

# Psionic Powers

There are two types of psion in the world, wild psions and true psions.

## True psions

It costs 6 points to become a true psion, this gets you three level 1 psionic abilities and 6 power points with which to power these abilities.

When you create your psion you must choose one specialist school which you are very good at using and one trouble school you have great difficulty using. Your three starting level powers must be from your specialist school. You may not start with any level 2 powers. The general sphere cannot be chosen as specialist or opposite and always costs the cheapest cost to purchase from. True psions cannot be mages or soul casters

## Wild Psions

The wild psion ability can be bought by any class and costs 4 points. The three points gain you one level one ability and three psi points per day with which to use it. A character with a wild psion ability does NOT count as having a secondary class psion. Mages and soul casters can have wild psion powers. Wild psions only regenerate psi points through a good nights sleep and as such once they have used their three psi points they cannot regain them until the following day. Wild psions may not purchase additional psi points. Wild psions may also never attain abilities of greater than level 1.

Wild psions that wish to increase their powers may do one of two things

1<sup>st</sup> they can purchase the wild psion skill again and get another level 1 power and another 3 points to use it with. Characters may buy the wild psion skill as many times as they like.

2<sup>nd</sup> they can spend another 4 points on the wild psion skill and make themselves up to a full psion, this makes them a full psion with psion as their secondary class. Mages and soul casters with wild psion powers CANNOT take this option.

## Psionic Skill Tables

True Psionic Cost: 6 points

Grants the character 6 psi points and 3 level one psion abilities from their favoured school. May only be purchased at character creation.

Wild Psion Cost: 4 points (Regardless of class)

Grants the character 1 level one psion ability and 3 psi points per day to use it.

Psi Points Cost: 1 point

One SP will buy 2 additional psi points

Psi abilities Cost: Varies

This allows the psion the use of one additional psion ability. The cost depends on the level and on how hard the psion finds it to learn the ability

Specialist & General school = 1 point per level of the ability

Normal schools = 2 points per level of ability

Tough school = 3 points per level of ability

Rejuvenation

Cost: 4

Speeds up the basic recovery rate of Power Points to 2 points for every 10 minutes of non-strenuous activity.

Harness Subconscious

Cost: 4

If a Psion chooses he may spend a half an hour attuning his mind and his subconscious into one. He must be at full power points before trying this and if attacked or interrupted for any reason the Psion cannot try again until the next day. However if he succeeds then he doubles his Power Point total. The points last until used and anything over his normal maximum cannot be regained by any means. Can only be done once per day.

Meditation (Skill) (4pts):

When a psion enters meditation he concentrates utterly on regaining his psi points. The psion must spend 20 minutes in meditation preparing himself and clearing his mind. After the twenty mins are up, for every minute he remains in meditation he regains 1 psi point. In order to achieve clarity of mind the psion must be undisturbed during this time. Loud or constant noise such as combat or people talking will distract him and prevent him from achieving the required state of mind. If such things happen the psion must begin again. If the psion is struck during the meditation the psion will lose 2 psi points for every point of damage done and will have to begin the meditation again.

#### Using Psion Abilities

Psions use psi points to power their abilities, some abilities come naturally to a psion and therefore can be used for minimal cost, others are harder and cost more psi points to use. The psi costs for abilities are as follows

Specialist school ability = 1 psi point per level

Normal school ability = 2 psi points per level

Trouble school = 3 psi points per level

Wild psions abilities always count as specialist school abilities and cost 1 psi point per level to use.

#### **Regaining Power Points.**

Power Points are regained through rest. Eight hours sleep will return all used Power Points to a Psion. Other than that they regain used points at the rate of 1 point every 10 minutes of non-strenuous activity. ANY strenuous activity in a 10 minute block means that no points are regained. If a character is unconscious because he has zero or less Power Points then he always regains power points at the slowest speed. If a Psion is diseased or poisoned, regardless of the level of the disease or poison, he will not regain any Power Points until the disease or poison is cured.

#### Using the Powers from within:

To use the powers a Psionist has available to them they have to speak the following clearly for the power to happen:

“By the power of my mind spellcasting <psion ability><effect of ability>”

The ability counts as innate and cannot be interrupted if the caster is struck unless the caster loses consciousness before the verbal is complete. Psion abilities can be resisted using a spell resist in the same way as other spells.

