

Psion Spells
[Index Sheet](#)

Spell Name	Spell Level	Sphere	Range	Area of Effect	Duration	Verbal	Effect
Astral Projection	3	Psion: Mental	Self	Caster	1 Encounter	N/A	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.
Calm Animal	1	Psion: Mental	LoS	One Target	Instant	N/A	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.
Cancel Psionics 1	1	Psion: General	LoS	One Psionic Effect	Instant	N/A	The Psion can negate the effects of one Level 1 Psion power.
Cancel Psionics 2	2	Psion: General	LoS	One Psionic Effect	Instant	N/A	The Psion can negate the effects of one Level 2 Psion power.
Cancel Psionics 3	3	Psion: General	LoS	One Psionic Effect	Instant	N/A	The Psion can negate the effects of one Level 3 Psion power.
Cancel Psionics 4	4	Psion: General	LoS	One Psionic Effect	Instant	N/A	The Psion can negate the effects of one Level 4 Psion power.
Cancel Psionics 5	5	Psion: General	LoS	One Psionic Effect	Instant	N/A	The Psion can negate the effects of one Level 5 Psion power.
Cannibalize	1	Psion: Metabolic	Self	Caster	1 Encounter	N/A	Once active the psion can cannibalise 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. Cannotbe used in conjunction with spells or abilities that grant temporary loc.
Chameleon	2	Psion: Metabolic	Self	Caster	1 Encounter	N/A	Can hide anywhere for one encounter as long as they stay still.
Control Mechanism	3	Psion: Psychokinetic	Touch	Touched Target	Instant	N/A	Psion can open a lock or change the state of any one simple mechanism.
Control the Inner Beast	3	Psion: Mental	LoS	One Target	Instant	N/A	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.
Create Form 1	1	Psion: General	Touch	Special	Special	N/A	The user creates a small amount of a substance/element. The creation only lasts for as long as the psion concentrates.
Create Form 2	2	Psion: General	Touch	Special	Special	N/A	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	3	Psion: General	Touch	Special	Special	N/A	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.
Danger Sense	1	Psion: General	Self	Caster	1 Encounter	N/A	Psion will feel an unusual sensation if danger is about to strike.
Deflect Energy	4	Psion: Energy	Self	Caster	Till Used	N/A	The psion can deflect the next ranged spell used on him to another target within 10ft.
Detect Lie	1	Psion:Mental	Caster	One lie	1 Encounter	N/A	Once cast the caster can call "detect lie" once during the next encounter. It will only tell the caster if the person is intentionally lying. If they believe what they say is true then it would come back as truth.
Drop	1	Psion: Psychokinetic	LoS	One Target	Instant	N/A	The target must drop a named item.
Empathy	1	Psion: General	Touch	One Target	1 Encounter	N/A	Allows the psion to detect psionic powers and the level of the power in the same way as detect magic is used.
Energy Embrace	2	Psion: Energy	Self	Caster	1 Encounter/Till Used	N/A	The psion surrounds themselves with psionic energy absorbing the first 1 blow or damage spells that strikes the caster
Energy Embrace 2	3	Psion: Energy	Self	Caster	1 Encounter/Till Used	N/A	The psion surrounds themselves with psionic energy absorbing the first 2 blows or damage spells that strikes the caster
Energy Embrace 3	4	Psion: Energy	Self	Caster	1 Encounter/Till Used	N/A	The psion surrounds themselves with psionic energy absorbing the first 3 blows or damage spells that strikes the caster
Energy Embrace 4	5	Psion: Energy	Self	Caster	1 Encounter/Till Used	N/A	The psion surrounds themselves with psionic energy absorbing the first 5 blows or damage spells that strikes the caster

Enhance Missile	2	Psion: Psychokinetic	Touch	Touched Weapon	Till Used	N/A	Allows the Psion to speed up projectile weapons. The Psion must touch the projectile before its fired and use the Psi Points. The projectile then does DOUBLE the standard damage.
Glamour 1	1	Psion: Mental	Self	Caster	1 Day	N/A	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	2	Psion: Mental	Self	Caster	1 Day	N/A	Psion can look like anyone of the same size as themselves.
Glamour 3	3	Psion: Mental	Self	Caster	1 Day	N/A	The Psion can seem to be of any shape and size.
Haunting Visage 1	2	Psion: Mental	Touch	Touched Target	1 Encounter	N/A	Target touched creature gains a strong phobia of the psions choosing.
