated rescue vehicles).

C-RIV Alpha: used by the legendary Fire Team Alpha, has small ectoplasmic Crystals embedded in it's surface, allowing it to create a Cloud of Ectoplasmic Fog for 12 minutes at a stretch. It also has an Illithoid Transportation (teleportation) device allowing it to deliver a single 200 pound payload up to 700 feet away either toward or away from the vessel. This feature is controlled by the operator in the passenger compartment, and costs 10 I.S.P. to prime and activate the device. Cost of the crystals is about 200 credits per pound or about \$75. In most cases one pound of crystals is needed per 100 lbs of the object it's linked to.

C-RIV 2: Used by the Operations Division to deliver troops at great distances, by increasing it's range and fuel capacity by 30%, as well as an Afterburner Module which increases it's speed by 25% for up to an hour. Approximate cost of the Afterburner is about 125,000 credits or \$40,000.

C-RIV 3: "Doberman" used by Black Cat Team 7, has an experimental Telekinetic engine, that allows it to be powered on I.S.P. alone, operating at normal capacity for 15 minutes for every 15 I.S.P. As a result, it is 350 lbs lighter, and is more maneuverable (+10% to pilot, +2 to dodge), but its I.S.P. requirement means that it is only applicable to short stops, or when a sizable I.S.P. battery is available. A Telekinetic Rotor system, is required and figured into the cost of the vehicle.

C-RIV 4: Used by Fire Team 8 (Crazy 8's). which uses a Pyrokinetic Crystal Matrix to enhance the pilot's fire-power. As a regular action, the pilot may use Pyrokinesis as a vehicular weapon. When enhanced by the matrix, the Chopper can inflict 9D6 damage for 8 I.S.P. (+6 to strike, 1,800 foot range). This matrix is a one-of-a-kind item, and would be extremely costly to reproduce or purchase.

C-RIV 5: Used by Black Cat Team 13 (Autonomous Panther Division 13) has a psionic computer as copilot and navigator. This adds +15% to pilot rolls, as well as possessing 45 I.S.P. and the powers of Electrokinesis, Sense Time, Sixth Sense, Restore I.S.P. and Telepathy. It also has an altered set of controls for use with a pilot who is capable of Telemechanics, Machine Ghost or other "machine-interfacing" psionic powers. Non-psychics use the device with a -30% penalty to pilot the C-RIV 5 and will need to "hot-wire" it to start the vehicle. The psi-comp is built around an "uplifted" dolphin/porpoise brain and is worth about 900,000 credits or \$300,000. A.P.D. 13's tendency to hoard trophies means that it has been fitted with a strong box (accessible only via the psionic computer), usually containing the last few most significant trophies: a book on demonology stolen from the Tanshu monastery in Tibet, a Chinese Mind Stone, a corrupted Psi-Battery, an Atlantean Healers Kit and a full complement of demon and vampire slaying equipment (Including a Blessed Shotgun).

Psionic Technology from the Naruni Expansion Catalog

by Gadrin

Naturally since all True Naruni and Uteni are psionics Naruni Enterprises offers a few psionic items to enhance the performance of their employees, as well as for the general public. In most cases the technology is inferior to Noro items (or other species with advanced psionic abilities) but these items offer enhancement to those who may not have accessibility to the other items. Naruni thanks to it's massive size, can sell these to markets that may not have heard of competitors.

Note: The term "teep" refers to telepathy.

Psi-Booster Helm

A lightweight, plastic helmet that uses psylite crystals and circuitry to bestow a psionic bonus on the wearer. The helmet provides the wearer with a bonus of +M.E. in I.S.P., so a person with an M.E. of 15, gets 15 extra I.S.P. while wearing the helmet.

Class: Psionic Technology

Catalog Number: BH33

Weight: 2 lbs

M.D.C.: 35

List Price: 6,000 Universal Trade Credits

Caveat Emptor: Once used, the I.S.P. cannot be used again until the user has restored their own I.S.P. normally.

Impressioneer

Empathy Rock (psi messengers) another psylite item, this allows those with psionic ability to store brief messages inside the rock for other psychics to sense, giving them a degree of security that other communications can't. Psychics with Telepathy can store messages PERMANENTLY into the item (they can be overwritten) while other psionics can only store impressions for a few hours. Stored messages are simple emotions covered by the Empathy psionic power. Super-psionics that have Empathic Transmission can use the rock to deliver much more powerful psychic impressions and emotions. Non-psychics are immune to the rock's abilities, but psychics can sense the item via Detect Psionics (or Dog Boys and Psi-Stalkers via their normal powers.) All psychics may save vs painful or horrific emotions at +2.