#### Problems of loosing concentration:

Powers take the concentration of a Psion to be completed. During the concentration period if the Psion is distracted or interrupted in some way the power fails they spend the mental power for that power.

#### Armour and Weapons:

A psion may wear any armour as long as they have the skill for it but they may never wear armour that covers their head. If they do they are unable to use their psion abilities.

#### **Psion Powers:**

When buying powers a Psion must buy them at first level then work up. So if a character goes to buy a power say Mind Block 2 they have to buy Mind Block 1 first to represent the training they go through. They may also not buy more than 1 level in any power per event, e.g. they cannot go straight from Mind Block 1 to Mind Block 3.

#### Schools of Psion Powers:

- General  
Everyone may learn these powers
- Metabolic  
This school focuses on the control the cells in the body.
- Mental  
This school focuses on the mind
- Psychokinetic  
This school focuses on movement.
- Energy  
This school is focused on the control and manipulation of the energy.

## **GENERAL**

### **Read Aura 1**

School: General

Cost: level 1

Effect: Allows the Psion to sense Psionic Power at a 1 inch range as per the detect magic skill. If used on a person it will tell the Psion whether they are a Psion and what level they have achieved.

### **Read Aura 2**

School: General

Cost: level 3

Effect: Allows the Psion to tell the Psi level of anyone within line of sight. Tells then whether a person is a wild or true Psion and the highest level ability they have but not what ability. This will also let them see Psionic powers in effect on someone and the level of the power.

### **Empathy**

School: General

Cost: level 1

Effect: Allows the Psion to detect Psionic powers and the level of the power in the same way as detect magic is used.

### **Mind Block 1**

School: General

Cost: level 1

Effect: The Psion goes into a kind of zombie like state that lasts for 30 seconds stopping them from being affected by Psionic or other mind effecting spells and abilities.

### **Mind Block 2**

School: General

Cost: level 2

Effect: The Psion blocks it mind for 45 seconds stopping them from being affected from mind affecting spells and abilities but can not use its abilities while using this power.

### **Mind Block 3**

School: General

Cost: level 3

Effect: The Psion is able to fully protect their mind from mind affecting spells and abilities for 1 minute but they can use other powers at the same time.

### **Mind Disruption**

School: General

Cost: Level 1

Effect: Causes 1 pt to the head of any target in line of sight.

### **Psychometric 1**

School: General

Cost: Level 1

Effect: Refs discretion what single picture the user sees by touching the object while looking for a specific incident. May happen randomly if ref decides it should.

### **Psychometric 2**

School: General

Cost: Level 2

Effect: Refs discretion what the user finds out by touching any object while looking for a specific incident. May happen randomly if ref decides it should.

### **Psychometric 3**

School: General

Cost: Level 3

Effect: Refs discretion what the user finds out by touching any person dead or alive while looking for a specific incident. May happen randomly if ref decides it should.

### **Create Form 1**

School: General

Cost: Level 1

Effect: The user creates a small amount of a substance/element. The creation only lasts for as long as the Psion concentrates.

### **Create Form 2**

School: General

Cost: Level 2

Mechanics: The user wills into being a small object up to hand sized proportions. This object can be anything doesn't have any moving parts, such as a fork or thieves tool. The creation only lasts for as long as the Psion concentrates.

### **Create Form 3**

School: General

Cost: Level 3

Mechanics: The user creates a small hand sized object up to hand sized proportions, such as a chest with hinges and such like. The creation only lasts for as long as the Psion concentrates.

### **Hold**

School: General

Cost: Level 2

Effect: Target paralyzed for 15 seconds

### **Cancel Psionics 1**

School: General

Cost: Level 1

Effect: The Psion can negate the effects of one Level 1 Psion power.

### **Cancel Psionics 2**

School: General

Cost: Level 2

Effect: The Psion can negate the effects of a level 2 Psion power.

### **Cancel Psionic 3**

School: General

Cost: Level 3

Effect: The Psion can negate the effect of a level 3 Psion power

### **Danger Sense**

School: General

Cost: Level 1

Effect: For the next 60 seconds the Psion will feel an unusual sensation if danger is about to strike.

