

**GURPS**

Fourth Edition

# PSIS™



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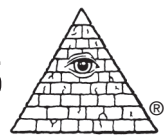
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Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

*Being a telepath means you’re special and rare and valuable.*

– *Babylon 5* #5.13

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# INTRODUCTION

Templates make **GURPS** character creation a breeze – pick a few options and make a couple of choices, and you’ve got a useful, playable, personalized hero. But some options go beyond simple choices, and psi is one of them. It’s one thing to say what skills a secret agent ought to take . . . but which psionic powers and abilities should he have? A teleporting spy makes just as much sense as an ergokinetic one, after all!

**GURPS Psis** answers this with a two-pronged approach. First, it offers a set of templates for character concepts that should fit any psionic campaign without being tied to specific psychic abilities. Second, it includes over 100 different “grab-n-go” psionic packages built with the streamlined abilities from **GURPS Psionic Powers**. Each package comprises a mix of abilities, perks, skills, and psi techniques, all carefully chosen to work well together and bundled into 25-, 50-, and 100-point options.

Whether you’re playing a low-powered game and can’t figure out how to build an effective psi with only 25 points of abilities, or have so *many* points available that you can’t figure out where to start, **Psis** has a solution – almost as if it read your mind . . .

## USING THIS SUPPLEMENT

If you’re relatively new to **GURPS** – and especially if you were still figuring out the **GURPS Basic Set** when your GM sprung **GURPS Psionic Powers** on you – you’ll find **GURPS Psis** handy. First, read p. 4 to get a handle on several “big picture” issues for psionic campaigns. Next, review pp. B258-260 to learn how character templates work, and then jump to Chapter 2 and pick a template that looks fun to play. Your template may require you to choose skills or disadvantages; if you get stuck here, *Psi-Flavored Skills* (p. 8) and *Power-Based Disadvantages* (p. 13) offer plenty of suggestions. Finally, skim Chapter 3 and select one 50-point package of psi capabilities or two 25-point ones, following the advice in your template’s *Customization Notes* section or simply going with what sounds cool!

For now, don’t worry about all the stats. Just be sure to consult with your GM at each step. Ask if his campaign has any “required traits” (like Unusual Background), whether you have extra points to spend, and which – if any – psi abilities are off-limits. Also have him approve your psi packages and walk you through *Overlapping Abilities* (p. 21), if necessary.

If you’re an experienced gamer, then all that is old news – but you might appreciate a “cheat sheet” on what’s here. The GM has to rule on whether psis have Social Regard, Unusual Background, Secret, and/or Social Stigma (pp. 5-7); consider how psi interacts with Exorcism, Gambling, and Photography (pp. 7-8); make several decisions discussed under *Power Level* and *Unusual Background (Psi)* (p. 9); pick which unusual problems in *Power-Based Disadvantages* are available to psis; think about how strictly he wants to apply *Overlapping Abilities*; and of course decide what psi abilities exist, paying special attention to TK (p. 29) and Exoteleport

(p. 32). With the players, he should also discuss whether templates and/or psi packages are mandatory for the campaign. It’s possible to allow freeform character design but restrict psionic gifts to the packages here, or to require templates but leave psi to the players.

Players designing PCs freeform will still find the notes on traits on pp. 5-8 and under *Power-Based Disadvantages* useful. They may wish to skim the templates for inspiration – or to make sure they’re not omitting something important! And even players with leave to design their own abilities might prefer the speed and simplicity of psi packages.



## RECOMMENDED BOOKS

The **GURPS Basic Set** and **GURPS Psionic Powers** are required to make full use of this book. The character templates, general advice for building psis, and new options for existing traits *will* be useful to readers using other approaches to psionics, but all references to psionics rules and psi abilities here are to **Psionic Powers**. **GURPS Psionic Campaigns** offers advice for psychic character concepts and themes that would also be useful to anyone playing a psi.

## ABOUT THE AUTHOR

Jason Levine, more commonly known as “Rev. Pee Kitty,” has written countless words about psi over the past few years, despite barely being able to read his own mind. He lives on a large patch of land in the middle of nowhere where he, his wife, and their small menagerie can hide from the world. He works as the assistant **GURPS** line editor and in his spare time, he plays games, collects toys, and runs the website [www.mygurps.com](http://www.mygurps.com).



# CHAPTER ONE

# BUILDING PSIS

Games that feature psionics differ somewhat from other campaigns, especially when it comes to character creation. The most obvious change is the availability of cool new powers; even if the setting attaches drawbacks and angst to these abilities, most players will enjoy reading minds and floating pencils. But the existence of psi also means the existence of *related* things: new skills related to psychotronics and parapsychology are available, some advantages develop a “psychic flavor,” and certain disadvantages gain importance as a way to reflect the social issues that go hand-in-hand with psi.

Thus, building a psi requires a good character concept (role, personality, powers, etc.), but also knowledge of the effect that psionics have had on the game world – especially which traits are important, which are mandatory, and which are forbidden. Check with the GM for specifics. (*Psionic Campaigns* can help the GM decide how to include psis in the campaign.)

*People need hard times and  
oppression to develop psychic muscles.*

– Emily Dickinson

## CHARACTER CONCEPT

The first step in creating a memorable psi is coming up with a concept. In most cases, this means choosing a *template*. Chapter 2 provides a dozen different ideas for characters that will suit most campaigns that feature psionics – although you might have to tweak them some. In addition to those, setting books often contain templates that are easily adapted for psis; see *Normal Janes and Joes* (p. 19) for guidelines.

Templates are designed to be adjusted, of course – if one doesn’t *quite* capture the spirit of the desired hero, change it! It’s easy to scale down the offered traits to make room for new ones, or to shift around points. See *Altering Character Templates* (p. B258) for advice.

If *nothing* premade comes close to the desired concept, then any gamer with a solid understanding of the **Basic Set** can crack open that book and create a psi from scratch. Even then, borrowing bits and pieces from **Psis** can save some time.

## PSIONIC POWER

A psi’s power doesn’t *have* to mesh with his other capabilities. After all, the world is full of people with diverse

and unrelated talents! But some synergy between skills and psionic abilities can help improve in-game effectiveness. To make this easier, the templates in Chapter 2 offer advice regarding appropriate powers. When using a different template – or creating a psi from scratch – it’s helpful to consider the *role* the psychic will play, based on his skills and advantages, and choose a power that complements this. For example, a thoughtful, knowledgeable scholar might have ESP, while an active, impulsive scout should consider Teleportation.

After choosing the power (or powers – see below), all that remains is to pick abilities that work well together. If using the premade psionics packages in Chapter 3, this has already been accounted for. Otherwise, picturing the psi in action may be useful when determining whether one ability complements the other. Of course, the most important rule is to select abilities that will be *fun* to play!

## Depth vs. Breadth

A psi with multiple powers has a wider range of options – one who can teleport, read minds, *and* set things on fire won’t find a lot of situations where his gifts are useless. But a psychic who focuses on a single power can afford to buy as much Talent as the GM will allow. This significant boost in skill translates directly to effectiveness, yielding a psi whose abilities are more potent for the same number of points – even if they’re not *quite* as versatile.

Which is better? That’s for the player to decide.

## Visibility

Most psionic abilities are subtle. If there’s a roll to notice them (*Psionic Powers*, p. 11), it’s often at a penalty – and even if the subject succeeds, he’ll rarely figure out who’s to blame. This lets the psi use his abilities freely, despite nearby witnesses.

However, a few abilities are blatant . . . like using TK Grab to pick up a lamp, or blinking away with Combat Teleport. Witnesses may rub their eyes in amazement, but they’ll definitely realize that *something* bizarre and possibly supernatural just happened. If your powers are a secret, then using such abilities is a quick way to end up exposed – and even if you’re already a known psi, you can kiss subtlety goodbye if it’s obvious that *you* are responsible for what’s happening!

Thus, there’s a built-in “safety net” in choosing only *subtle* abilities when creating a psi. This doesn’t mean that blatant abilities aren’t worthwhile! They simply require extra preparation and caution to use unnoticed.

# PSYCHIC TRAITS

The following traits aren't intended for creating psionic abilities. They represent the *other* part of building a psi: social and mental considerations that are especially relevant in a world with psychic powers.

## ADVANTAGES

How common these traits are depends heavily on the campaign. What's off-limits in one game may be *mandatory* in another – always ask the GM.

### Patrons

see p. B72

Many settings feature psionic institutes (see *Psionic Campaigns*, p. 10) – places of learning where one can improve existing psi powers and possibly develop new ones. Depending on the campaign, this study may be the only way to gain or improve psychic abilities. As a Patron, such an institute requires the Special Abilities enhancement. If attendance allows students to use the normal rules for improvement through study, then add Special Abilities, +50%. If the facility has the means to *bestow* psi (e.g., remarkable drugs and programs that can add new powers overnight), then that's Special Abilities, +100%.

### Social Regard

see p. B86

The GM may require known psis – or at least those above some minimum power level – to take this advantage to reflect the average person's fear or respect. *Feared* is appropriate if psis are rare and mistrusted, but considered far too powerful for even a group of regular people to challenge. *Respected* fits campaigns where psis constitute a society's ruling class or are otherwise considered "better" than the rest of mankind by the world as a whole.

### Talent

see p. B89

For general rules governing Talents, see the *Basic Set*. New Talents germane to *Psis* are:

*Craftiness*: Acting, Camouflage, Disguise, Holdout, Shadowing, and Stealth. *Reaction bonus*: none! 5 points/level.

*Parapsychologist*: Electronics Operation (Medical, Psychotronics, or Scientific), Expert Skill (Psionics), Hypnotism, Occultism, Physics (Paraphysics), and Psychology. *Reaction bonus*: psis and true believers. 5 points/level.

### Unusual Background

see p. B96

Unless psi is both common *and* openly known, it's likely to require an Unusual Background. For detailed guidelines on setting a value, see *Psionic Campaigns* (p. 13). Alternatively, use these guidelines:

*Psi is a secret*: From 5 points (if psis are extremely common) to 25 points (if psis are extremely rare).

*Most people know about psi*: From 0 points (if psis are even fairly common) to 15 points (if psis are extremely rare).

These values are only suggestions. The GM should feel free to adjust them to suit the campaign.

### Wild Talent

see p. B99

If you know a psionic skill, then you can use Wild Talent for one of its psi techniques! This removes the technique's default penalty, allowing you to use it at full skill.

*All psychics transfer healing energy, even those who are unaware they have the ability or appear to have no other psychic talent.*

– Betty F. Balcombe,  
*The Psychic Handbook*

## DISADVANTAGES

Some of these disadvantages may represent social drawbacks that apply to all psis. See Chapter 2 for more on adding these to the templates there.

### Addiction

see p. B122

In many settings, the most potent psychotronic drugs are also either psychologically or physiologically addictive. While rarely incapacitating, they are often expensive and have annoying side effects.

It's also possible to become addicted to *telepathic contact*. This costs nothing, but requires the telepath to spend a *minimum* of one hour each day in direct, mind-to-mind communication with another person; it's highly addictive but legal in most settings, for a final cost of -5 points. Being addicted to *deep telepathic contact* is similar, but requires the psi to shut out the outside world completely, becoming lost in the tangle of minds; this brings the value to -15 points.

## Chronic Pain

see p. B126

This disadvantage is very common for psis in fiction, and usually represents the strain that psychic powers place upon the mind. If you suffer pain only when using your abilities, then either add the Backlash limitation (*GURPS Powers*, p. 104) to your abilities *or* take Chronic Pain with Power-Activated (below).

To ensure that this remains a valid disadvantage, you cannot add the Power-Activated limitation unless the total points you've spent on supernatural powers (abilities, Talent, and skills) exceeds the points that Chronic Pain would grant *without* the limitation. For example, Chronic Pain (Severe; 4 hours; 12 or less; Power-Activated, -80%) [-6] would be a -30-point disadvantage before the limitation, so you must have spent 31+ points on powers to take it.

### Special Limitation

*Power-Activated:* Your Chronic Pain stays dormant as long as you don't use any of your supernatural powers. The moment you use them, though, you must immediately roll against your disadvantage's frequency of appearance – and you must continue to do so daily until you've gone a *full* day without using any abilities. Thus, if you use them just once, you must roll immediately today and then once *more* tomorrow. -80%.



## Chummy

see p. B126

Chummy and Gregarious can represent a type of low-level addiction (p. 5) to the mental presence (for telepaths) or life force (for healers *or* vampires) of others.

## Code of Honor

see p. B127

A special Code of Honor is appropriate for any psi whose abilities allow him to affect or spy on others:

*Code of Honor (Psychic's):* Never use your psi purely for personal gain. Never harm another person with your psi except in self-defense. Never psychically invade someone else's privacy (including eavesdropping) without his knowledge. -10 points.

## Compulsive Behavior

see p. B128

Anyone, not just psis, may have the following disadvantage – although only psychic abilities can justify the “invasive” version:

*Compulsive Snooping:* You can't seem to refrain from invading others' privacy. You'll eavesdrop on conversations, go through mail, peek in desks, and so on. You won't do this if the person (or someone you *know* will report you) is standing right there, but you must make a self-control roll to avoid it otherwise – even if you know that you may get caught! This disadvantage is more serious if you have telepathic abilities and must roll to avoid *invasive* snooping (e.g., reading thoughts and stealing secrets). -5 points\* (-10 points\* *if invasive*).

## Delusions

see p. B130

This is especially appropriate for a psi whose abilities developed spontaneously and who thus knows nothing about the source of his abilities. In such cases, Delusions like “I am a wizard!” or “I am an alien!” are fitting.

## Dependency

see p. B130

This disadvantage rarely suits human psis. Reliance on a particular drug is better represented using Addiction (p. 5). Consider this trait only if your psychic was genetically engineered to require a particular substance to survive – perhaps as a security measure to discourage him from running away.

## Easy to Read

see p. B134

If Easy to Read (Psychic Only) is particularly common in the setting, then telepaths will have a *much* easier time getting information, widening the gulf between “psi” and “non-psi” considerably.

## Special Enhancements

*Psychic:* In addition to your physical “tells,” you project your thoughts uncontrollably. Your resistance rolls against spells or abilities that read your thoughts or emotions are at -8. As well, if you're experiencing a high level of emotion or stress, you must roll vs. Will (a roll of 14+ always fails) to avoid projecting your thoughts and feelings so loudly that they're picked up automatically by all nearby mind-readers! Assume that any telepath can “hear” such thoughts within skill×3 yards, or (IQ + Talent)×3 yards if not using psi skills. You cannot learn the Mental Strength or Mind Block skills, and the Mind Shield advantage is likewise off-limits. +100%.

*Psychic Only:* As for Psychic, but you *only* project your thoughts – your body language is no easier to read than anybody else's. +0%.

## Enemies

see p. B135

If psi is rare, then known psis may have powerful organizations – perhaps even the government – as a formidable Enemy (Watcher). More dangerous Enemies are certainly possible. If psi is unknown (or psis simply lack basic rights), then there may be a number of groups out to *kidnap* psis. Victims may be forced to work for the organization, and might even be experimented upon!

## Flashbacks

see p. B136

When taken by an esper, this may manifest as a reaction to powerful divinations (Retrocognitive Flashbacks, Visions, etc.). If so, it can represent the psi becoming lost in the vision, as opposed to being lost in memories or random hallucinations.

## Mundane Background

see p. B144

A psi who's merely unaware of his abilities (and thus uses them only subconsciously) may still purchase psionic skills. This represents an innate finesse, even if he's unaware that he has it. A psi with Mundane Background may *not* do this, however; he might still exploit his abilities subconsciously, but he uses all of his psionic skills at default while doing so.

## Overconfidence

see p. B148

Some psis (especially those who see themselves as *Homo superior*) may be respectful of other psis, but cocky and unconcerned when dealing with "normal humans." To represent this, add Accessibility, Normals Only, -20% to Overconfidence.

## Secret

see p. B152

This disadvantage is usually mandatory in any campaign where the general populace is unaware of psi. To accurately gauge the value of Secret (Psi), total the points for all of the disadvantages that a person *would* gain were his psi uncovered (Enemies, Social Stigma, etc.), including any advantages that he'd lose (e.g., Status or Wealth). Then *halve* the total and round to the nearest value of Secret: -5, -10, -20, or -30 points.

## Social Stigma

see p. B155

Known psis often face fear or similar prejudice from the rest of society. If this is the case, then a Social Stigma may be mandatory. *Second-Class Citizen* fits settings in which psis have full rights in theory, but are restricted in their actions and rarely given the benefit of the doubt. *Minority Group* applies if psychics are openly discriminated against and repressed. *Monster* should be reserved for worlds where psis are driven away from society and attacked on sight!

One new option can be used alongside the existing ones:

*Telepath:* You're a known telepath. People believe that you can read and control minds, regardless of your actual capabilities.

You receive -1 to reactions from normal folk; in some settings, this includes even other (non-telepathic) psis. The reaction penalty becomes -2 from anyone who has a reason to believe that you may use your telepathy on *him*. If the campaign requires all psis to have another Social Stigma, or Social Regard (Feared), then you may have that trait, too. -5 points.

*"Split brain motivation,"  
"psychotronics," and "psionics" may  
sound like so much "mumbo jumbo,"  
but, in reality, they are easy to apply  
attitudes that will give you unheard of  
capabilities in the area of ESP, time  
travel, bi-location, and enable you to  
contact outer space kingdoms and  
invisible life forms all of whom God  
created to assist you!*

– Advertisement, *Weekly  
World News*, Feb. 5, 1991

## SKILLS

A truly versatile psi will want to be skilled with more than just his abilities. Certain skills are especially valuable to psychics and those who work with or around them.

### Brainwashing

see p. B182

Telepathic brainwashing can be especially effective, as part of the process involves "getting inside the victim's head." Successful use of *any* Telepathy ability – with the exceptions of Borrow Skill, Mind Clouding, Mind Shield, Mind Swap, Telecontrol, Telepathy Sense, or Telescan – gives +2 to Brainwashing skill.

### Dreaming

see p. B188

If your Dreaming skill is higher than your Will, you may use it to resist Steal Dreams – and to oppose *any* Dream Control or Telepathy ability used against you while you're sleeping.

### Exorcism

see p. B193

Unless the GM rules otherwise in his campaign, you *can* use Exorcism to drive out a psi who's currently using Netrunning, Mind Swap, or Telecontrol to occupy a host. The psi resists with his *skill*, however, not with ST or Will. Victory ends the ability immediately, much like Interruption.

You may use Exorcism without the -4 for lack of holy traits if you know Spirit Communication.



## Expert Skill (Psionics)

see p. B193

This is a useful catchall skill for almost anything dealing with psionics. It improves your chance of detecting psi use (*Psionic Powers*, p. 11), allows you to test for latent abilities (*Psionic Campaigns*, p. 7), and can be used to help restore a crippled ability or power (*Psionic Powers*, p. 6). It's also the "go-to" skill for understanding any psionic phenomenon. The GM may allow a roll against Expert Skill (Psionics) to answer *any* question directly related to psi, with an appropriate penalty for difficult questions.