Class: Psionic Technology

Catalog Number: IS-2200

Weight: 6 oz

M.D.C.: 20 S.D.C.

List Price:

Caveat Emptor: Noros have their own Impressioneer stones and will only use this as a last resort.

PsiCaster

It's said the some Naruni employees never die and it might be true, because of the PsiCaster. The unit is sealed, but uses a disembodied brain, kept alive by artificial means, to use and sense psychic powers. The unit is the size of a medium-sized suitcase which is protected by a 50 M.D.C. cover. The interior contents cannot be removed without destroying the unit. Two cylinders are removable, a temporary oxygen supply and a nutrient container, which need to be changed once per week.

The rest of the unit is filled with faux flesh to keep the PsiCaster's I.S.P. Far from what any living psionic could have, the unit still masses an impressive 1D4x5+10 I.S.P. base, and is considered a Minor Psionic, with 3 abilities from the Sensitive category.

When teamed with another psionic however, the PsiCaster amplifies their abilities, doubling their I.S.P. if their total is under 90, and adding it's own if it's greater than that. It also has the effect of "stepping up" an individual's psionic rating by one notch, so that a Minor becomes a Major, and a Major a Master, which helps on saving throws. Together, the unit and the owner can "bond" allowing them to act in concert, yet independently. This means with the PsiCaster nearby (range is the same as Telepathy) the owner can use their own actions and the units concurrently, doubling psi-attacks or psi-probes depending on what each

possess.

Class: Psionic Technology

Catalog Number: PC-880

Weight: 12 lbs

M.D.C.: 50

List Price: 325,000 Universal Trade Credits

Caveat Emptor: If the unit takes any kind of damage, reduce the I.S.P. of the unit by 1D6 for each hit (not point), reduce M.D.C. of the unit normally. If the unit takes more than 35 M.D.C. it starts to malfunction (false readings, siphons I.S.P. from the user, etc, GMs choice).

PsiSentinel

A small, backpack-sized device, detects psionics by artificial means. It's sensors have the equivalent power of Presence Sense, but can only detect psychics and psionics that are active. If used by a psychic, the unit boosts their level of ability. helpful for finding pesky psychic foes. Inside are a circuit board of "Teep Switches" and Psylite Impressioner stones (small ones), which interact with psychic activity and are monitored by an on-board micro-processor to interpret the results.

Range is 130 feet and while it can't tell what powers are being used, it can classify the relative strength of the psychic (Minor, Major, Master).

Class: Psionic Technology

Catalog Number: PS-3480

Weight: 8 lbs

M.D.C.: 25

List Price: 130,000 Universal Trade Credits

Caveat Emptor: As any Noro Mind Melter will tell you, "no machine can function like a true psychic" so GMs should ignore the claim that the device boosts the user's power. The unit functions at 42%+3% for each level of the user. Subtract -10% for non-psychic operators and an additional -10% for each 25 feet of range. Count the user's IQ bonus into the final percentage.

Regardless of any negative modifiers, any rolls by the operator from 01-10% will make the unit function as intended.

"Teep Sleep" Slumber Kit

This lightweight, adjustable headset is placed on the head of any sentient and puts them into a deep sleep by inducing telepathic waves. Sleep is so deep and fitful that just 3 or 4 hours of Teep Sleep can be substituted for a normal night's sleep by most compatible species.

A laptop computer and software is provided to calibrate the unit to the users mental and physical parameters and for monitoring their sleep. Pre-set menu allows instant use for most major races that require sleep.

Class: Psionic Technology

Catalog Number: SSK-1450

Weight: 6 lbs

M.D.C.: 10

List Price: 45,000 Universal Trade Credits

Caveat Emptor: Does not work on races that have no psionics (D'norrian Devilmen, etc) but the user doesn't have to be psionic.