Haunting Visage 2	3	Psion: Mental	Touch	Touched Target	1 Section	N/A	Target touched creature gains a strong phobia of the psions choosing
Heal 1	2	Psion: Metabolic	Self	Caster	Instant	N/A	This allows the Psion to heal one point of damage to self
Heal 2	3	Psion: Metabolic	Self	Caster	Instant	N/A	This allows the Psion to heal 2 points of damage to self.
Hold	3	Psion: General	LoS	One Target	1 Encounter	N/A	target paralyzed for as long as the psion concentrates
Improved Astral Projection	4	Psion: Mental	Self	Caster	1 Encounter	N/A	As per Astral Projection but the Psion can also see the strength of spirits and can see anything magical. They cannot see the level or type of magic just that something is magical.
Increase Force	3	Psion: Metabolic	Self	Caster	1 Encounter	N/A	Psion does +1 damage with weapon for 1 combat
Increase Fortitude 1	2	Psion: Metabolic	Self	Caster	1 Encounter	N/A	The Psion gains +1 Loc. All over
Increase Fortitude 2	3	Psion: Metabolic	Self	Caster	1 Encounter	N/A	The Psion gains +2 Loc. All over
Increase Fortitude 3	4	Psion: Metabolic	Self	Caster	1 Encounter	N/A	The Psion gains +3 Loc. All over
Increase Reflexes	1	Psion: Metabolic	Self	Caster	Till Used	N/A	The psion can dodge the next melee attack against him.
Increase Reflexes 2	2	Psion: Metabolic	Self	Caster	Till Used	N/A	The psion can dodge the next non-magical ranged attack against him.
Kinetic Push	1	Psion: Psychokinetic	LoS	One Target	Instant	N/A	Target gets knocked back 10 ft
Kinetic Push 2	2	Psion: Psychokinetic	20ft	45 degree arc	Instant	N/A	Everyone in front of the Psion in a 45 degree arc is hit with a 10ft knock back.
Kinetic Strike	1	Psion: Psychokinetic	LoS	One Target	Instant	N/A	Target gets knocked down
Kinetic Strike 2	2	Psion: Psychokinetic	20ft	45 degree arc	Instant	N/A	Everyone in front of the Psion in a 45 degree arc is hit with a knockdown.
Knit Bone	2	Psion: Metabolic	Touch	Touched Target	Special	N/A	The target of this ability heals a crush effect in half the usually time.
Knockout 1	2	Psion: Mental	Touch	Touched Target	Instant	N/A	Subdues the target as per the subdue call.
Knockout 2	3	Psion: Mental	LoS	One Target	Instant	N/A	Subdues the target as per the subdue call.
Mental Blank 1	1	Psion: Mental	LoS	One Target	1 Encounter	N/A	One target cannot see the psion as long as the psion concentrates.
Mental Blank 2	2	Psion: Mental	LoS	One Target	1 Encounter	N/A	One target cannot see the psion.
Metabolic Balance	1	Psion: Metabolic	Self	Caster	1 Encounter	N/A	Allows the psion to walk on any surface for 60 seconds
Mind Block 1	1	Psion: General	Self	Caster	1 Encounter	N/A	The Psion goes into a kind of zombie like state that lasts from a minimum of 30 seconds up to one encounter, stopping them from being effected psionic or other mind effecting spells and abilities.
Mind Block 2	2	Psion: General	Self	Caster	1 Encounter	N/A	The Psion blocks its mind for a min of 30 seconds up to one encounter, stopping them from being effected from mind effecting spells and abilities but can not use its abilities while using this power.
Mind Block 3	3	Psion: General	Self	Caster	1 Encounter	N/A	The Psion is able to fully protect their mind from mind effecting spells and abilities, they can use other powers at the same time.
Mind Detection	1	Psion: Mental	Self	Caster	Instant	N/A	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.
Mind Disruption	1	Psion: General	LoS	One Target	Instant	N/A	Causes 1 point of thru damage to the head of any target in line of sight.
Muscle Boost	2	Psion: Metabolic	Self	Caster	1 Encounter	N/A	Grants the psion +1 level of strength (Max of Quad)
Natural Armour 1	2	Psion: Metabolic	Self	Caster	1 Encounter	N/A	For 1 combat the Psion gains the effects of wearing studded leather, does not stack with any other armour.
Natural Armour 2	3	Psion: Metabolic	Self	Caster	1 Encounter	N/A	For 1 combat the Psion gains the effects of wearing plate mail, does not stack with any other armour.