## Gambling

see p. B197

Gambling is tied very closely to luck – and thus to Luck. As an optional rule, any use of Luck or Second Chance on a Gambling roll allows *three* rerolls instead of the usual two, choosing the best of *four* results. However, if the GM has declared that this rule is in play, you *cannot* reroll if the original Gambling roll critically failed! That's just the way of Lady Luck . . .

## Psi-Flavored Skills

Some skills are an especially good fit for campaigns that feature psionics. They may make sense *only* in such games (e.g., skills concerning psychotronics) or they may simply take on new dimensions when psi exists (e.g., Psychology). Encouraging heroes to choose these skills – and building NPCs who take advantage of them – is a way to add another (subtle) level of psi-focus to the game.

Autohypnosis, Dreaming, Electronics Operation (Psychotronics), Electronics Repair (Psychotronics), Engineer (Psychotronics), Exorcism, Expert Skill (Psionics), Fortune-Telling, Hidden Lore (Astral *or* Psis), Hypnotism, Mental Strength, Mind Block, Occultism, Photography, Physics (Paraphysics), Psychology (Parapsychology *or* unspecialized).

## Hidden Lore

see p. B199

The Conspiracies specialty includes knowledge of any *psionic* conspiracies. Some additional specialties are appropriate in campaigns that feature psi:

*Astral:* You know the details of the inner astral plane (*Psionic Powers*, p. 28), including little-known locations and whatever passes for the political climate. You're also familiar with every non-unique form of astral denizen – and with several of the (more powerful) unique ones!

*Psis:* You know all sorts of psionic secrets. This includes details about underground institutes, who the factions are (and their agendas), and which famous people are secretly psis.

*Tricks:* You know the tricks, props, and routines used to fool audiences and marks, whether done by stage magicians or street hustlers. This doesn't allow you to *perform* these routines! Roll to recognize any magic trick for what it is; this isn't a Quick Contest.

## Hypnotism

see p. B201

Hypnotism can help a subject with subconscious psionic abilities come to terms with his gifts. In game terms, it can act as justification for a psi to buy up a latent ability or remove the Unconscious Only limitation.

This skill can also be used to help a victim of the Mental Surgery or Mindwipe ability, or the Amnesia psi technique, recover his memories. Treat this as a Regular Contest between the hypnotist and the psi's skill, rolling once per day of treatment.

Finally, a friendly hypnotist can help a psi (or anyone!) focus on a long task. Treat this as improved concentration, per the Autohypnosis skill (p. B179). Using both skills doesn't give a cumulative bonus.

## Mental Strength

see p. B209

In addition to helping resist the abilities mentioned in the *Basic Set*, Mental Strength is good against *mental* effects contested by a score other than Will, such as the abilities listed in *Psionic Powers*. Make a DX-, IQ-, HT-, or Per-based Mental Strength roll to resist, as appropriate.

## Mind Block

see p. B210

Anyone expecting to face telepaths should consider spending at least a point on this skill. The ability to stop mind-reading (and, with some difficulty, emotion-reading) – even after failing to resist – is *very* useful.

## Photography

see p. B213

In some settings, *Kirlian photography* may be a valid way to capture psychic energy, usually as a blurry, colorful aura. This can be used to identify spirits or the active use of psi – and possibly (at the GM's discretion) even psis who aren't currently using their abilities! This involves preparing special film and lens filters, and gives -4 to Photography, which may be bought off as an Average technique.

If Kirlian photography is bunk, it's still possible to attempt it (and waste points on the technique!), but the auras it produces depend solely on the colors in the background of the shot.

## Psychology

see p. B216

Psychology (Parapsychology) is an *optional* specialty. It may be used to understand the mental process behind psi, to diagnose psionic problems and mental blocks, to help psis recover from crippled abilities or powers (*Psionic Powers*, p. 6), and to perform psychical testing (*Psionic Campaigns*, p. 7).

If Psychology is split into the *required* specialties of Applied and Experimental in the setting, then Parapsychology becomes a third specialty that defaults to either of the other two at -5. This raises its difficulty back to Hard.



# CHAPTER TWO

# PSYCHIC

# TEMPLATES

Psi can be dropped into almost *any* setting; thus, there's no way to anticipate every possible character concept that might make sense in some campaign, somewhere. These templates describe common protagonists that should suit the vast majority of campaigns with psi, however. For details on character templates, see pp. B258-260.

## Power Level

These templates are constructed on 150 points, placing them squarely in the middle of the "heroic" power level (p. B487). However, it's important to realize that they're built as 100-point adventurers with another 50 points in psi, which produces different results from spending all 150 points on the same concept. For example, a 150-point soldier will be a much more focused warrior than the 150-point "psionic soldier" on p. 18, while the latter will be talented in *other* ways due to having supernatural powers.

There are two ways to boost a template's power level for a larger-than-life campaign. Each template comes with a 50-point "Talented" lens that expands its *mundane* traits, increasing its power level in a non-supernatural way. As well, the GM can easily increase a template's *psionic* capabilities by raising the number of points to be spent on psionic packages. (For simplicity, the total spent on psi should be evenly divisible by 25.) For example, in a 225-point game, the GM might say, "Build your characters using the Talented lenses, and take 75 points in psi instead of 50."

## Psionic Abilities

The advantages for each template include "50 points from the packages in Chapter 3." This may be satisfied with a single 50-point package or two 25-point ones. Note that these packages already include the necessary skills to use the abilities, despite coming out of the template's "advantage points." If the GM isn't requiring the group to stick to the pre-made abilities in *GURPS Psionic Powers*, then the players may instead use these points to design their own psionic abilities and select their own psi skills.

## Disadvantages

Every template includes -50 points in disadvantages. The GM may allow players to take additional disadvantages (up to another -20 points would be reasonable) and should encourage them to take quirks. In some campaigns, certain

disadvantages – e.g., Secret (Psi) or Social Stigma – may be mandatory, and thus must be added to every template. The points gained from these extra disadvantages may be used to reinforce existing traits or to buy advantages and skills not found on the template. The latter will often produce a more interesting, personalized individual.

## Unusual Background (Psi)

None of the templates in this chapter reserve points for Unusual Background (UB). Whether a UB is required to be a psi, and its value if so, are things the GM must determine for his campaign; see *Unusual Background* (p. 5) for suggestions. Because of this, it's recommended that the GM simply add any UB cost to these templates and "bump up" the campaign's power level; e.g., if a 10-point UB is required to be a psi, then add it to the 150-point templates and run a 160-point game.

If this isn't acceptable – perhaps because the party will contain both psis and non-psis – the GM can free some points from the templates to accommodate the extra cost. These generally shouldn't come from the points set aside for psi, if only because that would defeat the purpose of the psi packages in Chapter 3; e.g., if the GM cuts 10 points from psi, then there's no easy way to spend 40 points on 25- and 50-point psi packages. Instead, consider getting the necessary points by removing mundane advantages or, perhaps more easily, by adding disadvantages (see Chapter 1 for suggestions).

## CELEBRITY

150 points

You're famous! This may be due to talent (as an actor, singer, artist, magician, etc.), activities that keep you in the spotlight (e.g., activist, politician, or reality-show winner), or simply being born into a position of influence. Your constant contact with the public has kept you up to date on the latest gossip and honed your social skills, though you can often get whatever you want on name recognition alone. In truth, your greatest skill is that of self-promotion.

**Attributes:** ST 10 [0]; DX 10 [0]; IQ 13 [60]; HT 11 [10].

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 13 [0]; Per 13 [0]; FP 11 [0]; Basic Speed 5.00 [-5]; Basic Move 5 [0].

**Advantages:** 50 points from the packages in Chapter 3. ● 20 points chosen from among Reputation [Varies], Status [5/level], or Wealth [Varies]. ● Another 20 points chosen from among the previous traits or DX +1 [20], HT +1 [10], Administrative Rank [5/level], Appearance (Attractive, Handsome, or Very Handsome) [4, 12, or 16], Charisma 1-4 [5/level], Cultural Adaptability [10], Ecstatic Psi (any) [1], Fashion Sense [5], Honest Face [1], Luck [15], Patrons [Varies], Penetrating Voice [1], Smooth Operator [15/level], Social Chameleon [5], Voice [10], or additional Talent for your psionic power(s) [5/level]. ● A further 10 points chosen from among the previous traits or Allies (Staff, fans, etc.) [Varies], Business Acumen 1 [10], Contact Group [Varies], Contacts [Varies], Favor [Varies], Gifted Artist 1-2 [5/level], Languages [2-6/language], Musical Ability 1-2 [5/level], or Versatile [5].

*Everything about this girl  
is extraordinary, Mr. Forsyth.  
— Ocean Girl #2.17*

**Disadvantages:** -15 points chosen from among Chummy [-5] or Gregarious [-10], Jealousy [-10], Obsession (Become world-famous) [-10\*], Odious Personal Habit (Glory Hound) [-5], or Selfish [-5\*]. ● Another -15 points chosen from among the previous traits, *Power-Based Disadvantages* (p. 13), or Addiction [Varies], Alcoholism [-15], Compulsive Carousing [-5\*], Compulsive Gambling [-5\*], Compulsive Spending [-5\*], Enemies (Rivals, stalkers, etc.) [Varies], Gluttony [-5\*], Lecherousness [-15\*], Reputation [Varies], Secret [Varies], Stubbornness [-5], or Workaholic [-5]. ● A further -15 points chosen from among any previous option, Combat Paralysis [-15], Overconfidence [-5\*], Pacifism [Varies], Post-Combat Shakes [-5\*], Sense of Duty [Varies], or Xenophilia [-10\*].

**Primary Skills:** Savoir-Faire (High Society) (E) IQ+1 [2]-14.

● Two of Sleight of Hand (H) DX [4]-10; Performance, Photography, Poetry, Politics, Public Speaking, or Writing, all (A) IQ+1 [4]-14; Artist (any) or Musical Instrument (any), both (H) IQ [4]-13; Singing (E) HT+2 [4]-13; Sex Appeal (A) HT+1 [4]-12; or spend 8 points to buy just one at +1 to skill.

● Three different specialties of Current Affairs (E) IQ [1]-13.

**Secondary Skills:** Six of Dancing (A) DX [2]-10; Escape (H) DX-1 [2]-9; Makeup (E) IQ+1 [2]-14; Acting, Fast-Talk, Heraldry, Leadership, or Propaganda, all (A) IQ [2]-13; Diplomacy, Finance, or Musical Composition†, all (H) IQ-1 [2]-12; Carousing (E) HT+1 [2]-12; Mind Block (A) Will [2]-13; or 2 points to buy any unchosen primary skill at -1 to skill.

**Background Skills:** Five of Bicycling (E) DX [1]-10; Climbing, Riding (any), or Sports (any), all (A) DX-1 [1]-9; Computer Operation or Current Affairs (any specialty not yet chosen), both (E) IQ [1]-13; Connoisseur (any), Disguise,

Gambling, Hidden Lore (Psis), Merchant, or Scuba, all (A) IQ-1 [1]-12; Swimming (E) HT [1]-11; or Skating or Skiing, both (H) HT-2 [1]-9.

\* Multiplied for self-control number; see p. B120.

† Only if Musical Instrument was chosen as a primary skill.

## Lens

*Talented* (+50 points): Spend a total of 40 points to increase DX [20/level] and/or IQ [20/level]. ● Add 10 points chosen from the template's advantage options.

## Customization Notes

Properly exploited, Status can be a *very* potent asset – but be sure to take enough Wealth to support it (p. B265)! Some sort of Reputation is ubiquitous among celebrities, from local council members (Reputation +1 (Upstanding citizen; County residents) [2]) to world-famous movie stars (Reputation +4 (Talented actor; Everyone) [20]). If you take a bad Reputation as well, remember to total *all* Reputations into a single trait before determining if you have a net advantage or disadvantage (*Multifaceted Reputations*, p. B28).

Don't hesitate to choose a different primary skill; people become famous for a wide variety of reasons. For example, an ecological activist might take Biology (Ecology) (H) IQ [4]-13. In a game where psi is openly known and appreciated, it's even possible to be famous for being a talented psi! In that case, choose just *one* 4-point primary skill and use the remaining 4 points to raise one or more psionic skills.

It's best to look for synergy between your profession and your psi: Magicians and escape artists call for Psychokinesis or Teleportation, stage performers can benefit from Ergokinesis, and mentalists need ESP or Telepathy. Artists, photographers, and other out-of-the-spotlight stars can use Probability Alteration for big breaks or Telepathy to better handle important interviews.

## CHILD

### 150 points

You're an exceptionally bright, nimble, and precocious youth. While most adults are locked into their comfortable worldview, you keep your eyes open and are always willing to learn new things. You aren't as skilled or experienced as the older members of the group (if any), but you make up for that with natural talent and (of course) psychic power.

**Attributes:** ST 10 [0]; DX 12 [40]; IQ 12 [40]; HT 12 [20].

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; SM -2, -1, or 0.

**Advantages:** 50 points from the packages in Chapter 3. ● 30 points chosen from among ST +1 or +2 [10/level], DX +1 [20], IQ +1 [20], Per +1 or +2 [5/level], Acute Senses (any) [2/level], Allies (Siblings, gang, etc.) [Varies], Animal Empathy [5], Daredevil [15], Fit [5] or Very Fit [15], Flexibility [5] or Double-Jointed [15], Honest Face [1], Intuition [15], Languages [2-6/language], Lightning Calculator [2], Luck [15] or Ridiculous Luck [30], Night Vision 1-4 [1/level], Patrons (Parents, gang, etc.) [Varies], Perfect Balance [15], Pitiable [5], Rapid Healing [5], Serendipity 1-2 [15/level], Versatile [5], or additional Talent for your psionic power(s) [5/level].

**Disadvantages:** Social Stigma (Minor) [-5]. • -45 points chosen from among *Power-Based Disadvantages* (p. 13), ST -1 to -4 [-10/level], Bad Sight (Mitigator; Glasses, -60%) [-10], Bad Temper [-10\*], Bully [-10\*], Clueless [-10], Curious [-5\*], Easy to Read [-10], Enemies (Watcher or Rival) [Varies], Fearfulness [-2/level], Gullibility [-10\*], Impulsiveness [-10\*], Klutz [-5], Low Self-Image [-10], Motion Sickness [-10], Nightmares [-5\*], Oblivious [-5], Overconfidence [-5\*], Pacifism [Varies], Phobias [Varies], Sense of Duty (Family) [-5], Short Attention Span [-10\*], Shyness [Varies], Skinny [-5], Stubbornness [-5], Truthfulness [-5\*], Wealth [Varies], or Xenophilia [-10\*].

**Primary Skills:** Current Affairs (Popular Culture) (E) IQ+1 [2]-13. • *Three* of Area Knowledge (Neighborhood, Town, or City) (E) IQ+1 [2]-13, Climbing (A) DX [2]-12, Computer Operation (E) IQ+1 [2]-13, Fast-Talk (A) IQ [2]-12, or Running (A) HT [2]-12.

**Secondary Skills:** *Four* of Filch or Stealth, both (A) DX [2]-12; Acrobatics, Escape, or Pickpocket, all (H) DX-1 [2]-11; Acting, Research, or Streetwise, all (A) IQ [2]-12; Mind Block (A) Will [2]-12; or Observation or Urban Survival, both (A) Per [2]-12.

**Background Skills:** *Four* of Bicycling (E) DX [1]-12; Riding (any), Sports (any), or Wrestling, all (A) DX-1 [1]-11; Current Affairs (Regional), First Aid, Games (any), or Housekeeping, all (E) IQ [1]-12; Occultism (A) IQ-1 [1]-11; Literature or Musical Instrument (any), both (H) IQ-2 [1]-10; Swimming (E) HT [1]-12; Fishing (E) Per [1]-12; or Hobby Skill (any) (E) DX [1]-12 or IQ [1]-12.

\* Multiplied for self-control number; see p. B120.

## Lenses

*Childlike* (-50 points): DX -1 [-20]; IQ -1 [-20]; and HT -1 [-10].

*Savant* (+0 points): Delete *all* secondary skills and spend the 8 points on a single Hard or Very Hard skill that lacks prerequisites. Especially appropriate options include Artist (any), Astronomy, Bioengineering, Chemistry, Computer Programming, Cryptography, Expert Skill (Psionics), Linguistics, Market Analysis, Mathematics (any), Physician, Psychology, Strategy, or Tactics, all (H) IQ+1 [8]-13; Biology or Physics, both (VH) IQ [8]-12; or Acrobatics, Judo, Judo Sport, Karate, or Karate Sport, all (H) DX+1 [8]-13.

*Talented* (+50 points): Spend a total of 40 points to increase DX [20/level] and/or IQ [20/level]. • Choose *one* additional primary skill, *two* additional secondary skills, and *four* additional background skills.

## Customization Notes

While real-world children rarely have exceptional DX and IQ, most fictional “kid heroes” do. Strength is usually the sole concession to reality; thus, it should be taken at an age-appropriate level. Reasonable ST ranges by (modern) grade would be ST 6-8 for elementary school, ST 7-10 for middle school, and ST 8-12 for high school.

An easy way to build a youth with more brains than reflexes, or vice-versa, is to trade off DX for IQ. Up to two levels can be so “shifted” without counting as disadvantages (one level, with the Childlike lens). For example, an incredibly athletic kid hero who isn’t unusually bright might have DX 14 [80] and IQ 10 [0].

Any extra points for customization should go toward skills that reflect areas of interest, hobbies, etc., or to increase psionic

skills. As for the psi itself, all powers are equally appropriate; fiction is as full of young espers as it is of young tekes, and your skills aren’t oriented towards any one talent. Choose a package that expresses your personality – ESP for an introvert, Telepathy for a talker, Psychokinesis for a jock, etc.

Note that at 150 points, this template represents a thoroughly cinematic child, and is thus the only one that offers a *de*-powering lens. A character produced by combining the Childlike lens with another 50 points in psionic packages may feel more like the “psychic kids” in fiction, who have potent mental abilities but are otherwise somewhat realistic.

## CRIMINAL

### 150 points

You use your mental abilities to circumvent the law. This will usually be to make money in a fast and untraceable way, though cinematic criminals are often more about the challenge – sometimes going so far as to actually show off or taunt the police (Trademark or Trickster).

**Attributes:** ST 10 [0]; DX 11 [20]; IQ 12 [40]; HT 12 [20].

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 12 [0]; Basic Speed 6.00 [5]; Basic Move 6 [0].

**Advantages:** 50 points from the packages in Chapter 3. • 30 points chosen from among ST +1 to +3 [10/level], DX +1 [20], IQ +1 [20], HP +1 to +3 [2/level], Per +1 or +2 [5/level], Basic Speed +1 [20], Absolute Direction [5], Absolute Timing [2], Acute Senses (any) [2/level], Allies (Trusted crew) [Varies], Alternate Identity (Illegal) [15/identity], Combat Reflexes [15], Contact (Fence or money launderer) [Varies], Danger Sense [15], Daredevil [15], Ecstatic Psi (any) [1], Eidetic Memory [5] or Photographic Memory [10], Favor [Varies], Flexibility [5] or Double-Jointed [15], High Manual Dexterity [5/level], High Pain Threshold [10], Honest Face [1], Luck [15] or Ridiculous Luck [30], Patrons (Crime family, corporation, etc.) [Varies], Perfect Balance [15], Signature Gear (Toolkit, etc.) [Varies], Wealth [Varies], Zeroed [10], or additional Talent for your psionic power(s) [5/level].