## **ENERGY**

### **Resist Element 1**

School: Energy

Cost: Level 1

Effect: The Psions body is able to resist the first 6 points of specified magical damage e.g. harm, fire etc.

### **Resist element 2**

School: Energy

Cost: Level 2

Effect: The Psions body is able to resist the first 12 points of specified magical damage e.g. harm, fire etc.

### **Resist Element 3**

School: Energy

Cost: Level 3

Effect: The Psions body is able to resist the first 24 points of specified magical damage e.g. harm, fire etc.

### **Psionic Bolt 1**

School: Energy

Cost: Level 1

Effect: Hits an enemy in Line of sight with a bolt of Psionic energy for 2pts of damage to a named location.

### **Psionic Bolt 2**

School: Energy

Cost: Level 2

Effect: Hits an enemy in line of sight with a bolt of Psionic energy for 3pts of damage to a named location.

### **Psionic Bolt 3**

School: Energy

Cost: Level 3

Effect: Hits an enemy in line of sight with a bolt of Psionic energy for 4pts of damage to a named location.

### **Psionic Weapon**

School: Energy

Cost: Level 2

Effect: The weapon counts as a magical weapon for the purposes of effecting creatures.

### **Psionic Wall 1**

School: Energy

Cost: Level 2

Effect: Creates a wall 10ft around the Psion lasting for 20 seconds. Stopping all but pure magical attacks. E.g.. an enchanted sword could not pass through but a spell or a pure magical sword could.

### **Psionic Wall 2**

School: Energy

Cost: Level 3

Effect: Creates a wall 10ft x 10ft x 10ft wall wherever the Psion wants it. It lasts for as long as the Psion concentrates. It Stops all but pure magical attacks. E.g. an enchanted sword could not pass through but a spell or a pure magical sword could.

### **Deflect Energy**

School: Energy

Cost: Level 3

Effect: The Psion can deflect the next ranged spell used on him to another target within 10ft.

### **Phased Weapon 1**

School: Energy

Cost: Level 1

Effect: The first blow with the Psions weapon will strike thru armour.

### **Phased Weapon 2**

School: Energy

Cost: Level 3

Effect: The Psion can strike thru armour for 1 combat or 5 mins

**Energy Embrace 1**

School: Energy

Cost: Level 2

Effect: The Psion surrounds themselves with Psionic energy, absorbing the first 6 points of damage the Psion takes. Lasts 5 mins or till it has absorbed 6 points of damage

**Energy Embrace 2**

School: Energy

Cost: Level 3

Effect: The Psion surrounds themselves with Psionic energy, absorbing the first 12 points of damage the Psion takes, it also makes the Psions weapons count as magical until the spell expires or until it has absorbed is max damage. Lasts 5 mins or till it has absorbed 6 points of damage

**Pyrokinesis**

School: Energy

Cost: Level 1

Effect: Psion can cause a flammable item to burst in to flames by force of will. Psion must concentrate for 30 seconds before it catches fire.

## **METABOLIC**

### **Regeneration 1**

School: Metabolic

Cost: Level 2

Effect: This reduces the Psions healing time by half for one wound.

### **Regeneration 2**

School: Metabolic

Cost: Level 3

Effect: This reduces the Psions heal time by three quarters for one wound.

### **Remove Sense**

School: Metabolic

Cost: Level 2

Effect: The Psion removes 1 sense of a chosen touched target for 30 seconds.

### **Heal 1**

School: Metabolic

Cost: Level 2

Effect: This allows the Psion to heal one point of damage to self

### **Heal 2**

School: Metabolic

Cost: Level 3

Effect: This allows the Psion to heal 2 points of damage to self.

### **Knit Bone**

School: Metabolic

Cost: Level 2

Mechanics: The target of this ability heals a crush effect in half the usually time.

### **Increase reflexes 1**

School: Metabolic

Cost: Level 2

Effect: The Psion can dodge the next melee attack against him.

### **Increase reflexes 2**

School: Metabolic

Cost: Level 2

Effect: The Psion can dodge the next non-magical ranged attack against him.

### **Resist Foreign Body 1**

School: Metabolic

Cost: Level 1

Effect: Psion gains 4 levels of disease or poison resistance, Psion must choose which at time of casting.