Nightmare Visage 1	1	Psion: Mental	LoS	One Target	Instant	N/A	Cause fear on 1 target creature.
Nightmare Visage 2	2	Psion: Mental	Self	10ft area around caster	Instant	N/A	Cause fear 10ft radius.
Pain	2	Psion: Mental	LoS	One Target	Instant	N/A	The target falls over in pain for 30 seconds.

Phased Weapon 1	1	Psion: Energy	Self	Caster	Till Used	N/A	The first blow with the psions weapon will strike thru armour.
Phased Weapon 2	3	Psion: Energy	Self	Caster	1 Encounter	N/A	The psion can strike thru armour for 1 combat or 5 mins
Psionic Bolt 1	1	Psion: Energy	LoS	One Target	Instant	N/A	Hits an enemy in Line of sight with a bolt of psionic energy for 1 points of thru of damage to a named location.
Psionic Bolt 2	2	Psion: Energy	LoS	One Target	Instant	N/A	Hits an enemy in Line of sight with a bolt of psionic energy for 2 points of thru of damage to a named location.
Psionic Bolt 3	3	Psion: Energy	LoS	One Target	Instant	N/A	Hits an enemy in Line of sight with a bolt of psionic energy for 3 points of thru damage to a named location.
Psionic Bolt 4	4	Psion: Energy	LoS	One Target	Instant	N/A	Hits an enemy in Line of sight with a bolt of psionic energy for 4 points of thru damage to a named location.
Psionic Bolt 5	5	Psion: Energy	LoS	One Target	Instant	N/A	Hits an enemy in Line of sight with a bolt of psionic energy for 5 points of thru damage to a named location.
Psionic Enchant	2	Psion: Energy	Touch	Touched Weapon	1 Encounter	N/A	The weapon counts as a magical weapon for the purposes of effecting creatures.
Psionic Sight	1	Psion: Metabolic	Self	Caster	1 Encounter	N/A	Allows the Psion to see in the dark for 5 mins.
Psionic Wall 1	2	Psion: Energy	N/A	10ft wall around caster	1 Encounter	N/A	Creates a wall 10ft around the Psion lasting for 5 mins. Stopping all but thru attacks.
Psionic Wall 2	3	Psion: Energy	N/A	10ft x 10ft wall	1 Encounter	N/A	Creates a wall 10ft x 10ft x 10ft wall wherever the psion wants it. It lasts for as long as the psion concentrates.
Psionic Weapon 1	1	Psion: Psychokinetic	Self	Caster	Till Used	N/A	The psion may inflict +1 damage for one blow. The effect lasts until he strikes the target or until an ability is used to avoid the blow e.g. a dodge.
Psionic Weapon 2	2	Psion: Psychokinetic	Self	Caster	Till Used	N/A	The psion may inflict +2 damage for one blow. The effect lasts until he strikes the target or until an ability is used to avoid the blow e.g. a dodge.
Psionic Weapon 3	3	Psion: Psychokinetic	Self	Caster	Till Used	N/A	The psion may inflict +3 damage for one blow. The effect lasts until he strikes the target or until an ability is used to avoid the blow e.g. a dodge.
Psionic Weapon 4	4	Psion: Psychokinetic	Self	Caster	Till Used	N/A	The psion may inflict +4 damage for one blow. The effect lasts until he strikes the target or until an ability is used to avoid the blow e.g. a dodge.
Psionic Weapon 5	5	Psion: Psychokinetic	Self	Caster	Till Used	N/A	The psion may inflict +4 damage for one blow. The effect lasts until he strikes the target or until an ability is used to avoid the blow e.g. a dodge.
Psychic Shield	1	Psion: Psychokinetic	Self	Caster	1 Encounter	N/A	Psion gains 4 points of ablative damage.
Psychic Shield 2	2	Psion: Psychokinetic	Self	Caster	1 Encounter	N/A	Psion gains 8 points of ablative damage.
Psychic Shield 3	3	Psion: Psychokinetic	Self	Caster	1 Encounter	N/A	Psion gains 12 points of ablative damage.
Psychic Shield 4	4	Psion: Psychokinetic	Self	Caster	1 Encounter	N/A	Psion gains 16 points of ablative damage.
Psychic Shield 5	5	Psion: Psychokinetic	Self	Caster	1 Encounter	N/A	Psion gains 20 points of ablative damage.
Psychometric 1	1	Psion: General	Touch	Touched Item	Instant	N/A	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	2	Psion: General	Touch	Touched Item	Instant	N/A	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	3	Psion: General	Touch	Touched Target	Instant	N/A	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.