**Disadvantages:** -20 points chosen from among Enemies (Law enforcement or rival criminals) [Varies], Reputation (Among police or the underworld) [Varies], Secret (Felon) [-20], or Social Stigma (Criminal Record) [-5], (Minority Group) [-10], or (Second-Class Citizen) [-5]. • Another -15 points chosen from among the previous traits, *Power-Based Disadvantages* (p. 13), or Addiction [Varies], Debt [-1/level], Duty (To gang) [Varies], Greed [-15\*], Overconfidence [-5\*], Trickster [-15\*], Trademark [-5 to -15], or Wealth [Varies]. • A further -15 points chosen from any of the previous options or Alcoholism [-15], Bad Temper [-10\*], Bully [-10\*], Callous [-5], Code of Honor (Pirate’s or Professional) [-5], Compulsive Carousing [-5\*], Compulsive Gambling [-5\*], Laziness [-10], Lecherousness [-15\*], or Paranoia [-10].

**Primary Skills:** *One* of these 20-point occupational packages:

1. *Burglar:* Climbing (A) DX+1 [4]-12; Escape (H) DX [4]-11; Forced Entry (E) DX+1 [2]-12; Search (A) Per [2]-12; and Stealth (A) DX+1 [4]-12. • *Either* Electronics Operation (Security) or Lockpicking, both (A) DX+1 [4]-12.



2. *Embezzler/Inside Trader*: Computer Operation (E) IQ+1 [2]-13 and Research (A) IQ [2]-12 • *Either* Accounting or Market Analysis, both (H) IQ+1 [8]-13. • *Two* of Computer Programming, Economics, Finance, or Forgery, all (H) IQ [4]-12.
3. *Enforcer*: Brawling (E) DX+2 [4]-13; Forced Entry (E) DX+1 [2]-12; and Intimidation (A) Will+2 [8]-14. • *One* of Crossbow, Beam Weapons (Pistol), Guns (Pistol or Shotgun), or Knife, all (E) DX+2 [4]-13; or Axe/Mace, Broadsword, or Shortsword, all (A) DX+1 [4]-12. • Another weapon skill at -1 to skill [2].
4. *Gambler/Fixer*: Gambling (A) IQ+2 [8]-14. • *Three* of Current Affairs (Sports) (E) IQ+2 [4]-14, Electronics Operation (Security or Surveillance) (A) IQ+1 [4]-13, Games (any competitive) (E) IQ+2 [4]-14, Intimidation (A) Will+1 [4]-13, Sleight of Hand (H) DX [4]-11, or Stealth (A) DX+1 [4]-12.
5. *Hacker*: Computer Operation (E) IQ+1 [2]-13 and Computer Programming (H) IQ+1 [8]-13. • *Either* Computer Hacking (VH) IQ [8]-12 or Expert Skill (Computer Security) (H) IQ+1 [8]-13. • *One* of Cryptography (H) IQ-1 [2]-11, Fast-Talk (A) IQ [2]-12, or Search (A) Per [2]-12.

**Secondary Skills:** Merchant (A) IQ [2]-12 and Observation (A) Per [2]-12. • *One* of these 6-point social backgrounds:

1. *Blue-Collar*: Streetwise (A) IQ+1 [4]-13. • *Either* Savoir-Faire (Mafia) (E) IQ+1 [2]-13 or Urban Survival (A) Per [2]-12.
2. *White-Collar*: *Three* of Current Affairs (Business or High Culture) or Savoir-Faire (High Society), both (E) IQ+1 [2]-13; or Administration, Politics, or Streetwise, all (A) IQ [2]-12.

**Background Skills:** *Five* of Beam Weapons (any), Brawling, Guns (any), or Knife, all (E) DX [1]-11; Driving (any), Filch, Riding (any), or Stealth, all (A) DX-1 [1]-10; Area Knowledge (City) or Current Affairs (Regional), both (E) IQ [1]-12; Acting, Disguise, Fast-Talk, Gambling, Hidden Lore (Psis), Holdout, or Smuggling, all (A) IQ-1 [1]-11; Carousing (E) HT [1]-12; Mind Block (A) Will-1 [1]-11; or Scrounging (E) Per [1]-12. Don't duplicate any primary skills!

\* Multiplied for self-control number; see p. B120.

## Lens

*Talented* (+50 points): Spend a total of 40 points to increase DX [20/level] and/or IQ [20/level]. • Add 10 points chosen from the template's advantage options.

## Customization Notes

A criminal whose specialty differs from the options presented here can still use this template but will require a customized primary skills package. Hucksters and blackmailers are better built using *Manipulator* (pp. 14-15), however. Choose background skills that complement your crimes; e.g., a burglar who has to drive some distance to get to his fence will want Area Knowledge, Driving, and Smuggling to make it there quickly without being arrested.

If you deal in stolen goods or information, you will need a fence; those who steal cash will need a money launderer. This can be either a Contact or a Patron, with your final cut being determined largely by your Merchant skill. You can use an appropriate social skill (e.g., Current Affairs or Streetwise) to track down a new buyer each time, but working with unknowns can be very risky.

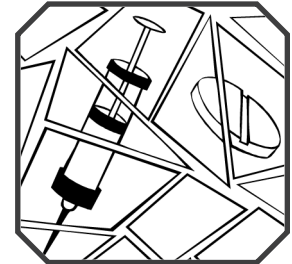
While it's certainly possible to play against type and choose psi that's unrelated to your specialty, synergy can

make your life much easier. Burglars love Psychokinesis or Teleportation. Embezzlers and inside traders want Astral Projection, ESP, or Telepathy to score secrets; Ergokinesis for hacking systems; or Probability Alteration to manipulate stocks directly. Enforcers can use Psychokinesis or the more internal aspects of Psychic Healing. Gamblers are all about Probability Alteration – although messing with slot machines (Ergokinesis) and “convincing” players to take a dive (Telepathy) are also classics. And Ergokinesis is the alpha and omega of a hacker's needs.

## EXPERIMENT

150 points

They poked you, prodded you, and did the strangest things to your brain, but you managed to escape! They may have given you your psychic powers (whether via neurotherapy, drugs, or brain grafts), or you could have already had them (which is *why* they wanted to experiment on you so much) . . . in fact, you might not even be sure yourself. You've cleaned yourself up and done your best to stay off the radar, always keeping an eye out for the white vans and black helicopters sent to fetch you back.



**Attributes:** ST 10 [0]; DX 11 [20]; IQ 13 [60]; HT 12 [20].

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 13 [0]; Per 13 [0]; FP 12 [0]; Basic Speed 6.00 [5]; Basic Move 6 [0].

**Advantages:** 50 points from the packages in Chapter 3. • 25 points chosen from ST +1 [10], DX +1 [20], Will +1 or +2 [5/level], Per +1 to +3 [5/level], Absolute Direction [5], Absolute Timing [2], Animal Empathy [5], Autotracer [1], Combat Reflexes [15], Common Sense [10], Danger Sense [15], Ecstatic Psi (any) [1], Eidetic Memory [5] or Photographic Memory [10], Flexibility [5], Intuition [15], Less Sleep 1-4 [2/level], Lightning Calculator [2] or Intuitive Mathematician [5], Luck [15], Parapsychologist (p. 5) [5/level], Rapid Healing [5], Sensitive [5] or Empathy [15], Single-Minded [5], Zeroed [10], or additional Talent for your psionic power(s) [5/level].

**Disadvantages:** -20 points chosen from among Amnesia (Partial) [-10]; Delusion (“I was kidnapped!”)† [-10]; Enemy† (Kidnappers; Hunter; 6 or less) [-10], (Hunter; 9 or less) [-20], or (Watcher; 12 or less) [-10]; or Paranoia [-10]. • Another -30 points chosen from among the previous traits, *Power-Based Disadvantages* (p. 13), or Addiction [Varies], Berserk [-10\*], Chronic Depression [-15\*], Chronic Pain (p. 6) [Varies], Clueless [-10], Colorblindness [-10], Confused [-10\*], Delusions (e.g., “Chewing foil keeps me safer!”) [Varies], Epilepsy [-30], Fearfulness [-2/level], Flashbacks [Varies], Hemophilia [-30], Impulsiveness [-10\*], Indecisive [-10\*], Insomniac [-10 or -15], Killjoy [-15], Light Sleeper [-5], Low Self-Image [-10], Manic-Depressive [-20], Neurological Disorder [Varies], Nightmares [-5\*], Odious Personal Habits (Odd behavior) [-5 to -15], On the Edge [-15\*], Phantom Voices [-5 to -15], Post-Combat Shakes [-5\*], Short Attention Span [-10\*], Shyness [Varies], Sleepwalker [-5\*], Split Personality [-15\*], Status -1 or -2 [-5/level], Stuttering [-10], Unusual Biochemistry [-5], Wealth [Varies], or Wounded [-5].

## Power-Based Disadvantages

While a psychic will generally have several “normal” disadvantages – mental hang-ups, social problems, and physical ailments that anyone might have – it’s just as appropriate for him to take disadvantages that represent “pside effects” of his power(s) or a particular mindset associated with its abilities. In addition to the traits below, *any* psi might have Code of Honor (Psychic’s) (p. 6), unless his abilities are strictly self-directed.

Below, exotic and supernatural disadvantage are marked with an asterisk (\*). These are appropriate only for those who possess the associated power; e.g., a psychic vampire can take Lifebane, while an esper cannot. The GM is welcome to rule otherwise, of course. Other disadvantages are available to anyone – they just happen to be *particularly* appropriate for certain types of psi.

**Anti-Psi:** Intolerance (Psis); Mundane Background (when combined with nothing but passive abilities).

**Astral Projection:** Compulsive Snooping (p. 6); Enemies (Astral entities).



**Ergokinesis:** Compulsive Snooping (p. 6) (for cyberpsis); Electrical\*; Epilepsy.

**ESP:** Chronic Pain (p. 6); Compulsive Snooping; Confused; Curious; Epilepsy; Flashbacks; Nightmares; Phantom Voices.

**Probability Alteration:** Klutz or Total Klutz; Phobia (Number 13); Unluckiness; Weirdness Magnet\*.

**Psychic Healing:** Charitable; Chummy or Gregarious (p. 6); Pacifism; Unusual Biochemistry\*; Vow (Major; Never refuse a request for healing).

**Psychic Vampirism:** Callous; Chummy or Gregarious (p. 6); Lifebane\*; Uncontrollable Appetite (Life Force)\*.

**Psychokinesis:** Chronic Pain (p. 6); Pyromania; Trickster.

**Telepathy:** Addiction (Telepathic Contact) (p. 5); Chummy or Gregarious (p. 6); Compulsive Snooping (p. 6); Phantom Voices; Supersensitive\*.

**Teleportation:** Overconfidence; Phobia (Enclosed Spaces); Sleepwalker.

**Primary Skills:** One of Forced Entry (E) DX+1 [2]-12; Stealth (A) DX [2]-11; Escape or Pickpocket, both (H) DX-1 [2]-10; or Acting, Electronics Operation (Security), Fast-Talk, or Lockpicking, all (A) IQ [2]-13. • Five skills chosen from among the previous ones or Occultism (A) IQ [2]-13; Brainwashing‡, Expert Skill (Psionics), Hypnotism, Intelligence Analysis, or Psychology, all (H) IQ-1 [2]-12; Mind Block (A) Will [2]-13; Autohypnosis or Meditation, both (H) Will-1 [2]-12; Body Language (A) Per [2]-13; or Detect Lies (H) Per-1 [2]-12.

**Secondary Skills:** Four of Beam Weapons (any), Brawling, Knife, or Guns (any), all (E) DX [1]-11; Camouflage, Housekeeping, or Panhandling, all (E) IQ [1]-13; Disguise, Holdout, Interrogation, Streetwise, or Traps, all (A) IQ-1 [1]-12; Intimidation (A) Will-1 [1]-12; Scrounging (E) Per [1]-13; or Observation, Survival (any), or Urban Survival, all (A) Per-1 [1]-12.

**Background Skills:** Four of Climbing, Driving (any), or Riding (any), all (A) DX-1 [1]-10; Computer Operation or First Aid, both (E) IQ [1]-13; Electronics Operation (Medical or Surveillance), Hidden Lore (Psis), Mechanic (any), Research, or Speed-Reading, all (A) IQ-1 [1]-12; Carousing or Swimming, both (E) HT [1]-12; Hiking (A) HT-1 [1]-11; or Professional Skill (any) (A) DX-1 [1]-10 or IQ-1 [1]-12.

\* Multiplied for self-control number; see p. B120.

† Delusion (“I was kidnapped!”) and Enemy are mutually exclusive.

‡ Learned via experiencing it! Requires GM permission and a Psychology prerequisite.

### Lens

**Talented** (+50 points): Add DX +1 [20] or IQ +1 [20]. • Add 10 points chosen from the template’s advantage options. • *Double* the points spent on each skill, raising each by +1.

### Customization Notes

Backstory is crucial to this type of character. Were you actually kidnapped or is it all just Delusions and Paranoia? Why were you taken? Are they actively pursuing you or content to lurk in the shadows? Your disadvantages will say more about you than any other choices. If you can’t decide, take Amnesia and let the GM choose for you!

Select primary skills that reflect how you got away and what you learned from the experience (or what you knew going in). For the rest, consider how you survive: A homeless wanderer could use Hiking, Panhandling, Scrounging, and Urban Survival, while a ramblin’ “odd-job man” might have Driving, Mechanic, Streetwise, and a Professional Skill. Housekeeping can be both a way to earn a living *and* a way to cover your tracks when you move on.

Your choices for psi are completely open, as long as you take *some* sort of useful, measurable ability. For a twist on the usual “psionic conspiracy,” perhaps the kidnappers were a powerful group of psis who were taking you apart to see how your *Anti-Psi* worked!

## INVESTIGATOR

150 points

You excel at looking into unsolved issues, crimes, mysteries, etc., and getting to the truth of the matter. You may operate in an officially sanctioned capacity (e.g., police detective), in a respected-but-detached role (e.g., private investigator), or completely outside society’s normal expectations (e.g., ghost-hunter).

**Attributes:** ST 10 [0]; DX 11 [20]; IQ 12 [40]; HT 12 [20].

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 13 [5]; FP 12 [0]; Basic Speed 6.00 [5]; Basic Move 6 [0].

**Advantages:** 50 points from the packages in Chapter 3. • 30 points chosen from among ST +1 [10], DX +1 [20], IQ +1 [20], HP +1 or +2 [2/level], Per +1 or +2 [5/level], Acute Senses (any) [2/level], Charisma 1-2 [5/level], Common Sense [10], Contact Group [Varies], Contacts [Varies], Danger Sense [15], Eidetic Memory [5] or Photographic Memory [10], Favor [Varies], Intuition [15], Languages [2-6/language], Legal Enforcement Powers [5 to 15], Luck [15], Night Vision 1-5 [1/level], Patrons [Varies], Rank (any) [5/level], Security Clearance [5 to 15], Sensitive [5] or Empathy [15], Serendipity 1-2 [15/level], Single-Minded [5], Smooth Operator 1-2 [15/level], or additional Talent for your psionic power(s) [5/level].

**Disadvantages:** -15 points chosen from among Charitable [-15\*], Code of Honor (Professional) [-5], Curious [-5\*], Debt [-1/level], Duty [Varies], Greed [-15\*], Stubbornness [-5], Wealth (Struggling) [-10] or (Poor) [-15], or Workaholic [-5]. • Another -35 points chosen from among the previous traits, *Power-Based Disadvantages* (p. 13), or ST -1 [-10], Alcoholism [-15], Delusion (“Every case has a supernatural angle”) [-10], Honesty [-10\*], Light Sleeper [-5], No Sense of Humor [-10], Obsession [-5\* or -10\*], Overconfidence [-5\*], Pacifism [Varies], Post-Combat Shakes [-5\*], Reputation (Kook) [Varies], Secret [Varies], Sense of Duty [Varies], or Slow Riser [-5].

**Primary Skills:** Four of Criminology, Electronics Operation (Psychotronics), Interrogation, Occultism, Psychology (Parapsychology), Research, Shadowing, or Streetwise, all (A) IQ+1 [4]-13; Diagnosis, Diplomacy, Expert Skill (Psionics), Forensics, Intelligence Analysis, or Law (any), all (H) IQ [4]-12; Body Language, Observation, Search, or Tracking, all (A) Per+1 [4]-14; or Detect Lies (H) Per [4]-13.

**Secondary Skills:** Five of Beam Weapons (Pistol), Brawling, Forced Entry, Guns (Pistol), or Knife, all (E) DX+1 [2]-12; Broadsword, Climbing, Shortsword, or Stealth, all (A) DX [2]-11; Area Knowledge (any) or Savoir-Faire (Police), both (E) IQ+1 [2]-13; Acting, Administration, Fast-Talk, Disguise, Electronics Operation (Security or Surveillance), Hidden Lore (Conspiracies or Psis), Holdout, Lockpicking, or Photography, all (A) IQ [2]-12; Tactics (H) IQ-1 [2]-11; Intimidation or Mind Block, both (A) Will [2]-12; or 2 points to buy any unchosen primary skill at -1 to skill.

**Background Skills:** Four of Driving (any) or Riding (any), both (A) DX-1 [1]-10; Computer Operation, Current Affairs (any), or First Aid, all (E) IQ [1]-12; Animal Handling (any), Weather Sense, or Writing, all (A) IQ-1 [1]-11; Carousing or Swimming, both (E) HT [1]-12; Sex Appeal (A) HT-1 [1]-11; or Survival (any) or Urban Survival, both (A) Per-1 [1]-12;

\* Multiplied for self-control number; see p. B120.

## Lens

**Talented** (+50 points): Spend a total of 40 points to increase DX [20/level] and/or IQ [20/level]. • Choose another *two* primary skills and *one* secondary skill.

## Customization Notes

When choosing advantages, it's important to know whether you have the backing of an official department (Legal Enforcement Powers, Patrons, Rank, etc.) or are on your own (Contacts, Intuition, Serendipity, etc.).

Your primary skills should suit the kinds of cases you'll be investigating. For general crime-solving, focus on Criminology, Forensics, Intelligence Analysis, and Interrogation. Missing persons call for Criminology, Shadowing, Streetwise, and Tracking. If you look into supernatural events, consider Electronics Operation (Psychotronics), Expert Skill (Psionics), Occultism, and Psychology (Parapsychology). The secondary skills are important in that they represent your methods, but you can afford to skip one or two to pick up extra primary skills, as noted.