### **Resist Foreign Body 2**

School: Metabolic

Cost: Level 2

Effect: Psion gains 8 levels of disease or poison resistance, Psion must choose which at time of casting.

### **Resist Foreign Body 3**

School: Metabolic

Cost: Level 3

Effect: Psion gains 12 levels of disease or poison resistance, Psion must choose which at time of casting.

### **Natural Armour**

School: Metabolic

Cost: Level 2

Mechanics: For 1 combat the Psion gains the effects of wearing plate mail, does not stack with any other armour.

### **Increased Fortitude 1**

School: Metabolic

Cost: Level 1

Effect: The Psion gains +2 loc to one location, may be stacked.

### **Increased Fortitude 2**

School: Metabolic

Cost: Level 2

Effect: The Psion gains +1 loc all over, may be stacked.

### **Stasis 1**

School: Metabolic

Cost: Level 1

Effect: The Psion may extend his death time by 5 minutes.

### **Stasis 2**

School: Metabolic

Cost: Level 2

Effect: The Psion may extend his death time by 10 minutes.

### **Stasis 3**

School: Metabolic

Cost: Level 3

Effect: The Psion may extend his death time by 20 minutes.

### **Chameleon 1**

School: Metabolic

Cost: Level 2

Effect: Can hide anywhere but only as long as they stay still.

### **Muscle boost**

School: Metabolic

Cost: Level 1

Effect: Grants the Psion +1 level of strength for 5 mins

### **Increased Force**

School: Metabolic

Cost: Level 3

Effect: Psion does +1 damage with weapon for 1 combat

### **Psionic Sight**

School: Metabolic

Cost: Level 1

Effect: Allows the Psion to see in the dark for 5 mins.

### **Metabolic Balance**

School: Metabolic

Cost: Level 2

Effect: Allows the Psion to walk on any surface for 30 seconds

### **Cannibalize**

School: Metabolic

Cost: Level 1

Effect: Once active the Psion can cannibalize his own body to power his spells. Instead of using Psi points to power his abilities he can instead use his loc. At the ratio of 2 points of loc = 1 Psi point. The damage can be taken from anywhere the Psion chooses but it cannot be healed by any means. Instead the loc is restored after a good nights rest. Lasts 5 mins

## **MENTAL**

### **Pain**

School: Mental

Cost: Level 2

Effect: The target falls over in pain for 5 seconds.

### **Control the inner beast**

School: Mental

Cost: Level 3

Effect: The Psion touches a target that he can then choose to either make some one go into or come out of a berserk/frenzied state. See berserk rules for effects of making someone go berserk. Stopping someone berserking means the target stops berserking but still needs to rest as per the rules.

### **Astral Projection**

School: Mental

Cost: Level 3

Mechanics: The Psion leaves it body and becomes a spirit like form of their selves. They can not use other powers in this state or touch anything. They can pass through any object unless it has a barrier against such things. The ability lasts for 5 minutes then they get sucked straight back into their body. They must rest for 5 minutes after doing this as it is mental and physically draining to do so. The spirit form can be effected my magical spells and effects only.

### **Glamour 1**

School: Mental

Cost: Level 1

Mechanics: The Psion can change one part of their body in a small wall, i.e. eye colouring, adding a scar and so on.

### **Glamour 2**

School: Mental

Cost: Level 2

Mechanics: For 10 minutes the Psion can look like anyone of the same size as themselves.

### **Glamour 3**

School: Mental

Cost: Level 3

Mechanics: The Psion can seem to be of any shape and size for the next 30 minutes.

### **Reality Shift 1**

School: Mental

Cost: Level 1

Effect: The Psion can make an object up to hand sized seem like anything he wants, i.e. a bag of stones is a bag of gold. Duration 5 minutes

### **Reality Shift 2**

School: Mental

Cost: Level 2

Effect: The Psion can make anything up to human sized seem as he wants for 10 minutes.

### **Reality Shift 3**

School: Mental

Cost: Level 3

Effect: The Psion can make anything up to the size of a room seem like what ever he wants for 15 minutes.

### **Nightmare visage 1**

School: Mental

Cost: Level 2

Mechanics: Cause fear on 1 target creature.