Note: the set can be addictive and if used more than 3 times per week, can induce insomnia the next time regular sleep is attempted GM roll 1D4 for the number of "bad night's sleep" that follow. If used continually, the user will be unable to sleep without it and pick up 1 or 2 temporary insanities (not to mention become ultra-protetive of the item). Popular with Iborian Healers, Faustians and even Noro. Wulfen and wulfen psychics who can nap regularly don't need it.

Teep Switch

A super-sensitive, highly refined psylite product, the Teep Switch allows psychic control over items specially customized to use it. The user must have the Telepathy ability (others and non-psychics cannot use it) and the device gives them the ability over electronics much like Electrokinesis or similar means. The telepath can only control the functions that interface with the Teep Switch so if the unit only has a reconfigured ON/OFF switch that's all that can be controlled.

Class: Psionic Technology

Catalog Number: TS-14

Weight: 3 oz

M.D.C.: 20 S.D.C.

List Price:

Caveat Emptor: Not a Naruni discovery, but licensed and purchased from the Noro. These items are standard on most Naruni vessels, vehicles and buildings. Noro prefer their own brands but will use these.

Teep Helm

Utilizing imbedded psylite crystals and circuitry, the Teep Helm gives the wearer, who must possess the psionic ability of Telepathy, a bonus to range of 20 feet per level of experience.

Class: Psionic Technology

Catalog Number: H-2120

Weight: 2 lbs

M.D.C.: 5

List Price: 60,000 Universal Trade Credits

Caveat Emptor: Note: first few usage attempts are awkward and restricting but after a day or two the wearer will notice an improvement (GM should improve range each day until they're up to specs).

As per the Teep Switch. Noros find them laughable, since their own wrist/headband psi-comms (see Rifts Dimension Book 2: Phase World pg 128) are much better.

Teep Suit

This lightweight combat outfit can respond to the wearer's mental commands, even if he's isn't psionic! Teep Suits are made of the same camouflage materials from Rifts: Mercenaries, but can be restricted to act upon the user's desires, which can be switched on or off. Telepaths expend no I.S.P. for any of these abilities. Non-psionics must be sentient and use a Neural Interface or Headjack described below

Class: Psionic Technology

Catalog Number: TS-3800

Weight: 8 lbs

M.D.C.: 25

List Price: 140,000 Universal Trade Credits

Caveat Emptor: Other than the Noro psi-armor, this is something the Noros didn't think of. A minority will purchase these, while the majority of Noros won't for the same reasons as the Teep Helm.

Alphabetical Power Index

Absolution	Alter Mass	Alternate Memory	Astral Interdiction
Astral Pocket	Astral Slip	Astral Weapon	Autohypnosis
Bewitchment	Blindfighting	Body Bolster	Brain Trust
Catabolysis	Charismatic Field	Cryokinesis	Data Processor
Disease Purification	Disease Transfer	Echokinesis	Ectoplasmic Body
Ectoplasmic Disk	Ectoplasmic Form	Ectoplasmic Net	Ectoplasmic Whip (Physical)
Ectoplasmic Whip (Super)	Ectoweave	Edit Pain	Electro Magnetic Pulse
Electrokinetic Sword	Energy Shield	Enhance Reflexes	Fire Cracker
Gene Reader	Generate Light	Grow	Heightened Sight
Heightened Smell	Heightened Touch	Hex	House Entity
Hypersenses	Immortality	Instill Fertility	Instill Hope
Intuitive Pilot	Isoportation	Kinetic Drain	Kiss of Death
Labyrinthine Mind	Lie Detection	Mind Bolt	Mind Bolt
Mind Bomb	Mind Vessel	Mindsplit	Necromancy
Oxykinesis	Personal Environment Bubble	Personal Force Field	Photokinesis
Polarized Vision	Poltergeist	Power Trigger	Psi-Armor
Psi-Cleaning	Psi-Dart	Psi-Interrogation	Psi-Maze
Psi-Noise	Psi-Reception	Psi-Servant	Psi-Shockwave
Psi-Static	Psychic Body Field	Psychic Dowsing	Psychoportation
Pyrokinetic Jump	Pyrokinetic Sword	Rebirth	Regeneration Bleed
Repentance	Shrink	Steal I.S.P.	Strength of Will
Supercharge	Tame Beast	Telekinetic Flight	Telekinetic Flight
Telekinetic Force Parry	Telekinetic Speed	Telekinetic Takedown	Teleport Self
Terrakinesis	Tracer	Translation	Ultraplasm
Utility			