For psi, consider all of the ESP and Telepathy options before anything else. You can certainly find uses for other gifts (Astral Projection for snooping, Ergokinesis for hacking, Probability Alteration for lucky breaks, etc.), but the abilities of those two powers are *highly* appropriate for any investigator.

# MANIPULATOR

150 points

You can play a person like an instrument. Wrapping someone around your finger is second-nature, whether your main weapon is seduction, fear, or an old-fashioned con. This doesn't automatically mean you're a swindler! Any group can benefit from a “face man” (or woman), as there are few situations that a better reaction roll can't improve.

**Attributes:** ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 12 [20].

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 12 [0]; Basic Speed 5.00 [-10]; Basic Move 5 [0].

**Advantages:** Smooth Operator 2 [30] and 50 points from the packages in Chapter 3. • Another 15 points chosen from among Alcohol Tolerance [1], Appearance (Attractive) [4] or (Beautiful/Handsome) [12], Charisma 1-3 [5/level], Cultural Adaptability [10], Fashion Sense [5], Honest Face [1], Languages [2-6/language], Sensitive [5] or Empathy [15], Smooth Operator 3 [15], or Voice [10]. • A further 20 points chosen from among the previous traits, DX +1 [20], IQ +1 [20], Will +1 or +2 [5/level], Per +1 or +2 [5/level], Acute Hearing [2/level], Allies (Skills) [Varies], Claim to Hospitality [1 to 10], Contact Group [Varies], Contacts [Varies], Language Talent [10], Luck [15], Pitiable [5], Rapier Wit [5], Serendipity 1 [15], Social Chameleon [5], or additional Talent for your psionic power(s) [5/level].

**Disadvantages:** -40 points chosen from among *Power-Based Disadvantages* (p. 13) or ST -1 [-10], Callous [-5], Chummy [-5] or Gregarious [-10], Combat Paralysis [-15], Compulsive Carousing [-5\*], Compulsive Gambling [-5\*], Compulsive Lying [-15\*], Compulsive Snooping (p. 6) [-5\* or -10\*], Greed [-15\*], Impulsiveness [-10\*], Jealousy [-10], Lecherousness [-15\*], Low Pain Threshold [-10], Overconfidence [-5\*], Pacifism [Varies], Post-Combat Shakes [-5\*], Secret (Untrustworthy) [-5] or (Con artist) [-10], Selfish [-5\*], Social Stigma (Criminal Record) [-5], or Trickster [-15\*].

**Primary Skills:** Acting and Fast-Talk, both (A) IQ+2 [2]-14†. • Five of Savoir-Faire (High Society, Mafia, or Servant) (E) IQ+3 [2]-15†; Leadership, Public Speaking, or Streetwise, all (A) IQ+2 [2]-14†; Diplomacy (H) IQ+1 [2]-13†; Psychology (H) IQ-1 [2]-11; Carousing (E) HT+3 [2]-15†; Sex Appeal (A) HT+2 [2]-14†; Intimidation (A) Will+2 [2]-14†; or Detect Lies (H) Per+1 [2]-13†.





**Secondary Skills:** Four of Dancing or Stealth, both (A) DX [2]-10; Administration, Connoisseur (any), Disguise, Interrogation, Merchant, Propaganda, Research, or Teaching, all (A) IQ [2]-12; Expert Skill (Psionics), Linguistics, or Sociology, all (H) IQ-1 [2]-11; Mind Block (A) Will [2]-12; or Body Language, Observation, or Search, all (A) Per [2]-12;

**Background Skills:** Three of Beam Weapons (Pistol) or Guns (Pistol), both (E) DX [1]-10; Driving (any), Erotic Art, Filch, Riding (any), or Wrestling, all (A) DX-1 [1]-9; Panhandling (E) IQ+2 [1]-14†; Area Knowledge (any), Computer Operation, or Current Affairs (any), all (E) IQ [1]-12; Politics (A) IQ+1 [1]-13†; or Cooking, Fortune-Telling (any), Gambling, Heraldry, or Hidden Lore (Psis), all (A) IQ-1 [1]-11.

\* Multiplied for self-control number; see p. B120.

† Includes +2 from Smooth Operator.

## Lens

*Talented* (+50 points): Add DX +1 [20]. • Add another level of Smooth Operator [15] and 10 points chosen from the template's advantage options. • Choose *two* additional primary or secondary skills, and *one* additional background skill.

*Nowadays even  
presidents, vice-presidents,  
and heads of big agencies  
are opening their minds to  
accept psychic phenomena,  
because they know it  
works.*

– Uri Geller

## Customization Notes

Acting and Fast-Talk make you a skilled liar when necessary, so consider your *other* goals when choosing skills. To be generally likable, focus on Carousing, Diplomacy, and Sex Appeal. For street toughness, get Intimidation, Savoir-Faire (Mafia), and Streetwise. If you want to get inside your mark's head, take Detect Lies and Psychology. For crowd control, consider Leadership and Public Speaking.

Your obvious psionic choice is Telepathy – specifically, a package with Suggestion. That may seem to make your skills redundant, but this isn't actually the case. Swaying opinions the old-fashioned way avoids problems with snooping espers, countermeasures, or having your target suddenly recover his repressed memories. In fact, you're good enough that you don't need Suggestion, so it makes as much sense to choose a power that *complements* your skills. Consider Astral Projection (to overhear conversations), ESP (for hunches about your mark), or Psychic Vampirism (as many of its perks add synergy between psi and social talents).

# MYTHBUSTER

150 points

You're an *active* skeptic, out to put claims of supernatural activity or power to the test. This doesn't mean you're a disbeliever – you have psychic abilities, after all! You just know that there's a world full of charlatans out there, preying on the open-minded for their attention or money . . . and even worse, that there are some *real* forces out there that are too dangerous to be played with. Therefore, you work to expose the former and shut down the latter.

**Attributes:** ST 10 [0]; DX 10 [0]; IQ 13 [60]; HT 12 [20].

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 13 [0]; Per 13 [0]; FP 12 [0]; Basic Speed 6.00 [10]; Basic Move 6 [0].

**Advantages:** 50 points from the packages in Chapter 3. • 35 points chosen from among ST +1 to +3 [10/level], DX +1 [20], Will +1 or +2 [5/level], Per +1 or +2 [5/level], Clerical Investment [5], Common Sense [10], Contacts [Varies], Danger Sense [15], Fearlessness 1-5 [2/level] or Unfazeable [15], Intuition [15], Languages [2-6/language], Luck [15], Parapsychologist (p. 5) [5/level], Patrons [Varies], Reputation (Honest and fair) [Varies], Sensitive [5] or Empathy [15], Single-Minded [5], Spirit Empathy† [10], True Faith† [15], or additional Talent for your psionic power(s) [5/level].

**Disadvantages:** -20 points chosen from among Charitable [-15\*], Curious [-5\*], Disciplines of Faith [-5 to -15], Duty [Varies], Honesty [-10\*], Intolerance (Liars) [-5], Obsession (Expose all frauds) [-10\*], Reputation (Ghost-chasing crackpot) [Varies], Stubbornness [-5], Truthfulness [-5\*], or Workaholic [-5]. • Another -30 points chosen from among the previous traits, *Power-Based Disadvantages* (p. 13), or Alcoholism [-15], Chronic Depression [-15\*], Enemies (Those you've exposed) [Varies], Flashbacks [Varies], Guilt Complex [-5], Insomniac [-10 or -15], Nightmares [-5\*], No Sense of Humor [-10], Overconfidence [-5\*], Pacifism [Varies], Phantom Voices [-5 to -15], Post-Combat Shakes [-5\*], Sense of Duty [Varies], or Wealth [Varies].

**Primary Skills:** Occultism (A) IQ [2]-13 and Research (A) IQ-1 [1]-12. • Five of Animal Handling (Dogs), Electronics Operation (Psychotronics), Hidden Lore (Psis, Spirit Lore, or Tricks), Photography, or Psychology (Parapsychology)‡, all (A) IQ [2]-13; Expert Skill (Psionics) or Psychology‡, both (H) IQ-1 [2]-12; Exorcism (H) Will-1 [2]-12; Body Language or Observation, both (A) Per [2]-13; or Detect Lies (H) Per-1 [2]-12.

**Secondary Skills:** Four of Acting, Electronics Repair (Psychotronics), Fast-Talk, Propaganda, Public Speaking, or Streetwise, all (A) IQ [2]-13; Physics (VH) IQ-2 [2]-11; Mind Block (A) Will [2]-13; or Search (A) Per [2]-13.

**Background Skills:** Four of Beam Weapons (Pistol) or Guns (Pistol), both (E) DX [1]-10; Driving (any), Riding (any), or Wrestling, all (A) DX-1 [1]-9; Area Knowledge (any), Computer Operation, Current Affairs (any), or First Aid, all (E) IQ [1]-13; Disguise, Teaching, or Writing, all (A) IQ-1 [1]-12; or Philosophy (any) or Theology (any), both (H) IQ-2 [1]-11.

\* Multiplied for self-control number; see p. B120.

† Requires GM's permission.

‡ Psychology *includes* Psychology (Parapsychology); don't take both.

## Lens

*Talented* (+50 points): Spend a total of 40 points to increase DX [20/level] and/or IQ [20/level]. • Add 10 points chosen from the template's advantage options.

## Customization Notes

Your advantage and disadvantage choices should reflect *why* you fight the forces of ignorance. If you work for an organization that shuts down phony psychics (a more aggressive version of real-world skeptic institutes), take Patron and Duty. Working on your own will require personal wit and fortitude; Common Sense, Fearlessness, and Intuition are especially useful. And if you do this owing to a religious calling, take Clerical Investment and consider extra Will, Disciplines of Faith, Spirit Empathy, and True Faith (if allowed).

Choose skills that represent your methods. A low-tech approach calls for Animal Handling (trusting the dogs' keener senses), Detect Lies, Hidden Lore, and Psychology; while access to better equipment allows for Electronics Operation and Photography (p. 8), and often goes hand-in-hand with Expert Skill (Psionics). Either way, if you specialize in getting rid of actual *spirits*, you'll want Exorcism (and either True Faith or the Spirit Communication ability, to avoid -4 to skill; see p. 7).

For psi, Astral Projection and ESP fit anyone planning to interact with spirits – with Astral Sight and Spirit Communication being the simplest ways to verify their presence. Telepathy can make it easy to expose fakes. An interesting twist on this concept is the *anti-psi* mythbuster who goes after psis specifically. This may mean being part of a conspiracy to keep psi a secret, in which case you work to discredit the psychic through a combination of disrupting his demonstrations with Anti-Psi and “explaining his tricks” to the media or audience. Or it's possible that you're a skeptic who's *unaware* of his own Anti-Psi power, but who uses it unconsciously to “disprove” psi's existence! The latter concept generally works better for NPCs than for PCs, however.

# PARAPSYCHOLOGIST

150 points

You study psis and psychic phenomena, likely as an outgrowth of your need to understand yourself. If psionics are known and understood, then you may command the respect of the scientific community; if not, then they consider you “controversial” at best, a crackpot at worst.

**Attributes:** ST 10 [0]; DX 10 [0]; IQ 13 [60]; HT 12 [20].

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 13 [0]; Per 13 [0]; FP 12 [0]; Basic Speed 6.00 [10]; Basic Move 6 [0].

**Advantages:** Parapsychologist 2 (p. 5) [10] and 50 points from the packages in Chapter 3. • Another 30 points chosen from among DX +1 [20], IQ +1 [20], Per +1 or +2 [5/level], Administrative Rank [5/level], Allies (Research assistants) [Varies], Common Sense [10], Contacts (Usually academic) [Varies], Eidetic Memory [5] or Photographic Memory [10], Healer 1-3 [10/level], Languages [2-6/language], Lightning Calculator [2], Luck [15], Military Rank [5/level], Parapsychologist 3-4 [5/level], Reputation (Among academics) [Varies], Security Clearance [5 to 15], Sensitive [5] or Empathy [15], Status [5/level], Tenure [5], Wealth [Varies], or additional Talent for your psionic power(s) [5/level].

**Disadvantages:** -20 points chosen from among Code of Honor (Professional) [-5], Curious [-5\*], Delusion (“Everyone has at least latent psi”)<sup>†</sup> [-10], Duty (Nonhazardous) [Varies], Gullibility [-10\*], Intolerance (Unyielding skeptics) [-5], Obsession (Understanding psi completely) [-10\*], Reputation (Among academics) [Varies], Secret (Research) [Varies], Stubbornness [-5], Workaholic [-5], or Xenophilia [-10\*]. • Another -30 points chosen from among the previous traits, *Power-Based Disadvantages* (p. 13), or ST -1 or -2 [-10/level], Absent-Mindedness [-15], Bad Back [-15 or -25], Bad Sight (Mitigator, Glasses, -60%) [-10], Clueless [-10], Combat Paralysis [-15], Easy to Read [-10], Honesty [-10\*], Low Pain Threshold [-10], Oblivious [-5], Pacifism [Varies], Post-Combat Shakes [-5\*], Shyness [Varies], Truthfulness [-5\*], Unfit [-5], or Wealth [Varies].

**Primary Skills:** Expert Skill (Psionics) (H) IQ+2 [4]-15‡.

• *Either* Psychology (Parapsychology) (A) IQ+1 [1]-14‡ or Psychology (H) IQ [1]-13‡. • *Four* of Electronics Operation (Medical, Psychotronics, or Scientific) or Occultism, both (A) IQ+1 [1]-14‡; Hidden Lore (Psis) (A) IQ-1 [1]-12; or Hypnotism or Physics (Paraphysics), both (H) IQ [1]-13‡.

**Secondary Skills:** *Four* of Photography, Research, Teaching, or Writing, all (A) IQ [2]-13; Brainwashing§, Chemistry, Diagnosis, Engineer (Psychotronics), Pharmacy (Herbal or Synthetic), Physician, or Physiology, all (H) IQ-1 [2]-12; Biology or Surgery, both (VH) IQ-2 [2]-11; Mind Block (A) Will [2]-13; or Body Language (A) Per [2]-13.

**Background Skills:** *Three* of Beam Weapons (Pistol) or Guns (Pistol), both (E) DX [1]-10; Driving (any) or Riding (any), both (A) DX-1 [1]-9; Area Knowledge (any), Computer Operation, Current Affairs (any), or First Aid, all (E) IQ [1]-13; Administration, Electronics Repair (Psychotronics), Public Speaking, or Speed-Reading, all (A) IQ-1 [1]-12; or Autohypnosis (H) Will-2 [1]-11.

\* Multiplied for self-control number; see p. B120.

† Not a Delusion if it's true!

‡ Includes +2 from Parapsychologist.

§ Not a pleasant skill! Requires GM's permission.

*I'm searching for some  
disbelief that I can still  
suspend . . .*

*– They Might Be  
Giants, “Memo to  
Human Resources”*

## Lens

*Talented* (+50 points): Spend a total of 40 points to increase DX [20/level] and/or IQ [20/level]. • Add another level of Parapsychologist [5]. • Choose *three* additional primary or background skills, and *one* additional secondary skill.

## Customization Notes

Your social traits depend heavily on whether parapsychology is an accepted branch of science. If it is, then Administrative Rank, Status, Tenure, and Wealth are all appropriate, as is a positive Reputation. Otherwise, you'll want to put your points into trusted friends (Allies and Contacts) and personal improvement (Common Sense, Empathy, Luck, etc.). And if you're working on classified psi research for the government or military, take the appropriate Rank and a -10- or -20-point Secret; you're unlikely to have *any* Reputation in this case.

With the right skill choices (and perhaps a few levels of Healer), you can be a bona fide doctor. In fact, a normal clinic is a great way to stay in business while you conduct psychological research in the back room. Take Diagnosis, Pharmacy, and Physician for this, along with modest Status and Wealth, and a -5-point Secret (your colleagues would never let you hear the end of it if they knew).

If you go the "doctor" route, Psychic Healing is the obvious choice for psi, but your research can benefit from *any* psionic power. Telepathy is great for removing others' mental blocks, for example, and (at least from a meta-gaming standpoint!) Probability Alteration can give your subjects another chance to prove themselves.

## SECRET AGENT

150 points

You're a spy! You regularly head into dangerous situations to retrieve important information or objects. Missions involve either blending in with the locals or staying completely out of sight, while meeting another operative or personally obtaining reconnaissance data on a location or person. While you try to avoid violence, you're trained to deal with it if necessary.



**Attributes:** ST 10 [0]; DX 11 [20]; IQ 12 [40]; HT 12 [20].

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 12 [0]; Basic Speed 6.00 [5]; Basic Move 6 [0].

**Advantages:** 50 points from the packages in Chapter 3. • 15 points chosen from among Legal Enforcement Powers [5 to 15], Legal Immunity [5 to 15], Patrons [Varies], Rank (any) [5/level], or Security Clearance [5 to 15]. • Another 20 points chosen from among the previous traits or ST +1 or +2 [10/level], DX +1 [20], IQ +1 [20], Basic Speed +1 [20], Absolute Direction [5], Acute Senses (any) [2/level], Alternate Identity (Legal) [5/identity], Claim to Hospitality [1 to 10], Combat Reflexes [15], Contact Group [Varies], Contacts [Varies], Craftiness (p. 5) [5/level], Cultural Adaptability [10], Cultural Familiarity [1/familiarity], Danger Sense [15], Eidetic Memory [5], Favor [Varies], Fearlessness 1-5 [2/level], Fit [5], Flexibility [5], Gizmos 1-3 [5/gizmo], Intuition [15], Language Talent [10], Languages [2-6/language], Luck [15], Night Vision 1-5 [1/level], Serendipity 1 [15], Signature Gear [Varies], Wild Talent 1† [20], or additional Talent for your psionic power(s) [5/level].

**Disadvantages:** -20 points chosen from among Duty [Varies], Fanaticism (Nation, organization, etc.) [-15], Overconfidence [-5\*], Secret (Spy) [Varies], Trickster [-15\*], or Workaholic [-5]. • Another -30 points chosen from among

the previous traits, *Power-Based Disadvantages* (p. 13), or Alcoholism [-15], Callous [-5], Code of Honor (Pirate's) [-5], Curious [-5\*], Enemies (Other agents, former targets, etc.) [Varies], Flashbacks [Varies], Guilt Complex [-5], Impulsiveness [-10\*], Killjoy [-15], Lecherousness [-15\*], Loner [-5\*], No Sense of Humor [-10], On the Edge [-15\*], Paranoia [-10], Sense of Duty [Varies], or Trademark [-5 to -15].

**Primary Skills:** Observation (A) Per [2]-12. • Six of Forced Entry (E) DX+1 [2]-12; Acting, Disguise, Electronics Operation (Electronic Warfare, Security, or Surveillance), Fast-Talk, Holdout, Interrogation, Lockpicking, Photography, Shadowing, or Smuggling, all (A) IQ [2]-12; Cryptography, Forgery, Intelligence Analysis, or Poisons, all (H) IQ-1 [2]-11; Body Language, Lip Reading, or Search, all (A) Per [2]-12; or Detect Lies (H) Per-1 [2]-11.

