

Chapter Seven:

Psionic Abilities and Skills

Psionics

This is the study of the powers of the mind. They are specialized abilities and skills that allow a person to use their mind to control matter, energy, and probability at a quantum level. Psionics can be very powerful tools for a character. They can also be powerful weapons. Many of the professions require Psionics to be used.

Don't forget to ask your Game Master if you may have a certain ability before you spend the points on it. They may have restrictions against some of these abilities.

Ability Power Level

When you decide to take a Psionic ability, it is taken at a base ability level for no cost in Character Points. You may not have more Psionic abilities than the base score. Think of the abilities as attributes, just like Strength and Intelligence, only without a racial minimum. Once you have a certain ability, you have to spend points to build the ability up to a usable level.

You may never have a Psionic ability score that is higher than your Psionic Potential score. So, if you have a 12 in your Psionic Potential, you can have up to a 12 in each of your four Psionic abilities. The table below shows the base scores for Psionic abilities.

Attribute Table

<i>Attribute</i>	<i>Base Score</i>	<i>Attribute</i>	<i>Base Score</i>
1-6	0	21-24	10
7-10	2	25-28	12
11-12	4	29-34	14
13-16	6	35-38	16
17-20	8	39-40	18

Psionic abilities, like attributes, cost five Character Points for every point you want to raise them. It is well worth it in the long run to invest some points in your character's Psionic abilities. A character with highly developed Psionic abilities and skills can very formidable.

Learning new skills

Psionics skills are listed after the abilities. They are learned the same way that regular skills are learned, and at the same points. The only difference is there are no very easy or easy Psionic skills. You can take the skills in any order as long the prerequisites are met.

Psionic Modifiers

There are special modifiers to Psionic skill rolls. These are in addition to the standard combat modifiers. Your state of mind and some abilities can also affect rolls.

Modifier Table

<i>Event</i>	<i>Modifier</i>
Combat or high stress	- 4
Repetitive tasks	- 2
Minor injury	- 2
Moderate injury	- 4
Severe injury	- 6
Deadly injury	- 8
Eye contact with target	+ 2
Physical contact with target	+ 4
While having a conversation	- 2

The Auric Field

Living things radiate energy in the ultraviolet spectrum; the radiation given off changes with mood, health, and injury. The body's bioelectric field is also part of this system. This energy field extends 4 inches per point of Psionic Potential. Psions may "pull" their aura close to their body, down to one inch, with a Will Power Roll.

States of Consciousness

When using Psionics, the mental state of your character is very important. Below are the three states of mind a character is likely to be in.

Alpha State - Attaining the Alpha state of consciousness is very helpful when using Psionics. Your mind, body, and soul are more in tune with each other. Using Psionic skills in this state earns you a temporary skill bonus of + 4. It takes a number of turns equal to 30 turns minus your Psionic Potential to enter this state. You must be in a very calm quiet place with a minimum of distractions.

Beta State - The Beta state is the average state of everyone. Your brain is acting normally, not focused on one thing. You have no modifier to your roll in this state.

Hypnagogic State - A Hypnagogic state is one where you are not awake and not dreaming. Your mind is totally unfocused. Since your mind is so jumbled, you suffer a -2 to your mind shield while in this state. The most common way to enter this state is through normal sleep. You can also enter this state by being hypnotized.

Mind Shields

All intelligent living beings have a mind shield. These are the inner defenses of the mind. Psions may have up to three different kinds of mind shields. These additional shields are purchased as Advantages in that section. Mind shields must be overcome for a mental attack to succeed. You get a Will Power roll for each mind shield you have. They recover from attack instantly. They may be dropped voluntarily.

Mind Shield	Effect
Inner Shields	These are the most basic mind shields. They cover the spine, brain, and major neural ganglion.
Skin Shields	This shield covers the entire outer layer of the skin. It automatically stops low-level psionics. Low-level Psionics are any Psionic skills that do not use a probe or link to affect someone.
Auric Shields	This shield follows the outer edge of the aura. It automatically stops low-level Psionics. Low-level Psionics are any psionic skills that do not use a probe or link to affect someone.

Geo-Magnetic Anomalies

Also sometimes called power points, these are places on a planet where odd densities of rock and metallic ore focus the magnetic field of the planet. The planetary magnetic field traps the ambient bioenergy of living things.

This energy can be tapped with a Powertap. A Psion can "recharge" their Stamina at these places. There are a few dangers involved. On several occasions Psions have been drained by the power points. Scientists disagree on whether this is because of a mistake made by the Psion or if some unknown energy being drained the psions. You can never be sure...