### **Nightmare visage 2**

School: Mental

Cost: Level 3

Mechanics: Cause fear, 10ft radius.

**Remove Emotion**

School: Mental

Cost: Level 2

Mechanics: Allows the removal of any 1 emotion or fear effect.

**Haunting Visage 1**

School: Mental

Cost: Level 2

Effect: Target touched creature gains a strong phobia of the Psions choosing for 5 mins.

**Haunting Visage 2**

School: Mental

Cost: Level 3

Effect: Target touched creature gains a strong phobia of the Psions choosing for 1 hour.

**Mental blank 1**

School: Mental

Cost: Level 1

Effect: One target cannot see the Psion as long as the Psion concentrates.

**Mental blank 2**

School: Mental

Cost: Level 2

Effect: One target cannot see the Psion.

**Knockout 1**

School: Mental

Cost: Level 2

Effect: Subdues the target as per the subdue call.

**Knockout 2**

School: Mental

Cost: Level 3

Effect: Subdues 1 target within line of sight as per the subdue call.

**Mind Detection**

School: Mental

Cost: Level 1

Effect: Allows the Psion to sense any living minds in a 10ft area around them, does not give exact location or other information, just that there is or is not a mind in the area.

**Calm Animal**

School: Mental

Cost: Level 1

Effect: The Psion calms the mind of an animal, it will not stop the animal attacking but it will stop it seeing the Psion as a threat, choosing another target instead.

## **PSYCOKINETIC**

### **Drop**

School: Psychokinetic

Cost: Level 2

Effect: The target must drop a named item.

### **Psionic weapon 1**

School: Psychokinetic

Cost: Level 1

Effect: The Psion may call double for one blow. The Psion may call double until he strikes the target or until an ability is used to avoid the blow e.g. a dodge.

### **Psionic weapon 2**

School: Psychokinetic

Cost: Level 2

Effect: The Psion may call triple for one blow. The Psion may call triple until he strikes the target or until an ability is used to avoid the blow e.g. a dodge.

### **Psionic weapon 3**

School: Psychokinetic

Cost: Level 3

Effect: The Psion may call quad for one blow. The Psion may call quad until he strikes the target or until an ability is used to avoid the blow e.g. a dodge.

### **Kinetic Push 1**

School: Psychokinetic

Cost: Level 1

Mechanics: Target gets knocked back 10 ft

### **Kinetic Push 2**

School: Psychokinetic

Cost: Level 3

Mechanics: In front of the Psion in a 45 degree arc is hit with a 10ft knock back.

### **Kinetic Strike 1**

School: Psychokinetic

Cost: Level 1

Mechanics: Target gets knocked down

### **Kinetic Strike 2**

School: Psychokinetic

Cost: Level 3

Mechanics: In front of the Psion in a 45 degree arc is hit with a knockdown.

### **Psychic Shield 1**

School: Psychokinetic

Cost: Level 1

Mechanics: The Psion gains an extra 6 more points to their front arc once per combat.

### **Psychic Shield 2**

School: Psychokinetic

Cost: Level 2

Mechanics: The Psion gains an extra 12 more points to their front arc once per combat.

### **Psychic Shield 3**

School: Psychokinetic

Cost: Level 3

Mechanics: The Psion gains an extra 24 more points to their front arc once per combat.

### **Remove sound**

School: Psychokinetic

Cost: Level 1

Description: The Psion floats slightly off the ground causing them to cause no sound as they walk.

Mechanics: Gains move silently skill for 5 mins

**Control Mechanism**

School: Psychokinetic

Cost: Level 3

Effect: Psion can open a lock or change the state of any one simple mechanism.

**Weapon Lock 1**

School: Psychokinetic

Cost: Level 2

Effect: Makes the Psion immune to the first disarm effect.

**Weapon Lock2**

School: Psychokinetic

Cost: Level 3

Effect: The Psion cannot be disarmed for 1 combat or 5 mins.

**Enhance Missile**

School: Psychokinetic

Cost: Level 2

Effect: Allows the Psion to speed up projectile weapons. The Psion must touch the projectile before it's fired and use the Psi Points. The projectile then does DOUBLE the standard damage.