**Secondary Skills:** Two of Beam Weapons (Pistol), Brawling, Crossbow, Guns (Pistol or SMG), Knife, or Thrown Weapon (Knife), all (E) DX+1 [2]-12. • Two of Filch, Shortsword, Stealth, or Wrestling, all (A) DX+1 [4]-12; or Acrobatics, Escape, Karate, or Judo, all (H) DX [4]-11.

**Background Skills:** Four of Parachuting (E) DX [1]-11; Driving (any), Riding (any), or Piloting (Flight Pack, Glider, Helicopter, Light Airplane, or Ultralight), all (A) DX-1 [1]-10; Area Knowledge (any), Computer Operation, Current Affairs (any), or First Aid, all (E) IQ [1]-12; Animal Handling (Dogs), Propaganda, or Research, all (A) IQ-1 [1]-11; Swimming (E) HT [1]-12; or Survival (any) (A) Per-1 [1]-11.

\* Multiplied for self-control number; see p. B120.

† This cinematic ability represents intense training, and requires GM permission.

### Lens

*Talented* (+50 points): DX +1 [20] and IQ +1 [20].

• Choose another *four* primary skills and another *two* background skills.

## Customization Notes

These options should suffice to build a fairly realistic secret agent. However, for a spy who conforms to the larger-than-life examples in most fiction, you'll need the Talented lens – and perhaps even *more* points!

Your role will determine your social advantages and disadvantages. Official spies will have Legal Enforcement Powers, Legal Immunity, Security Clearance, and/or Rank, plus a Duty. "Black ops" can be disavowed; they won't have Legal Enforcement Powers, and should add a Secret. Agents who don't work for *any* branch of the government or military simply have a Patron, a Secret, and possibly a small Security Clearance.

The skill choices are *all* useful, and a matter of personal preference. A quiet skulker could take Lockpicking, Photography, Shadowing, and Stealth to get in and out without having to get too close or confront anyone, while an extrovert might choose Acting, Disguise, Fast-Talk, and Forgery to bluff his way into restricted areas. While it's possible to avoid all combat skills, it's generally wise to choose at least *one* – if only as a backup plan.

You can find a way to make *any* psi work for you, though some options stand out more than others. Astral Projection is great for recon. Ergokinesis can defeat computers, electric fences, or guards. Probability Alteration gives *all* of your skills an "edge." And both Psychokinesis and Teleportation can grant access to off-limit areas.



# SOLDIER

150 points

You devote your psychic powers to the art of combat, where they either enhance your battlefield utility or serve as your primary weapon. You may be a bodyguard, a gladiator, or a gang member instead of an actual soldier, but regardless of your role, you use every advantage you have to stay alive while taking out as many enemies as possible.

**Attributes:** ST 11 [10]; DX 12 [40]; IQ 12 [40]; HT 12 [20].

**Secondary Characteristics:** Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 12 [0]; Per 12 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

**Advantages:** 50 points from the packages in Chapter 3. • 20 points chosen from among ST +1 or +2 [10/level], DX +1 [20], IQ +1 [20], HT +1 or +2 [10/level], HP +1 to +3 [2/level], Per +1 or +2 [5/level], Ambidexterity [5], Combat Reflexes [15], Danger Sense [15], Daredevil [15], Fearlessness 1-5 [2/level], Fit [5] or Very Fit [15], High Pain Threshold [10], Luck [15], Military Rank [5/level], Rapid Healing [5] or Very Rapid Healing [15], or additional Talent for your psionic power(s) [5/level].

**Disadvantages:** -15 points chosen from among Code of Honor (Pirate's or Professional) [-5] or (Soldier's) [-10], Duty [Varies], Fanaticism (Nation, etc.) [-15], Greed [-15\*], Overconfidence [-5\*], or Sense of Duty (any) [Varies]. • Another -35 points chosen from among the previous traits, *Power-Based Disadvantages* (p. 13), or Alcoholism [-15], Addiction [Varies], Appearance (Unattractive) [-4], Bad Temper [-10\*], Bloodlust [-10\*], Bully [-10\*], Chronic Pain (p. 6) [Varies], Compulsive Carousing [-5\*], Compulsive Gambling [-5\*], Compulsive Vowing [-5\*], Flashbacks [Varies], Impulsiveness [-10\*], Lecherousness [-15\*], Manic-Depressive [-20], No Sense of Humor [-10], Stubbornness [-5], or Wounded [-5].

**Primary Skills:** Two of Beam Weapons (any), Crossbow, or Guns (any), all (E) DX+2 [4]-14; Axe/Mace, Bow, Broadsword, Force Sword, Polearm, Spear, Staff, Two-Handed Axe/Mace, or Two-Handed Sword, all (A) DX+1 [4]-13; Flail, Judo, Karate, Sling, or Two-Handed Flail, all (H) DX [4]-12; Tactics (H) IQ [4]-12; or 4 points to raise one or more offensive psionic skills. • Two of Brawling, Fast-Draw (any), Gunner (any), Knife, or Shield, all (E) DX+1 [2]-13; Acrobatics (H) DX-1 [2]-11; Artillery, Forward Observer, or Soldier, all (A) IQ [2]-12; or Intimidation (A) Will [2]-12.

**Secondary Skills:** First Aid (E) IQ [1]-12; • Four of Parachuting (E) DX [1]-12; Battlesuit, Boating (any), Driving (any), NBC Suit, Piloting (any), Riding (any), Stealth, Throwing, or Vacc Suit, all (A) DX-1 [1]-11; Seamanship, Spacer, or Submariner, all (E) IQ [1]-12; Tactics (H) IQ-2 [1]-10†; Hiking (A) HT-1 [1]-11; or Observation, Survival (any), or Urban Survival, all (A) Per-1 [1]-11.

**Background Skills:** Three of Free Fall (A) DX-1 [1]-11; Area Knowledge (any), Camouflage, or Savoir-Faire (Mafia, Police, or Military), all (E) IQ [1]-12; Armoury (any), Electronics Operation (Comm, EW, Force Shields, Sensors, or Sonar), Explosives (any), Heraldry, Holdout, Leadership, Navigation (any), or Scuba, all (A) IQ-1 [1]-11; Expert Skill (Military Science or Psionics) or Intelligence Analysis, both (H) IQ-2 [1]-10; or Carousing or Swimming, both (E) HT [1]-12.

\* Multiplied for self-control number; see p. B120.

† If not chosen as a primary skill.

# Lens

*Talented* (+50 points): DX +1 [20]. • Add 20 points chosen from the template's advantage options. • Choose *one* additional primary skill from the first list, *one* further primary skill from the second list, *two* additional secondary skills, and *two* additional background skills.

# Customization Notes

At lower TLs, psi may be your primary weapon! Several Ergokinesis, Psychokinesis, and Telepathy abilities are capable of doing direct damage; focus on those and pick up Tactics or a weapon skill as backup. Once guns appear on the battlefield, however, psi quickly becomes more useful as a support ability; consider defensive and movement abilities instead. Photokinesis (in Ergokinesis) can make you harder to hit, blind enemies, and block line of sight; both Psychic Healing and Psychic Vampirism can salve your wounds (in different ways); and Teleportation is the ultimate in rapid movement and surprise attacks.

Choose your remaining skills based on TL and role. A medieval warrior will want a melee weapon, Shield, Survival, and Hiking or Riding. A modern gang member needs Brawling, Guns, and Intimidation. A futuristic soldier might take Battlesuit, Soldier, Tactics, and Guns or Beam Weapons.

*Well, I guess there can only be one official, secret police psychic in this family, huh.*

— *Medium* #3.18

# SOOTHSAYER

150 points

You're a professional psychic. In a low-tech setting, you might chant your prophecies in the market or dispense sage advice from your ascetic mountaintop home. In modern times, you may be a cult leader or a zealot, but you more likely have a small shop where you provide insight for a nominal fee. While some psis might accuse you of selling out, you know that your abilities are genuinely helping people. If you *have* sold out for fortune and fame, see *Celebrity* (pp. 9-10).

**Attributes:** ST 10 [0]; DX 10 [0]; IQ 13 [60]; HT 12 [20].

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 13 [0]; Per 13 [0]; FP 12 [0]; Basic Speed 6.00 [10]; Basic Move 6 [0].

**Advantages:** 50 points from the packages in Chapter 3. • 35 points chosen from among DX +1 [20], Per +1 or +2 [5/level], Allies (True believers) [Varies], Animal Empathy [5], Charisma 1-3 [5/level], Clerical Investment [5], Common Sense [10], Contact Group (Spirits) [Varies], Contacts (Fellow mystic, spirit, etc.) [Varies], Cultural Familiarities [1/familiarity], Eidetic Memory [5], Intuition [15], Language Talent [10], Languages [2-6/language], Luck [15], Parapsychologist (p. 5) [5/level], Patron (Church or powerful spirit) [Varies], Sensitive [5] or Empathy [15], Serendipity 1-2 [15/level], Single-Minded [5], Voice [10], or additional Talent for your psionic power(s) [5/level].

**Disadvantages:** -20 points chosen from among Charitable [-15\*], Compulsive Snooping (p. 6) [-5\* or -10\*], Disciplines of Faith [-5 to -15], Easy to Read [-10], Fanaticism (Religious) [-15], Stubbornness [-5], Truthfulness [-5\*], Vow (Always share my insights with those affected by them) [-10], or Wealth [Varies]. • Another -30 points chosen from among the previous traits, *Power-Based Disadvantages* (p. 13), or Absent-Mindedness [-15], Bad Sight (Mitigator, Glasses, -60%) [-10], Chronic Pain (p. 6) [Varies], Chummy [-5], Combat Paralysis [-15], Curious [-5\*], Honesty [-10\*], Lunacy [-10], Pacifism [Varies], Post-Combat Shakes [-5\*], Sense of Duty [Varies], or Shyness [Varies]. • Alternatively, take Blindness [-50] instead of any of the previous options.

**Primary Skills:** One of Acting, Fortune-Telling (any), Performance, or Public Speaking, all (A) IQ+1 [4]-14; or Diplomacy or Psychology, both (H) IQ [4]-13. • Five of Fast-Talk or Occultism, both (A) IQ [2]-13; Diagnosis, Expert Skill (Psionics), Hypnotism, Mimicry (Speech), Philosophy (any), Theology (any), or Ventriloquism, all (H) IQ-1 [2]-12; Mind Block (A) Will [2]-13; Autohypnosis, Dreaming, or Meditation, all (H) Will-1 [2]-12; Detect Lies (H) Per-1 [2]-12; or 2 points to buy any unchosen skill from the previous list at -1 to skill.

**Secondary Skills:** Four of Hidden Lore (Astral, Psis, or Tricks), Merchant, Research, Teaching, or Writing, all (A) IQ [2]-13; Physics (Paraphysics) (H) IQ-1 [2]-12; or Body Language (A) Per [2]-13.

**Background Skills:** Three of Driving (any) or Riding (any), both (A) DX-1 [1]-9; Area Knowledge (any), First Aid, Computer Operation, or Current Affairs (any), all (E) IQ [1]-13; Photography, Propaganda, or Streetwise, all (A) IQ-1 [1]-12; or Artist (any), Literature, or Naturalist, all (H) IQ-2 [1]-11.

\* Multiplied for self-control number; see p. B120.

## Lens

*Talented* (+50 points): Spend a total of 40 points to increase DX [20/level] and/or IQ [20/level]. • Add 10 points chosen from the template's advantage options.

## Customization Notes

Your best skill choices will depend strongly on the psionic power you select. The following options are especially effective for a soothsayer:

- ESP is good for a crystal-gazer or a street prophet. Choose some specialty of Fortune-Telling, which allows you to break news to your subject in a way he'll accept – or Public Speaking, if you plan simply to shout the truth on the street. Occultism and Meditation can offer additional insights, depending on the situation.

- Astral Projection allows for a different form of spiritual contact; there are many secrets to unlock on the inner astral plane. Get Diplomacy, both to

negotiate with astral denizens and to soften up people when breaking bad news. Expert Skill (Psionics) and Hidden Lore (Astral) can keep you safe on your travels.

- Telepaths are good at fixing mental issues. Along with Psychology, invest in Diagnosis and Hypnotism, to loosen up your subject. Mimicry and Ventriloquism allow you to couch hard-to-swallow advice from a “friendly spirit.” Psychic Healing can fix physical problems in much the same way, with some Performance thrown in to distract from how your abilities really work.

Other powers don't offer much in the way of insight but may be able to put on an impressive display! Use Acting, Fortune-Telling, or Performance to back this up with believable “wisdom.”

## Normal Janes and Joes

Any template can be turned into a psionic one simply by adding points to buy psionic abilities and skills. For example, the 65-point nurse on p. 207 of *GURPS Bio-Tech* could be made into a 115-point “psionic nurse” by adding 50 points of psi packages (pp. 20-30). For added detail, consider adding another 2-5 character points to be spent on *Psi-Flavored Skills* (p. 8).

However, some campaigns work best with characters who *aren't* particularly heroic, but who happen to develop psi abilities due to some shared experiment, freak accident, abduction, etc. Such people should probably be built with *fewer* points, before adding psi. Doing so will make them more believable as “just plain folks” and keep the focus on their strange new gifts. The following template is intentionally *very* open and nonspecific – consider it as more of a guideline for how to allocate points.

### Unexpected Psi (100 points)

**Attributes:** ST 10 [0]; DX 10 [0]; IQ 12\* [40]; HT 10 [0].

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

**Advantages:** 50 points from the packages in Chapter 3. • 20 points chosen from among ST +1 or +2 [10/level], DX +1 [20], or HT +1 or +2 [10/level]. • Another 20 points chosen from among advantages which aren't cinematic, esoteric, or supernatural. The GM decides whether extra Talent is available.

**Disadvantages:** -45 points chosen from any mundane disadvantages or *Power-Based Disadvantages* (p. 13).

**Primary Skills:** Professional Skill (any) (A) DX [2]-10 or IQ [2]-12, or an equivalent skill. • Spend 4 additional points on skills directly related to the character's profession.

**Secondary Skills:** Five of Bicycling (E) DX [1]-10; Driving (Automobile) or Riding (any), both (A) DX-1 [1]-9; Area Knowledge (City), Computer Operation, Current Affairs (any), Games (any), Housekeeping, or First Aid, all (E) IQ [1]-12; Cooking or Weather Sense, both (A) IQ-1 [1]-11; or Swimming (E) HT [1]-10.

**Background Skills:** Spend 4 points on any mundane skill(s) that lack prerequisites, to represent hobbies and odd areas of interest.

\* Alternatively, trade out one or two levels of IQ for *physical* attributes or secondary characteristics, to reflect a psychic who's less adept with his mental abilities.

# CHAPTER THREE

# PSIONIC

# PACKAGES

**GURPS Psionic Powers** simplifies psi by breaking it down into predefined abilities, but it's possible to streamline the options even further. Each of the "psionic packages" in this chapter is a ready-to-go mix of psi abilities, Talent, perks, skills, and techniques that combine well with each other and support a particular psychic concept. Think of it as psionic synergy.

These packages *aren't* meta-traits! Their names are for descriptive purposes only, and don't appear on the character sheet. For instance, an astral traveler who takes the Basic Projector package (p. 22) wouldn't write "Basic Projector [50]" anywhere; he'd write "Astral Travel 3 [48]" with his advantages and "Astral Travel (H) IQ-1 [2]" with his skills.

Like the templates in Chapter 2, these packages are *suggestions* to speed up character creation. The GM and players should feel free to alter them as much as necessary to fit a specific concept or better optimize a particular combination. Rules such as *Overlapping Abilities* (p. 21) exist only to streamline things, and can be freely disregarded.

Each package is written using the format below.

## Package Name

**Cost:** Every package costs 25, 50, or 100 points, for simplicity when mixing them together. For example, if a campaign calls for 100 points in psi, this could be fulfilled with four 25-point packages, one 100-point one, or any combination in between.

**Description:** This is a simple overview of what the package allows a psi to do. It intentionally glosses over any complicated details or rules. Always check **Psionic Powers** for the specifics!

**Traits:** A list of the advantages (that is, abilities and Talent), perks, skills, and (psi) techniques that make up the package. Not every package features perks or techniques.

## ANTI-PSI

Anti-Psi has many useful, active abilities – but only when dealing with other psis. Around normal folks, an anti-psi might as well have *no* special abilities. Because of this, players may wish to avoid creating characters focused on Anti-Psi unless psis are fairly common. Even the niftiest abilities can become boring when you rarely get to use them.

### Basic Anti-Psi

25 points

You have a simple "utility package" commonly found among anti-psis: the ability to interfere with psi use – whether

directly (Interruption) or indirectly (Skeptic) – and +3 to resist mental intrusion *and* a few common physical attacks.

**Advantages:** Interruption 1 [10]; Psionic Shield 3 [6].

**Perks:** Skeptic; Tolerance (Curse); Tolerance (Pyrokinesis); Tolerance (TK Crush). [4]

**Skills:** Cancellation (H) Will [4]; Psionic Shield (H) Will-2 [1].

*Building a psi requires a good character concept.*

### Highly Resistant

25 points

Your body and mind are simply harder to affect with psi. If a psionic ability offers resistance, you roll at +8; if it causes damage, you take 1 less point than you should. As these are both passive abilities, your skills are primarily for power defense.

**Advantages:** Psychic Armor 1 [8]; Resistant to Psionics +8 (Anti-Psi, -0%) [15].

**Skills:** Psionic Resistance (H) Will-2 [1]; Psychic Armor (H) Will-2 [1].

### Simple Screamer

25 points

You can generate psi static in a one-yard radius around yourself – enough to protect you and any friends who don't mind standing rather close.

**Advantages:** Screaming 2 [24].

**Skills:** Screaming (H) Will-2 [1].

### Perception Master

50 points

You can see past almost any psionic illusion, whether photokinetic or mental, while anyone trying to detect *you* psionically is at -5 to do so (-6 if he's using Danger Sense, Prognostication, or Visions).

**Advantages:** Para-Invisibility 5 [25]; True Sight 1 [16].

**Perks:** Nonthreatening. [1]

**Skills:** Para-Invisibility (H) IQ [4]; True Sight (H) Will [4].



## Psychic Null

50 points

You're completely immune to direct psionic abilities. Any psi attempting to affect you fails automatically, and must make a Will roll to avoid a headache. If he was trying to read your mind for the first time, he must *also* make a Fright Check. Even if attacked indirectly (e.g., TK Bullet), your DR 2 helps protect you.

**Advantages:** Psi Static (Anti-Psi, -0%) [30]; Psychic Armor 2 [16].

**Perks:** Gaze into the Abyss; Simple Defense. [2]

**Skills:** Psychic Armor (H) Will-1 [2].

## Disruptor

100 points

You can shut down, interrupt, *or* overload a psi's abilities from a distance (at normal range penalties). If the target fights back, you also have +5 to resist any mental psi. You have no special defense against physical counterattacks, however.