Pyrokenisis	1	Psion: Energy	LoS	One Target	Instant	N/A	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.
Read Aura	1	Psion: General	LoS	One Target	Instant	N/A	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.
Reality Shift 1	1	Psion: Mental	Touch	Touched Target	1 Encounter	N/A	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	2	Psion: Mental	Touch	Touched Target	1 Encounter	N/A	The Psion can make anything up to human sized seem as he wants for 10 minutes.
Reality Shift 3	3	Psion: Mental	Special	Encounter Area	1 Encounter	N/A	The Psion can make anything up to the size of a room seem like what ever he wants for 15 minutes.
Reflex Boost	2	Psion: Metabolic	Self	Caster	1 Encounter	N/A	Grants the psion +1 level of combat reflexes (Max of Quad)
Regeneration 1	1	Psion: Metabolic	Self	Caster	Special	N/A	This reduces the Psions healing time by half for one wound.
Regeneration 2	2	Psion: Metabolic	Self	Caster	Special	N/A	This reduces the Psions heal time by three quarters for one wound.

Remove Emotion	2	Psion: Mental	Touch	Touched Target	Instant	N/A	Allows the removal of any 1 emotion or fear effect.
Remove Sense	2	Psion: Metabolic	Touch	Touched Target	1 Encounter	N/A	The Psion removes 1 sense of a chosen touched target for 30 seconds.
Remove Sound	1	Psion: Psychokinetic	Self	Caster	1 Encounter	N/A	Spell causes caster to make no sound as they walk. Gains move silently skill for 5 mins
Resist Element 1	1	Psion: Energy	Self	Caster	1 Encounter	N/A	The Psions body is able to resist the first 6 points of specified magical damage e.g harm, fire etc.
Resist Element 2	2	Psion: Energy	Self	Caster	1 Encounter	N/A	The Psions body is able to resist the first 12 points of specified magical damage e.g harm, fire etc.
Resist Element 3	3	Psion: Energy	Self	Caster	1 Encounter	N/A	The Psions body is able to resist the first 18 points of specified magical damage e.g harm, fire etc.
Resist Element 4	4	Psion: Energy	Self	Caster	1 Encounter	N/A	The Psions body is able to resist the first 24 points of specified magical damage e.g harm, fire etc.
Resist Element 5	5	Psion: Energy	Self	Caster	1 Encounter	N/A	The Psions body is able to resist the first 30 points of specified magical damage e.g harm, fire etc.
Resist Foreign Body 1	1	Psion: Metabolic	Self	Caster	1 Encounter	N/A	Psion gains 4 levels of disease or poison resistance, must choose which at time of casting. Does not stack with multiple castings.
Resist Foreign Body 2	2	Psion: Metabolic	Self	Caster	1 Encounter	N/A	Psion gains 8 levels of disease or poison resistance, must choose which at time of casting. Does not stack with multiple castings.
Resist Foreign Body 3	3	Psion: Metabolic	Self	Caster	1 Encounter	N/A	Psion gains 12 levels of disease or poison resistance, must choose which at time of casting. Does not stack with multiple castings.
Resist Foreign Body 4	4	Psion: Metabolic	Self	Caster	1 Encounter	N/A	Psion gains 16 levels of disease or poison resistance, must choose which at time of casting. Does not stack with multiple castings.
Resist Foreign Body 5	5	Psion: Metabolic	Self	Caster	1 Encounter	N/A	Psion gains 20 levels of disease or poison resistance, must choose which at time of casting. Does not stack with multiple castings.
Stasis	1	Psion: Metabolic	Self	Caster	1 Encounter	N/A	The psion may extend his death time by 5 minutes.
Stasis 2	2	Psion: Metabolic	Self	Caster	1 Encounter	N/A	The psion may extend his death time by 10 minutes.
Stasis 3	3	Psion: Metabolic	Self	Caster	1 Encounter	N/A	The psion may extend his death time by 20 mins or another targets by 10 mins.
Suggestion	2	Psion:Mental	Touch	Touched Target	1 Encounter	N/A	When used on a target they can be easily talked in to doing anything at all no matter how stupid. He will not do anything that will directly endanger his life but pretty much anything else.
Weapon Lock 1	1	Psion: Psychokinetic	Self	Caster	Till Used	N/A	Makes the psion immune to the first disarm effect.
Weapon Lock 2	3	Psion: Psychokinetic	Self	Caster	1 Encounter	N/A	The psion cannot be disarmed for 1 Encounter