**Advantages:** Anti-Psi Talent 2 [10]; Cancellation 4 [70]; Psionic Overload [5]; Psionic Shield 5 [10].

**Skills:** Cancellation (H) Will+2 [4]\*; Psionic Shield (H) Will [1]\*.

\* Includes +2 from Anti-Psi Talent.

## Strong Screamer

100 points

You can generate psi static in a 16-yard radius around yourself. Your psi techniques enhance this, turning your static into something that fatigues any affected psychic while optionally letting you project it some distance away. Confidence in your ability gives you a bonus to intimidate or interrogate psis.

**Advantages:** Screaming 6 [84].

**Perks:** Hostile Dampening. [1]

**Skills:** Screaming (H) Will [4].

**Techniques:** Projection (H) Screaming+0 [5]; Tiring Scream (H) Screaming+0 [6].

## ASTRAL PROJECTION

Two of the 25-point packages listed here are "add-ons" for psis with the Astral Travel ability; this prerequisite is noted. The 50- and 100-point packages represent different takes on projecting to the astral plane, and don't overlap (see boxed text) very well; it's generally better to choose a single 100-point package instead of two 50-point ones.

## Astral Perception

25 points

You can see and hear astral entities as easily as if they were in the real world, and are also fairly good at seeing past attempts at Cloaking (**Psionic Powers**, p. 29). You even have a sixth sense for fields that interfere with astral travel.

**Advantages:** Astral Sight 3 [13] with Hearing [4].

**Perks:** Astral Awareness. [1]

**Skills:** Astral Sight (H) Per [4].

**Techniques:** Penetrate Disguise (H) Astral Sight-3 [3].

## Extra Speed

25 points

*Prerequisite:* Astral Travel.

When projecting, your top speed is equal to *four times* your normal astral Move.

**Advantages:** Astral Celerity 4 [24].

**Skills:** Astral Movement (H) DX-2 [1].

## Spirit Warrior

25 points

*Prerequisite:* Astral Travel.

When projecting, you have DR 3 and an astral sword (1d-2 cutting damage) capable of banishing foes. You've learned to pull your silver cord into yourself, making it impossible to hit in astral combat.

## Overlapping Abilities

Certain common traits show up in multiple packages for some powers. For example, Second Chance appears in four Probability Alteration packages. Thus, it's possible to end up with several "copies" of the same ability, perk, skill, or psi technique. If any *perks* overlap, just replace one with a different perk. For other traits, follow these steps:

1. Add any points spent on the same *technique*. Use them to take the highest level of that technique possible with the given points.
2. Add any leftover points from step 1 to the points spent on the same *ability*. Use the total to take the highest level of the ability possible with the given points.
3. Add any leftover points from step 2 to the points spent on the same *skill*. Use the total to take the highest level of the skill possible with the given points.
4. Use any leftover points from step 3 to raise a psi technique or to buy one or more power perks.

*Example:* Alison is an astral projector who takes the packages Spirit Warrior (above) and Visual Hunter (p. 22), which gives her two Astral Sword abilities. The two packages spend a total of 16 points on Astral Sword, enough to buy Astral Sword 2 [14] with 2 points left over. She adds those 2 points to the 6 points spent by the two packages on skill, which buys Astral Sword (H) DX+1 [8].

Note that Visions is a special case; see *ESP* (pp. 24-25) for details.

## Overlapping Talent

When multiple packages have the same power Talent, simply add together the levels of Talent. If the total would exceed the campaign maximum (usually four levels), spend the leftover points in this priority:

1. Add Protected Power (with the -10% power modifier) [5].
2. Raise any of the packages' psionic skills.
3. Improve any psi techniques or buy any power perks.

**Advantages:** Astral Armor 3 [9]; Astral Sword 1 [8].  
**Perks:** Retractable Cord. [1]  
**Skills:** Astral Armor (H) Will-2 [1]; Astral Sword (H) DX [4].  
**Techniques:** Penetrating Blow (H) Astral Sword-4 [2].

## Visual Hunter

25 points

You can see astral projectors while still retaining vision in the real world . . . and you can *attack* them, too! Your sword does 1d-2 cutting damage to astral foes, can banish them, and can be used from the real world (or on the astral plane, if you can project).

If combining this package with *Astral Perception* (p. 21), follow the guidelines under *Overlapping Abilities* (p. 21) but put the leftover points from Astral Sight into the Astral Sword ability (raising it to Astral Sword 3 [20]).

**Advantages:** Astral Sight 3 [13]; Astral Sword 1 [8].  
**Skills:** Astral Sight (H) Per-1 [2]; Astral Sword (H) DX-1 [2].

## Basic Projector

50 points

After concentrating for a minute, you can astrally project for up to an hour. You're fairly skilled, but some psi techniques (such as Astral Crossing and Cloaking) will be very difficult for you.

**Advantages:** Astral Travel 3 [48].  
**Skills:** Astral Travel (H) IQ-1 [2].

## Dual-Plane Projector

50 points

After concentrating for a minute, you can astrally project for up to 30 minutes. You're quite skilled, and adept at crossing over to and maneuvering in the inner astral plane.

**Advantages:** Astral Travel 2 [36].  
**Perks:** Projection Clock; Subjective Navigator. [2]  
**Skills:** Astral Travel (H) IQ [4].  
**Techniques:** Astral Crossing (H) Astral Travel-1 [8].

## Phantasm

50 points

After concentrating for a minute, you can astrally project for up to 30 minutes. While doing so, you can use your psi techniques to manifest to people in the real world, and even alter how you appear to them, if you wish. You can also change form (and hide your silver cord) to appear as a native astral denizen.

**Advantages:** Astral Travel 2 [36].  
**Perks:** Retractable Cord. [1]  
**Skills:** Astral Travel (H) IQ-1 [2].  
**Techniques:** Cloaking (H) Astral Travel+0 [9]; Cross-World Communication (H) Astral Travel+0 [2].

## Fast Projector

100 points

When you project, you're *fast!* After concentrating for four seconds, you can project for up to an hour. While doing so, your top speed is equal to *eight times* your astral Move.

**Advantages:** Astral Celerity 6 [36]; Astral Travel 4 [56].  
**Skills:** Astral Movement (H) DX [4]; Astral Travel (H) IQ [4].

## Long-Term Projector

100 points

After concentrating for one second, you can astrally project for as long as you like. Your body is mystically freed from the need for food and water while projecting, but you'll eventually lose FP to missed sleep.

This package can be altered for a heavier focus on the inner astral plane: Drop skill to IQ-1 [2], and add Subjective Navigator [1] and Astral Crossing (H) Astral Travel+0 [9].

**Advantages:** Astral Travel 6 [80]; Doesn't Eat or Drink (Astral Projection, -10%; Only while projecting, -10%) [8].  
**Skills:** Astral Travel (H) IQ+2 [12].

## ERGOKINESIS

Electromagnetic manipulation provides a wide range of specialized psionic abilities.



## Amperage Regulator

25 points

You can shut down or overload the electric current flowing through machines. The former stops *all* electricity from flowing in a one-yard radius around you – and with Projection, you can even do this at a distance. The latter sends a surge into any nearby device, possibly shorting it out. Resistance is futile!

**Advantages:** Dampen 1 [12]; Surge 1 [3]\*.  
**Skills:** Dampen (H) IQ-1 [4]; Surge (H) Will-1 [4].  
**Techniques:** Projection (H) Dampen-3 [2].

\* Bought as an alternative ability to Dampen, at 1/5 cost.

## EM Sense

25 points

You can tune your vision into the radar band, "seeing" clearly out to 100 yards even in complete darkness. With a second of concentration, you can retune your ability to pick up electric currents, though your resolution is a bit worse and all normal vision penalties apply.

**Advantages:** Electric Vision 1 [2]\*; Radar Sense 4 [18].  
**Skills:** Electric Vision (H) Per-2 [1]; Radar Sense (H) Per [4].

\* Bought as an alternative ability to Radar Sense, at 1/5 cost.

## Energy Absorber

25 points

You can absorb EM energy into your body. This gives you DR 3 against any energy attack (if your skill roll succeeds) and may be used to warp light around you, giving others -2 to see or hit you.

**Advantages:** EK Shield 3 [12]; Photorefraction 2 [10].  
**Skills:** EK Shield (H) IQ-1 [2]; Photorefraction (H) IQ-2 [1].

## Hacker's Touch

25 points

You can operate a computer via touch – no need to use the keyboard. With a little effort, you can even psychically hack your way into its files and user interface, copying and storing any information you wish. (As a bonus, you can do the same with phone systems!)

**Advantages:** Data Retrieval 1 [8]; I/O Tap 1 [6].

**Perks:** Interface; Internal Memory\*; Phreaker. [3]

**Skills:** Data Retrieval (H) IQ [4]; I/O Tap (H) IQ [4].

\* A new Ergokinesis perk: When you access data using an ability like Data Retrieval or Netrunning, you may choose to store any of the files internally. You can then access this data freely, although this perk grants no special ability to interpret it – only plain text is natively understandable. Your storage capacity is based on your IQ and TL: (IQ×10) bytes at TL0-5, (IQ×10) kB at TL6, (IQ×10) MB at TL7, (IQ×10) GB at TL8, and so on.

## Illusionist

25 points

You can control light within a two-yard-radius area. You can use this defensively, to blur light around yourself (-3 to see or hit you), or you can project a hologram up to 20 yards away; you cannot do both at once.

**Advantages:** Hologram 3 [3]\*; Photorefraction 3 [15].

**Skills:** Hologram (H) IQ-1 [2]; Photorefraction (H) IQ-1 [2].

**Techniques:** Reactive Use (H) Photorefraction-2 [3].

\* Bought as an alternative ability to Photorefraction, at 1/5 cost.

## System Control

25 points

You are a true “universal remote.” You can easily operate things like TVs and DVD players. With some effort, you can take over *any* device within a few yards, as long as it's controlled by a computer (this includes most TL8+ gear). While in, you can rewrite its code – or scramble its circuits – for effects that can last for days before the system sorts them out.

**Advantages:** Remote Control 2 [15].

**Perks:** Universal Remote. [1]

**Skills:** Remote Control (H) IQ [4].

**Techniques:** Reprogramming (H) Remote Control-1 [5].

## Computer Domination

50 points

By concentrating for four seconds, you can attempt to take over any computer you're touching (for a few minutes). If this fails, you're skilled at repeated attempts – or you may settle for a limited form of control: *either* reading files *or* giving the system commands.

**Advantages:** Data Retrieval 1 [2]\*; Ergokinesis Talent 1 [5]; Netrunning 2 [30]; Remote Control 1 [2]\*.

**Skills:** Data Retrieval (H) IQ [2]†; Netrunning (H) IQ [2]†; Remote Control (H) IQ [2]†.

**Techniques:** Adaptability (H) Netrunning-1 [5].

\* Bought as an alternative ability to Netrunning, for 1/5 price.

† Includes +1 from Ergokinesis Talent.

## Photon Projection

50 points

You're able to focus light to intensify or alter it. You can use this to cause a light “explosion” that may blind everyone within eight yards of the focal point *or* to create a two-yard-radius hologram up to 100 yards away. You may also tone it down merely to negate darkness penalties.

**Advantages:** Ergokinesis Talent 1 [5]; Flash 3 [32]; Hologram 5 [4]\*.

**Perks:** Light Amplification. [1]

**Skills:** Flash (H) Will+1 [4]†; Hologram (H) IQ+1 [4]†.

\* Bought as an alternative ability to Flash, for 1/5 cost.

† Includes +1 from Ergokinesis Talent.

## Spark Slinger

50 points

You can wield electricity offensively, from coaxing a bolt of lightning out of a power source (up to 3d from a normal electrical outlet) to polarizing the neurons in a foe's mind. The latter is exceptionally useful against armored foes; if necessary, you can use your Daze technique to shut their minds down for several minutes.

**Advantages:** Confuse 4 [6]\*; Lightning 3 [36].

**Perks:** Static Control. [1]

**Skills:** Confuse (H) Will-1 [2]; Lightning (H) IQ-1 [2].

**Techniques:** Daze (H) Confuse-4 [3].

\* Bought as an alternative ability to Lightning, for 1/5 cost.

## EM Warrior

100 points

Electromagnetism is a powerful weapon in your hands. With a sufficient power source nearby, you can launch a 5d lightning bolt . . . and even *armored* targets are vulnerable to a particle beam. You may instead focus the electromagnetic energy into an explosion of light, potentially blinding everyone with eight yards. Successful use of EK Shield adds DR 4 versus energy – enough to let you walk through an average fire safely.

**Advantages:** EK Shield 4 [16]; Ergokinesis Talent 1 [5]; Flash 3 [7]\*; Lightning 5 [60].

**Skills:** EK Shield (H) IQ [2]†; Flash (H) Will [2]†; Lightning (H) IQ+1 [4]†.

**Techniques:** Particle Beam (H) Lightning-4 [4].

\* Bought as an alternative ability to Lightning, for 1/5 cost.

† Includes +1 from Ergokinesis Talent

## Ghost in the Machine

100 points

With a second of concentration, you can use your psi techniques to take over any computer from a distance while still retaining awareness of your surroundings. You may stay in the computer for several minutes, reading its files and giving it orders as if it were an extension of your own mind.



**Advantages:** Netrunning 5 [75].  
**Skills:** Netrunning (H) IQ+1 [8].  
**Techniques:** Adaptability (H) Netrunning+0 [6]; Secondary Senses (H) Netrunning+0 [6]; Wireless (H) Netrunning+0 [5].

## ESP

When overlapping (p. 21) packages with Visions, it isn't always necessary to merge different "flavors" into a single ability. If the two flavors are inexpensive and work very differently – e.g., Visions (Dream) and Visions (Aspected) – they can coexist as separate abilities, and only the points spent on the Visions *skill* should be merged. However, if the total amount spent on Visions is 18 points or more, it *is* best to combine everything into Visions (Full), spending any remaining points on skill or Talent.

### Fortune-Teller

25 points

You can read someone's future! This is slow (10 minutes) and fatiguing – *very* fatiguing if you're asking for specific details – but generally gives useful visions.

**Advantages:** Prognostication 1 [18].  
**Skills:** Prognostication (H) IQ [4].  
**Techniques:** Directed (H) Prognostication-3 [3].

### Ghost Sight



25 points

If spirits are present nearby, you can see them. In addition, you can *speak* with them, regardless of language. You can even use your psi technique to allow a spirit to borrow your body. You don't suffer -4 to Exorcism skill for lack of holy traits.

**Advantages:** Spirit Communication 3 [18].  
**Skills:** Spirit Communication (H) IQ [4].  
**Techniques:** Channeling (H) Spirit Communication-6 [3].

### Hard to Hit

25 points

As listed under *Probability Alteration* (p. 25).

### Intuitive Divination

25 points

You often receive visions passively when sleeping, and know where to look for useful information when awake. As well, once per day, you can actively use Oracle to seek out advice from the universe; this requires *two* rolls: one to receive the guidance and another to interpret it.

**Advantages:** Oracle (ESP, -10%) [14]; Visions (Dream) [5].  
**Perks:** Exposition Sense. [1]  
**Skills:** Oracle (H) IQ [4]; Visions (H) IQ-2 [1].

### Psi Detector

25 points

When psi is used near you, you may roll to detect it. Success gives you the direction to the psi *or* the target (whichever is

closer) – although you don't know which you're getting. With active use, you can even pick up leftover "psionic residue" from old psi uses in the area.

**Advantages:** Psi Sense 2 [13]; Signature Sniffer [5].  
**Skills:** Psi Sense (H) Per [4].  
**Techniques:** Increased Range (H) Psi Sense-3 [3].

### Psychic Tracker

25 points

You can attune to a subject (person or thing) if you have a piece of it or something closely connected to it. Once attuned to it, you can easily determine its direction (and also its distance, with a successful use of Pinpoint) – and on encountering a place or a person that will have an important future interaction with it, you may receive a vision showing the details.

**Advantages:** Seekersense 1 [7]; Visions (Aspected, Attuned subject) [8].  
**Skills:** Seekersense (H) Per [4]; Visions (H) IQ-2 [1].  
**Techniques:** Pinpoint (H) Seekersense-6 [5].

### Visions of Future and Past

25 points

You sometimes receive unexpected flashes of information related to the past or future. If a person, an object, or a place has been involved in an important or emotionally charged event – or *will be* involved in one – you may get feelings or visions of this when interacting with that subject.

**Advantages:** Retrocognitive Flashbacks 2 [16]; Visions (Second Sight) [5].  
**Skills:** Retrocognition (H) IQ-1 [2]; Visions (H) IQ-1 [2].

### X-Ray Specs

25 points

With a minute of concentration, you can project your vision up to one yard away from your body. This allows you to see through even thick walls, or to spy on someone without actually looking his way. If you use Dark Vision, you can even see inside a pitch-black room (or container).

**Advantages:** Clairvoyance 1 [13].  
**Skills:** Clairvoyance (H) IQ [4].  
**Techniques:** Blind Projection (H) Clairvoyance+0 [6]; Dark Vision (H) Clairvoyance-1 [2].

### Past-Scanner

50 points

You may "scan" any object or area for details about its past – and if you enter an area with an emotionally charged past, the GM will roll *for* you. Success gives you emotions and relatively clear visions pertaining to the most interesting event, plus background information to put it all in context.

**Advantages:** Retrocognition 4 [40]; Retrocognitive Flashbacks [6].  
**Skills:** Retrocognition (H) IQ [4].

## Sensory Projection

50 points

You can displace your vision and hearing to any point with 20 yards. This normally takes a minute, but you can do it *instantly* with Fast Activation. Once activated, you can rotate your viewpoint or shift it (at Move 20) with a skill roll.

**Advantages:** Clairaudience [5]; Clairvoyance 5 [33].

**Skills:** Clairvoyance (H) IQ [4].

**Techniques:** Fast Activation (H) Clairvoyance+0 [8].

## Spotter

50 points

The GM will roll for you to notice whenever psi is used near you. While you get very little information if this roll succeeds, you may immediately follow up with Psidar to determine exactly where the nearest psi is and what his general capabilities are.

**Advantages:** Psi Sense 1 [8]; Psidar 4 [29].

**Skills:** Psi Sense (H) Per [4]; Psidar (H) Per [4].

**Techniques:** Extended Range (H) Psidar-1 [5].

## Hyper-Observant

100 points

You're amazingly aware of your surroundings and very difficult to fool (or escape!). Your abilities warn you of danger, help you make the smartest and safest choice in any situation, and let you see through any psionic illusions or camouflage.

**Advantages:** Danger Sense (ESP, -10%) [14]; ESP Talent 2 [10]; Psychic Hunches 4 [51]; True Sight 1 [15].

**Skills:** Danger Sense (H) Per+2 [4]\*; Psychic Hunches (H) IQ+2 [4]\*; True Sight (H) Will+1 [2]\*.

\* Includes +2 for ESP Talent.

## Precognitive Master

100 points

The future is an open book for you. With a mere two seconds of concentration (fast enough to attempt in combat!), you can see important upcoming events in the lives of people you touch. Even when you aren't actively using your ability, it brings important visions to your attention on its own.

**Advantages:** Prognostication 12 [73]; Visions (Full) [18].

**Perks:** Forecast. [1]

**Skills:** Prognostication (H) IQ [4]; Visions (H) IQ [4].

## PROBABILITY ALTERATION

Probability alterers – sometimes called “fixers” – can produce subtly devastating results. This power favors a creative player!

### Beginner's Luck

25 points

Once per game session, you can use *any* skill as if you knew it at a level equal to its controlling attribute plus your level of Probability Alteration Talent. For example, you could

use Finance at IQ+1. A little bit of this luck bleeds over to your neighbors, who appreciate it.

**Advantages:** Probability Alteration Talent 1 [5]; Wild Talent 1 (Probability Alteration, -10%) [18].

**Perks:** Good Neighbor; Lucky Break. [2]

## Chess Master

25 points

You can warp the odds in favor of yourself and your allies. With 30 seconds of concentration, you can give a bonus to any one roll you or they make. And regardless of whether you use this for Gambling, you always get an extra +1 when playing games of chance.

**Advantages:** Adjustment 4 [22].

**Perks:** Loaded Dice. [1]

**Skills:** Adjustment (H) IQ-1 [2].

## Hard to Hit

25 points

You're difficult to ambush, as Fate twists things to make you aware of the attack in time to avoid it. Even in out-and-out combat, you're a little bit harder to land a blow on.

**Advantages:** Combat Sense 1 [24].

**Skills:** Combat Sense (H) IQ-2 [1].

## Situational Manipulator

25 points

You have some sway over nearby events. This lets you reroll the occasional bad success roll or damage roll, and (with 10 minutes of concentration) impart a bonus to any one action you or an ally is about to take.

**Advantages:** Adjustment 1 [10]; Second Chance 1 [12].

**Skills:** Adjustment (H) IQ-1 [2]; Second Chance (H) IQ-2 [1].

## Doom-Bringer

50 points

You can rain down doom and destruction upon someone! With skin-to-skin contact and a successful Quick Contest, you're able to curse your victim for up to several hours. If you fail (or, worse, *critically* fail!), you have a Second Chance to try again.

**Advantages:** Curse 5 [30]; Second Chance 1 [12].

**Skills:** Curse (H) Will [4]; Second Chance (H) IQ [4].

## Lucky Devil

50 points

Life loves you! Once per game session, you can arrange for an unlikely coincidence. As well, once per hour, you can reroll any success or damage roll – and even if you get a critical failure that you *can't* fix, you end up with a “karma point” for later use.

**Advantages:** Coincidence 1 [27]; Second Chance 1 [12].

**Perks:** Karma Bank. [1]

**Skills:** Coincidence (H) IQ [4]; Second Chance (H) IQ [4].

**Techniques:** Transference (H) Second Chance-9 [2].

## Rain Dancer

50 points

After an hour of concentration, you can adjust the weather in a 0.2-mile-radius area (about 36 city blocks), producing effects that give +2 or -2 to certain rolls. For example, you could summon a light rain on a clear day, disperse a thick fog, or call hail which does 1d-4(0.2) crushing damage per second. Effects end when you stop concentrating.

**Advantages:** Weather Control 2 [44].

**Skills:** Weather Control (H) IQ [4].

**Techniques:** Unsupervised Change (H) Weather Control-9 [2].

## Combat Fixer

100 points

You can warp reality around yourself quickly enough to use it offensively. With only a second of concentration, you can give yourself or your allies a bonus, *or* (with Cursing) penalize an enemy's actions. Most ambushes fail against you, attacks have a hard time hitting you, and you can reroll a failure (or force a foe to reroll a successful attack on you) once per hour of play.

**Advantages:** Adjustment 9 [42]; Combat Sense 1 [24]; Probability Alteration Talent 1 [5]; Second Chance 1 [12].

**Skills:** Adjustment (H) IQ [2]\*; Combat Sense (H) IQ [2]\*; Second Chance (H) IQ [2]\*.

**Techniques:** Cursing (H) Adjustment+0 [11].

\* Includes +1 from Probability Alteration Talent.

## Weather Wizard

100 points

Your ability works similarly to *Rain Dancer* (above), except that it affects a 0.4-mile-radius area (about 144 city blocks) and produces effects of twice the magnitude (+4 or -4 to rolls). Also, with Faster Onset, you can bring about these changes in a few minutes instead of an hour!

You can optimize this package for making lasting changes *instead* of rapid ones – just drop Faster Onset in favor of Unsupervised Change (H) Weather Control-3 [8]. With this swap, alterations take a full hour, but you can then walk away without continuing to concentrate.

**Advantages:** Weather Control 4 [88].

**Skills:** Weather Control (H) IQ [4].

**Techniques:** Faster Onset (H) Weather Control-1 [8].

## PSYCHIC HEALING

For the purpose of *Overlapping Abilities* (p. 21), all versions of Cure are essentially the same ability. A psi who merges Cure Disease and Cure Injury will end up with some level of (unrestricted) Cure.

### Antibodies

25 points

You can inoculate anyone – including yourself – against diseases for the next several minutes. When this would not be long enough to keep a subject safe, you can use Delayed Effect to prolong the duration (although this increases the risk of an infection slipping by).

**Advantages:** Disease Shield 2 [17].

**Skills:** Disease Shield (H) Will [4].

**Techniques:** Delayed Effect (H) Disease Shield-2 [4].

## Empathic Bond

25 points

You can form a brief, emotional bond with another person. This lets you see into his feelings and (with a touch) help soothe his problems and pain. If you're willing and able to take a full day with him, you can widen this bond enough to make it a true diagnostic ability.

**Advantages:** Aura Reading 1 [4]; Empathy (Psychic Healing, -10%) [14].

**Perks:** Soothing Touch. [1]

**Skills:** Aura Reading (H)

IQ-1 [2]; Empathy (H) IQ

[4].



## Regulate Body

25 points

You can control the speed of your aging and metabolism. This allows you to avoid aging (with a successful roll each year) and gives +2 to several HT rolls. You can go into a deathlike trance where you use 20% less air and can last for four times as long without food or water. You can also, just barely, affect others with your gift – specifically, you can keep a dying person alive.

**Advantages:** Life Extension 1 [9]; Metabolism Control 2 (Psychic Healing, -10%) [9].

**Perks:** Life Support. [1]

**Skills:** Life Extension (H) IQ [4]; Metabolism Control (H) HT-1 [2].

## Restore Damage

25 points

You are able to heal the wounds of others. While you have difficulty *actively* healing yourself, you are adept at doing so subconsciously; your damage fades in half the normal time, even when you're not resting.

**Advantages:** Cure Injury 1 [12]; Regeneration (Slow; Psychic Healing, -10%) [9].

**Skills:** Cure (H) IQ [4].

## Treat Disease

25 points

You're adept at diagnosing and curing disease. After an hour of concentration, you can read a patient's aura to identify almost any problem. Once you know the disease, you can often treat it, although this is *very* fatiguing – sometimes it's better to prescribe the right medicine. (Fortunately, you can always tell whether a drug is potent!)

**Advantages:** Aura Reading 2 [7]; Cure Disease 1 [6]; Psychic Healing Talent 1 [5].

**Perks:** Pharmaceutical Probe. [1]

**Skills:** Aura Reading (H) IQ [2]\*; Cure (H) IQ+1 [4]\*.

\* Includes +1 from Psychic Healing Talent.



## Anesthesiologist

50 points

Your psi techniques let you send a cooperative subject into a deep unconsciousness, during which he feels no pain. (You can also do this to a foe, but he may resist or only become dazed.) This allows you to perform surgery, which you can optionally do (at -5 to skill) without even cutting into the patient! Your exposure to sick people has hardened your immune system and organs, making you resistant to everything from disease to simple nausea.

If you lack the Surgery skill, replace Psychic Surgery with a different perk. If you have *no* medical skills, replace both perks.

**Advantages:** Resistant to Sickness (+8) (Psychic Healing, -10%) [7]; Sleep 1 [25].

**Perks:** Natural Doctor; Psychic Surgery. [2]

**Skills:** Sleep (H) Will [4].

**Techniques:** Anesthetic (H) Sleep+0 [6]; Deep Sleep (H) Sleep+0 [6].

## Cellular Control

50 points

You have subconscious control over your cellular processes. This gives you +5 on many HT rolls and allows you to regenerate 1 HP per hour. You can even slow down these processes enough to appear dead; while in this state, you require half the oxygen and 1/32 the food and water you'd normally need.

**Advantages:** Metabolism Control 5 (Psychic Healing, -10%) [23]; Regeneration (Regular; Psychic Healing, -10%) [23].

**Skills:** Metabolism Control (H) HT [4].

## Lay on Hands

50 points

You can heal others' injuries and diseases and – with a psi technique – your own. Common colds and wounds up to 6 HP don't even wear you out, but trickier issues can quickly become fatiguing.

**Advantages:** Cure 4 [36].

**Skills:** Cure (H) IQ+1 [8].

**Techniques:** Self-Healing (H) Cure+0 [6].

## Accelerated Recovery

100 points

Your healing energies are directed entirely inward. You heal amazingly fast (1 HP/minute), can recover lost limbs, snap back from unconsciousness quickly, and might not even age on any given year.

**Advantages:** Life Extension 1 [9]; Recovery (Psychic Healing, -10%) [9]; Regeneration (Fast; Psychic Healing, -10%) [45]; Regrowth (Psychic Healing, -10%) [36].

**Skills:** Life Extension (H) IQ-2 [1].

## Saintly Healer

100 points

You can identify the physical problems (and emotional state) of others with a glance, and heal almost any sickness or injury they have – even to the point of curing blindness or

bringing someone out of a coma. You can fix most life-threatening conditions. When you can't, you can at least keep your subject alive until a better solution can be found.

**Advantages:** Aura Reading 5 [22]; Cure 7 [54]; Psychic Healing Talent 2 [10].

**Perks:** Life Support. [1]

**Skills:** Aura Reading (H) IQ+1 [2]\*; Cure (H) IQ+2 [4]\*;

**Techniques:** Cure Affliction (H) Cure+0 [7].

\* Includes +2 from Psychic Healing Talent.

## PSYCHIC VAMPIRISM

Most Psychic Vampirism abilities cost over 25 points at their lowest level, so while these packages are useful, they only become truly versatile at the 50-point mark and above.

### Basic Weakening

25 points

You can target any nearby subject, draining one of his attributes significantly for 1d×5 seconds. Choose which attribute you can target when you take this package.

**Advantages:** Drain (Attribute) 1 [24].

**Skills:** Drain (Attribute) (H) Will-2 [1].

### Dream Theft

25 points

With a handshake or other skin-to-skin contact, you can steal the dreams that someone will have when he next sleeps. If you can first seduce your subject or similarly obtain a Very Good reaction, he resists at -2!

**Advantages:** Steal Dreams 1 [23].

**Perks:** Poison Charm. [1]

**Skills:** Steal Dreams (H) Will-2 [1].

### Emotional Vampire

25 points

You live to absorb the feelings of others. You get +2 to Acting or Fast-Talk when trying to make someone miserable, or you may simply *drain* his emotions with a touch. The latter typically lasts for around a minute – or for several *hours*, if you use Lasting Effect. While drained, he acts rational and logical, and (due to your insight into his mind) you have +1 to all Influence rolls against him.

**Advantages:** Drain Emotion 2 [15].

**Perks:** Pleasant Theft; Schadenfreude. [2]

**Skills:** Drain Emotion (H) IQ [4].

**Techniques:** Lasting Effect (H) Drain Emotion-5 [4].

### Energy Theft

50 points

You can draw energy from anyone within a few yards – up to 1 FP every two seconds. This is a fairly subtle ability, even more so when you use Far Theft to do it from a greater distance.



When interacting with a large group of people, you automatically drain a small amount of energy over time without even trying!

**Advantages:** Steal Energy 5 [42].

**Perks:** Social Vampire. [1]

**Skills:** Steal Energy (H) Will [4].

**Techniques:** Far Theft (H) Steal Energy-3 [3].

## Foolishness

50 points

You can drastically reduce a subject's IQ, Will, and Perception for 2d×2 hours, during which time you *also* have +1 on Influence rolls against him – making him painfully easy to manipulate! This is usually a close-range ability, but your psi techniques let you use it at a greater distance *and* hide your psychic signature from snooping espers.

**Advantages:** Drain IQ 7 [36].

**Perks:** Pleasant Theft. [1]

**Skills:** Drain IQ (H) Will [4].

**Techniques:** Far Draining (H) Drain IQ-1 [5]; Hide Signature (H) Drain IQ+0 [4].

*They are attracted to the one thing about her that is different from themselves – her life force.*

– **Poltergeist**

## Life-Force Devourer

50 points

In a sense, you're a literal vampire – you can detect and "feed" off others' life force. When not actively feeding, you can sense the presence of living beings. Once you've identified a victim, you can grapple him and begin draining HP. You can use No Contact to drain (at half the rate) from a short distance, but this doesn't make the act any less obvious! If your victim dies from this, you can drain one final HP (or FP).

**Advantages:** Detect Life (Psychic Vampirism, -10%) [6]\*; Steal Life 2 [29].

**Perks:** Blood Healing. [1]

**Skills:** Detect Life (H) Per [4]; Steal Life (H) Will [4].

**Techniques:** No Contact (H) Steal Life-2 [6].

\* Bought as an alternative ability to Steal Life, for 1/5 cost.

## System Shock

50 points

You use your vampirism as a weapon in combat. Your Painful Draining technique lets you stun an opponent *and* drain either his ST or HT for 1d minutes. Your typical tactic is to stun him while draining HT (the HT loss makes it harder for him to recover), attack until he snaps out of it, and then stun him *again* while draining ST. This trick costs you a total of 4 FP, but the

attribute loss lasts longer than most battles – and once you've won, you can recover 1 FP by touching your fallen foe's body.

**Advantages:** Drain HT 2 [26]; Drain ST 2 [6]\*; Psychic Vampirism Talent 1 [5].

**Perks:** Blood Healing. [1]

**Skills:** Drain HT (H) Will+1 [4]†; Drain ST (H) Will+1 [4]†.

**Techniques:** Painful Draining (H) Drain HT+0 [2]; Painful Draining (H) Drain ST+0 [2].

\* Bought as an alternative ability to Drain HT, for 1/5 cost.

† Includes +1 from Psychic Vampirism Talent.

## Waking Nightmare

50 points

You can prevent a person from getting restful sleep, experiencing his lost dreams yourself. You must get within a few yards to do so, but this is a subtle ability and likely to go unnoticed. The effects of missed sleep are unsettling enough, but if you use Destabilizing on the same victim for a few days in a row, the consequences are *much* worse. His nights will remain dreamless . . . but his days will become waking nightmares, filled with diabolical voices that urge him to do horrible things!

**Advantages:** Steal Dreams 3 [40].

**Skills:** Steal Dreams (H) Will [4].

**Techniques:** Destabilizing (Phantom Voices) (H) Steal Dreams+0 [6].

## Zone of Logic

50 points

You can completely shut down someone's feelings from a distance, rendering him cold and rational. With Mass Drain, you can target *multiple* people, as long as they're close together – the greater your margin of success, the larger the area. While this can be a bit overwhelming (as you experience the emotions you've drained), you rarely have difficulty handling it.

**Advantages:** Drain Emotion 4 [30].

**Skills:** Drain Emotion (H) IQ+1 [8].

**Techniques:** Lasting Effect (H) Drain Emotion-3 [6]; Mass Drain (H) Drain Emotion+0 [6].

## Debilitation

100 points

You can drain almost anything from anyone, provided that they're close by. You may choose to lower any one of your victim's attributes (for 2d-2 hours) or to steal his energy (at up to 2 FP/second)! However, this is a single, multifaceted gift, which means that a subject who resists your Steal Energy is immune to *all* of these abilities for 24 hours. As such, it's sensible to soften him up with Drain (Attribute) first.

**Advantages:** Drain DX 6 [7]\*; Drain HT 6 [7]\*; Drain IQ 6 [7]\*; Drain ST 6 [7]\*; Psychic Vampirism Talent 3 [15]; Steal Energy 7 [51].

**Skills:** Drain DX (H) Will+1 [1]†; Drain HT (H) Will+1 [1]†; Drain IQ (H) Will+1 [1]†; Drain ST (H) Will+1 [1]†; Steal Energy (H) Will+2 [2]†.

\* Bought as an alternative ability to Steal Energy, for 1/5 cost.

† Includes +3 from Psychic Vampirism Talent.

## Psi Thief

100 points

You can touch another psi's skin, stealing some of his psionic abilities – or *all* of them, if you use Improved Theft! You usually retain them for several minutes to an hour. Your natural “psychic absorbency” even gives you a HT bonus when psi is being used nearby.

**Advantages:** Steal Power 4 [85].

**Perks:** Invigoration. [1]

**Skills:** Steal Power (H) Will [4].

**Techniques:** Improved Theft (H) Steal Power-1 [10].

## PSYCHOKINESIS

To remain as broadly applicable as possible, the telekinetic packages below make use of both Telekinetic Control (**Psionic Powers**, p. 54) and the four standard TK abilities. If the GM is using just one of these options in the campaign, be sure to take only packages that contain “legal” abilities!

### Basic Telekinesis

25 points

You can use your versatile telekinesis to grab and lift small items (up to 14 lbs.), flick a pebble at supersonic speeds (1d-1 pi), or squeeze someone's innards for 1 HP of injury per second.

**Advantages:** Telekinetic Control 3 [24].

**Skills:** Telekinetic Control (VH) IQ-3 [1].

### Deflector Shield

25 points

You can deflect incoming objects, adding DR 5 against any physical attack with a successful skill roll. The effect helps protect your weapon as well, making it harder to break. (In a high-tech setting, you may wish to take the TK Tether perk instead.)

**Advantages:** PK Shield 5 [20].

**Perks:** Strong Blade. [1]

**Skills:** PK Shield (H) IQ [4].

## Flying Burglar

25 points

While this package has plenty of legitimate uses, it *does* lend itself well to getting into restricted areas. You can levitate slowly (Move 1) in any direction, enabling you to bypass fences and reach upper-story windows easily. If a simple lock is what's keeping you out, you can exert a weak telekinetic force (ST 2) on anything within 20 yards; this is enough to unlock car doors, normal windows, etc., from the other side.

**Advantages:** Levitation 1 [14]; TK Grab 2 (Short Ranged) [8].

**Skills:** Levitation (H) IQ-1 [2]; TK Grab (H) IQ-2 [1].

### Hover-Step

25 points

You can't exactly levitate, but you can telekinetically hold yourself aloft as you walk through the air. This lets you run from rooftop to rooftop, or climb nonexistent “stairs” to reach greater heights, but poses the risk of falling if you trip. If you fall with a wall within reach, you have +1 on any roll to catch yourself; otherwise, you must make a DX roll to stay airborne. If you do hit the ground, your PK Shield will help mitigate the damage.

**Advantages:** PK Shield 1 [4]; Walk on Air (Psychokinesis, -10%) [18].

**Perks:** Gecko Grip. [1]

**Skills:** PK Shield (H) IQ-1 [2].

### Ice Maker

25 points

You can lower the temperature nearby by up to 20° F, focus the cold *inside* a subject for 1 point of damage (either HP or FP), or chill the air in your palm to make ice. When attacked, you reflexively create ice crystals in the air to slow the weapon's momentum, giving DR 1; a similar effect keeps you dry in the rain.

**Advantages:** Cryokinesis 1 [13]; PK Shield 1 [4].

**Perks:** Chill Factor; Umbrella. [2]

**Skills:** Cryokinesis (H) Will [4]; PK Shield (H) IQ-1 [2].

## Telekinetic Cheat Sheet

Because TK Grab (and the general Telekinesis advantage) is subject to the same rules for lifting and carrying items as ST, the math involved can sometimes slow down play. To save time, it can be useful to copy the following chart onto a teke's character sheet. Entries in *italics* are values that need to be calculated for the psi. *Level* refers to the TK Grab level, while *BL* refers to the telekinetic Basic Lift found from this (Level×Level/5).

Weight	Time to Lift	Move
<i>BL</i> lbs.	1 sec.	<i>Level</i>
<i>BL</i> ×2 lbs.	2 sec.	<i>Level</i> ×0.8
<i>BL</i> ×3 lbs.	4 sec.	<i>Level</i> ×0.6
<i>BL</i> ×6 lbs.	4 sec.	<i>Level</i> ×0.4
<i>BL</i> ×8 lbs.	4 sec.	<i>Level</i> ×0.2

With everything pre-calculated, the only information needed is the weight of whatever the teke is lifting. If that falls between two values on the chart, always use the higher one. For example, the chart for a psi with TK Grab 12 would look like this:

Weight	Time to Lift	Move
29 lbs.	1 sec.	12
58 lbs.	2 sec.	9
87 lbs.	4 sec.	7
174 lbs.	4 sec.	4
232 lbs.	4 sec.	2

Should he want to pick up a 70-lb. kitchen table, a quick glance shows that he'll need four seconds to lift it, after which he can move it at seven yards/second.



## Space Heater

25 points

You can heat things up to a noticeable degree, raising the temperature by up to 20° F or causing someone minor heatstroke (1 FP). By focusing the heat, you can cause 1 point of burning damage by touch, or up to 2 points at a distance with a battle of wills. Constant, subconscious control over your own body heat makes you nearly immune to cold temperatures.

**Advantages:** Pyrokinesis 1 [14]; Temperature Tolerance 6 (Psychokinesis, -10%) [6].

**Perks:** Ignition. [1]

**Skills:** Pyrokinesis (H) Will [4].

## Utility Lifting

25 points

You have a fairly strong telekinetic grasp. It's limited to a 20-yard range, but it can move up to 57 lbs.

**Advantages:** TK Grab 6 (Short Ranged) [24].

**Skills:** TK Grab (H) IQ-2 [1].



## Advanced Telekinesis

50 points

With this improved version of *Basic Telekinesis* (p. 29), you can lift up to 57 lbs., fire off pebbles at pistol-shot speeds (2d-2 pi), inflict 2 HP of injury per second on anyone you see, or pick yourself up and fly at Move 1.

**Advantages:** Telekinetic Control 6 [48].

**Skills:** Telekinetic Control (VH) IQ-2 [2].

## Fast Flight

50 points

You can pick yourself up and fly at up to 30 mph! Since this is such a convenient way to get around, you've also learned to channel your telekinetic energy to protect you from inclement weather that might interfere with your travels.

**Advantages:** Levitation 15 [42].

**Perks:** Umbrella. [1]

**Skills:** Levitation (H) IQ [4].

**Techniques:** Rapid Launch (H) Levitation-2 [3].

## Firestarter

50 points

You excel at setting things ablaze! You can deliver 6 points (or 2d-1) of damage to anything you see – or use Expanded Area to target *many* victims. This fire burns extra-hot, easily igniting wood or clothing. You can also raise the temperature by 60° F or give someone heatstroke (inflicting 3 FP/second), but that's not as much fun.

**Advantages:** Pyrokinesis 3 [42].

**Skills:** Pyrokinesis (H) Will [4].

**Techniques:** Expanded Area (H) Pyrokinesis-2 [4].

## Organ Grinder

50 points

You can manipulate objects (up to 25 lbs.) at long range, but your real strength is in crushing internal organs – or the equivalent, for nonliving targets. With a cold stare and a successful Quick Contest, you can do 6 points (or 2d-1) of damage per second to your victim! Brain attacks are much harder, but if you get lucky with one, it's a quick and *somewhat* safer way to take down an opponent.

**Advantages:** Psychokinesis Talent 1 [5]; TK Crush 6 [30]; TK Grab 4 [6]\*.

**Skills:** TK Crush (H) IQ [2]†; TK Grab (H) IQ [2]†.

**Techniques:** Brain Squeeze (H) TK Crush-6 [5].

\* Bought as an alternative ability to TK Crush, for 1/5 cost.

† Includes +1 from Psychokinesis Talent.

## Psychokinetic Warrior

100 points

Your Psychokinesis is your greatest weapon. Defensively, you can add DR 10 on top of any armor you might be wearing. Offensively, you can fire stones for 5d damage, and you regularly use the Rapid Fire technique, which allows *Spraying Fire* and *Suppression Fire* (both p. B409). Against well-armored foes, you can switch to TK Crush, which only does 7 points (or 2d) of damage, but bypasses all DR!

**Advantages:** PK Shield 10 [40]; Psychokinesis Talent 1 [5]; TK Bullet 7 [35]; TK Crush 7 [7]\*.

**Skills:** PK Shield (H) IQ [2]†; TK Bullet (H) IQ [2]†; TK Crush (H) IQ-1 [1]†.

**Techniques:** Rapid Fire (H) TK Bullet+0 [8].

\* Bought as an alternative ability to TK Bullet, for 1/5 cost.

† Includes +1 from Psychokinesis Talent.

## Ultra-Telekinesis

100 points

This is a solid, well-rounded package in the same theme as *Advanced Telekinesis* (above). You can pick up a 230-lb. object (or person), fling pebbles for 3d damage, crush internal organs for 4 points (or 1d) of damage per second, and even fly as fast as a brisk walk (Move 7).

**Advantages:** Telekinetic Control 12 [96].

**Skills:** Telekinetic Control (VH) IQ-1 [4].

# TELEPATHY

Telepathy has a wider range of abilities than any other psionic power. These packages represent a sampling of the most common builds – it would be impractical to cover every sensible combination here.

*Anyway, nobody used to care much about the Watch until one day somebody found out that if you put the Watch and the Knife together, you get a . . . kind of telepathy.*

– *The Lost Room #1.1*

## Eavesdropper

25 points

You can read the surface thoughts of anyone within a few yards. Physical contact gives its usual bonus (**Psionic Powers**, p. 6), so it makes sense to lead with a handshake (+2 to skill) if you can do so inconspicuously.

**Advantages:** Telereceive 3 (Shallow) [24].

**Skills:** Telereceive (H) IQ-2 [1].

## Empath

25 points

You can sense the emotions of anyone nearby. If you don't care for what you sense, you can even *alter* his emotions, though this requires skin-to-skin contact.

**Advantages:** Emotion Control 1 [10]; Emotion Sense 2 [9].

**Skills:** Emotion Sense (H) IQ [4]; Suggestion (H) IQ-1 [2].

## Hidden Communication

25 points

You can mentally communicate with another person via skin-to-skin contact. If he's aware of what's going on, he may project his thoughts at you voluntarily; if not, you can force your way into his mind by overcoming his resistance. Even when not using this ability, it subconsciously aids your communication.

**Advantages:** Telereceive 1 (Shallow) [9]; Telesend 1 [9].

**Perks:** I Know What You Mean. [1]

**Skills:** Telereceive (H) IQ [4]; Telesend (H) IQ-1 [2].

## Likable

25 points

You radiate an aura of likability that makes others react well toward you and leaves them with a particular concept (your choice) that they associate with you. You can focus this by making skin-to-skin contact with someone; unless he resists, he'll actively do whatever you suggest.

**Advantages:** Aspect 2 [8]; Suggestion 1 [10].

**Perks:** Avatar. [1]

**Skills:** Aspect (H) Will-1 [2]; Suggestion (H) IQ [4].

## Local Scan

25 points

You can mentally “sweep” the nearby area, searching for a person. You can look for a specific individual you know (in which case you can sense if he's nearby, and in which direction) or anyone who knows a certain skill (in which case you don't learn anything about the subject, but temporary gain that skill at the 1-point level).

**Advantages:** Borrow Skill 1 (1) [7]; Telescan 2 [15].

**Skills:** Borrow Skill (H) IQ-2 [1]; Telescan (H) Per-1 [2].

## Mental Guard

25 points

You often notice when telepathy is used nearby and have +4 to resist if it's directed at you. If you do resist an attack, you always realize what happened, and may use Telepathy Sense (at +2 to skill) to identify from which direction the attack came.

**Advantages:** Mind Shield 4 [16]; Telepathy Sense 2 [7].

**Skills:** Mind Shield (H) Will-2 [1]; Telepathy Sense (H) Per-2 [1].

## Reprogrammer

25 points

You can rewire neurons to affect memories and behavior; this requires skin-to-skin contact. If you have only a second, you can wipe the last few minutes of memory from a person's head – but if you have a full hour (which generally means a willing or restrained subject), you can potentially rewrite *any* memories as you wish, or even add disadvantages!

**Advantages:** Mental Surgery 1 [2]\*; Mindwipe 1 [20].

**Skills:** Mental Surgery (H) IQ-2 [1]; Mindwipe (H) Will-1 [2].

\* Bought as an alternative ability to Mindwipe, for 1/5 cost.

## Shadow

25 points

You can hide your presence from those nearby. You get +6 to Stealth against anyone who fails to resist, or +12 when standing still! See *Bulk Compensation* (p. 33) for a note about the psi technique here.

**Advantages:** Mind Clouding 3 [18].

**Skills:** Mind Clouding (H) IQ [4].

**Techniques:** Bulk Compensation (H) Mind Clouding+2 [3].

## Trade Bodies

25 points

You can swap bodies with another person! This takes only a second of physical contact, and lasts for several minutes (unless you end it early). The ability to put yourself in another's place aids you greatly in teaching and learning.

**Advantages:** Mind Swap 1 [20].

**Perks:** Deep Study. [1]

**Skills:** Mind Swap (H) IQ [4].

## Communications Hub

50 points

You can easily hold a mental conversation with anyone nearby; by using Multiplicity, you can hold *several* of them simultaneously. This can be valuable when working with a team, as you can “link everyone up” without the need for radios or the like. This is voluntarily communication only – you cannot overhear private thoughts or probe more deeply.

**Advantages:** Telespeak 4 [45].

**Skills:** Telesend (H) IQ-1 [2].

**Techniques:** Multiplicity (H) Telesend-3 [3].

## Mental Override

50 points

You can take limited mental control of anyone within a few yards. If he fails to resist, you can control everything he sees, hears, etc., or just tell him what to do directly.

**Advantages:** Sensory Control 2 [40]; Suggestion 3 [6]\*.

**Skills:** Sensory Control (H) Will-1 [2]; Suggestion (H) IQ-1 [2].

\* Bought as an alternative ability to Sensory Control, for 1/5 cost.

*The visitors tell me that  
there is an organic quality in  
our skulls that dampens  
telepathy, and that this is  
going to fade.*

– Louis  
Whitley Strieber

## Puppeteer

50 points

You can steal another person’s body, leaving your own unconscious for the duration. Your control isn’t especially fine, so physical skills and Acting rolls to impersonate the subject are at -4, while your active defenses are at -2. Most people who read you telepathically will overestimate your abilities, however, not realizing this limitation.

**Advantages:** Telecontrol 2 [45].

**Perks:** Intimidation Factor. [1]

**Skills:** Telecontrol (H) IQ [4].

## Shout

50 points

You can mentally project your thoughts to anyone you know or can see, even at great distances – *infinite* distances, if you’re just sending a mental “knock.” If you choose to focus

your thoughts into a powerful shout, you can overwhelm someone, stunning him if he fails to resist.

**Advantages:** Mental Blow 5 [33]; Telesend 5 [6]\*.

**Perks:** Ping. [1]

**Skills:** Mental Blow (H) Will [4]; Telesend (H) IQ [4].

**Techniques:** Lasting Blow (H) Mental Blow-3 [2].

\* Bought as an alternative ability to Mental Blow, for 1/5 cost.

## Thought Thief

50 points

From a distance, you can enter a person’s mind, where you can listen to his surface thoughts and probe for hidden secrets and memories. If he detects you and reacts by physically attacking, you have +1 on any defense against him.

**Advantages:** Telereceive 4 [45].

**Perks:** Tactical Reading. [1]

**Skills:** Telereceive (H) IQ [4].

## Mental Mastery

100 points

You can read the minds of anyone nearby, both surface thoughts and deeper secrets. You can send your own thoughts (if you wish) for a true two-way conversation, or twist your words into suggestions that the subject must either resist or follow. Your own mind is harder to affect, and you always know if someone tried and failed to dominate you mentally.

**Advantages:** Mind Shield 1 [4]; Suggestion 4 [35]; Telepathy Talent 1 [5]; Telereceive 4 [45]; Telesend 4 [5]\*.

**Skills:** Mind Shield (H) Will-1 [1]†; Suggestion (H) IQ [2]†; Telereceive (H) IQ [2]†; Telesend (H) IQ-1 [1]†.

\* Bought as an alternative ability to Suggestion, for 1/5 cost.

† Includes +1 from Telepathy Talent.

## Psychic Ninja

100 points

You’re a master of stealth and mental attacks. With your Mind Clouding up, you have +10 to Stealth (unless someone resists), allowing you easy access to most places. When within range of your target, you may attack his mind (either to kill or to incapacitate) – but you *must* drop your “stealth field” to do so. Your Mind Shield exists primarily to warn you if *you* are attacked by a telepath.

**Advantages:** Mental Blow 4 [6]\*; Mental Stab 4 [69]; Mind Clouding 5 [6]\*; Mind Shield 1 [4]; Telepathy Talent 2 [10].

**Skills:** Mental Blow (H) Will [1]†; Mental Stab (H) Will [1]†; Mind Clouding (H) IQ+1 [2]†; Mind Shield (H) Will [1]†.

\* Bought as an alternative ability to Mental Stab, for 1/5 cost.

† Includes +2 from Telepathy Talent.

## TELEPORTATION

These packages reference both “normal” Exoteleport and RL Exoteleport, to cater to as many campaigns as possible. Ask your GM what kind of Exoteleport exists in his game world *before* you select your abilities. Also find out whether Innerportation is permitted before taking any package that includes it.



## Evisceration

25 points

You can remove chunks from the interior of someone's body! If he fails to resist, he takes 1d impaling damage, bypassing DR. (Mass Port lets you target an entire *group*, but with difficulty.) You can use this on yourself, in a non-damaging way, to remove foreign matter.

**Advantages:** Innerportation 2 [18].

**Perks:** Expulsion. [1]

**Skills:** Innerportation (H) Will [4].

**Techniques:** Mass Port (H) Innerportation-6 [2].

## Grounded

25 points

You're intuitively anchored in reality, making it harder for others to teleport you against your will. This gives you an "ear" for reality distortions – if anyone 'ports nearby, you usually sense it and realize exactly what's happened.

**Advantages:** Portersense 4 [16].

**Perks:** Inertia Control. [1]

**Skills:** Portersense (H) Per [4].

**Techniques:** Increased Range (H) Portersense-2 [4].

## Hop

25 points

You can make a short-range jump – up to one yard away. While limited, this is useful for getting past doors, walls, etc. If you are standing next to a friend and jump to his position, you can have him end up where you were, for 1 FP.

**Advantages:** Autoteleport 1 [20].

**Perks:** Castling. [1]

**Skills:** Autoteleport (H) IQ [4].

## Fetching

50 points

You can teleport any object weighing 1 lb. or less between any two points. This is useful for many things, from moving grenades behind enemy lines to long-distance pickpocketing!

**Advantages:** Exoteleport 1 [46].

**Skills:** Exoteleport (H) IQ [4].

## Hop Other

50 points

As for *Hop* (above), but you can also 'port *other* people (or things) past walls, doors, etc. You're at -2 to skill when sending yourself, however.

**Advantages:** RL Exoteleport 1 [45].

**Perks:** Castling. [1]

**Skills:** Exoteleport (H) IQ [4].

## Object-Sending

50 points

You can teleport any object weighing up to 4 lbs. from your hand to any location you're aware of. There's no range limit,

but the penalties can get prohibitive! For the simple trick of moving a coin-sized item between your hands, though, you don't even have to roll.

**Advantages:** Exoteleport 3 (Touch-Only) [45].

**Perks:** Coin Trick. [1]

**Skills:** Exoteleport (H) IQ [4].

## Tele-Dodge

50 points

Once per turn, you can "blink" out of the way of an incoming attack, appearing up to 10 yards away. See *Bulk Compensation* (below) for more on the psi technique.

**Advantages:** Combat Teleport [40].

**Skills:** Autoteleport (H) IQ+1 [8].

**Techniques:** Bulk Compensation (H) Autoteleport+1 [2].

## Bulk Compensation

Raising this psi technique (available for the Autoteleport, Combat Teleport, and Mind Clouding abilities) improves it for *all* encumbrance levels, which can cause some confusion when deciding how to list it on the character sheet. For simplicity, treat it as defaulting to skill+0. Then it can be bought up to skill+14 for Mind Clouding, or skill+5 for teleportation abilities. This can never give a net bonus to skill – it serves only to offset encumbrance penalties.

*Example:* Sam has the Autoteleport skill at 14 and the Bulk Compensation technique at 16, or skill+2. When using his psi technique, he can bring along Light or Medium Encumbrance at no penalty to Autoteleport – the +2 from Bulk Compensation offsets the -1 or -2 encumbrance penalty, but doesn't give a net bonus. He can carry Heavy Encumbrance at -1 to skill and Extra-Heavy at -3.

## Personal Teleportation

100 points

You can teleport yourself up to 100 miles, *optionally* 'porting the air for a loud pop at either your departure or destination point. If attacked, you may reflexively blink up to 10 yards away, rolling at full skill to defend (once per turn).

**Advantages:** Autoteleport 10 [80]; Combat Teleport [15].

**Perks:** Bamf. [1]

**Skills:** Autoteleport (H) IQ [4].

## Versatile Teleportation

100 points

You may teleport anything or anyone up to two miles away; this includes yourself, but you're at an extra -2 to skill when doing so. This always takes a minimum of one second, unless you're only teleporting your weapon into your hand – a special trick you've learned to do instantly.

**Advantages:** RL Exoteleport 8 [95].

**Perks:** Exo-Draw (any). [1]

**Skills:** Exoteleport (H) IQ [4].

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