

## Psionic Aptitudes

You must first pick an Aptitude, taught by a Psionic Order or earned during character creation as a latent psion. That gives you automatic access to the basic technique(s). Then you must specialize in an area allowing you to take specific psionic powers. You must start at 1 point and then take the next level at two points to get to the next higher psion, you can't select a higher point power without taking at least one of the lower point ones that lead up to it. You must use your 3 points for psionics and/or your freebie points. This makes your freebie points more valuable since you will not get a point bargain like this again. Therefore it is wise to take a few flaws so you can generate more freebie points. Later you can buy off the annoying flaws, or learn to live with them in the game. Once you pick a Psionic Aptitude you can't take another one, except at character creation where you can take one point in one area outside of your Order's field. If you go that route you will never be able to increase that psion, this psion is a result of a latent talent. Each Prometheus machine is unique and has a different effect on the psion's brain. The psions are organized by Psionic Order.

The chart is organized by Psionic Order, which is in green bold text, then there is the Basic Technique(s) that all those who have the Psionic Aptitude enjoy for free, followed by the specialties (and the book it is discussed in) and the techniques themselves in which you can spend your initial 3 points. Each specialty has at least 5 ranks. At first the cost is one point per dot, then it costs four points per rank when buying it with freebie points. When spending experience points in the game it costs 5x the current rating to advance or 7 points to buy a point in a new psionic specialty. You may select either the primary technique in the specialty or the alternate (as presented in other books) changing between them freely. You could take both if you wish to or advance on a specific track. Usually, a person chooses one track, the other options are for those who wish a little variety, however you must have at least a single pick in all the Order's psionic specialties before you can advance to level 5 in a psion without having to suffer from mental disorders.

### **Biokinesis:**

Basic Technique: Biosense

Adaptation (Aeon)

- Metabolic Efficiency
- Oxygen Absorption
- Heightened Reflexes
- Biosynch
- Autonomic Shunt

Psychomorphing (Aeon)

- Sense Biokinesis
- Bioshift
- Assimilation
- Redundancy
- Catabolysis

Transmogrify (Aeon)

- Gross Manipulation
- Molding
- Transformation
- Body Sculpt
- Homonculus

## Clairsentience

Basic Technique: The Sight

Psychometry (Aeon *or* Luna Rising)

- Psionic Echo *or* Subliminal Communications
- Insight *or* Selective Amnesia
- Static Memory *or* Find the Flaw
- Flashback *or* Dream Sight
- Enivison *or* Oak in the Acorn

Psychonaviagation (Aeon *or* Luna Rising)

- Orientation *or* Zero-g Dance
- Dowsing *or* Bloodhound
- Psi Cloak *or* Find the Complement
- Far Sensing *or* Gyre Surfing
- Astrolocation *or* Ride the Storm

Telesthesia (Aeon *or* Luna Rising)

- Sense Mastery *or* Active Defense
- Danger Sense *or* The Tactical Edge
- Sensory Projection *or* Microvision
- Remote Sensing *or* Jewel in the Garden
- Psi Survey *or* Omniscience

## Electrokinesis

Basic Technique: Static Burst

Electromanipulation (Aeon *or* America Offline)

- Stun *or* Sense Bioelectricity
- Disruption *or* Quantum Sight
- Static Shield *or* Higher Consciousness
- Control *or* Neuro-Acceleration
- Feedback *or* The New Prometheus

Photokinesis (Aeon *or* America Offline)

- Control Illumination *or* Highlight
- Spectrum Sight *or* Magnification
- Electromagnetic Shield *or* Spectrography
- Laser Generation *or* Wavelength Remapping
- Hologram Creation *or* Optical Cloak

Technokinesis (Aeon *or* America Offline)

- Power Surge *or* Initialize
- Interface *or* Tap
- Lockout *or* Data Transfer
- Trnmist *or* Recharge
- Microwave Burst *or* Subquantum Interface

## Psychokinesis

Basic Technique: Temperature Control and Molecular Sense

Cryokinesis (Aeon *or* Auora Astralis)

- Thermal Screen *or* Superconductor
- Hypothermic Blast *or* Adhere
- Flash Freeze *or* Hibernate
- Heat Sink *or* Cold Cover
- Cryofreeze *or* Ice Sheath

Pryokinesis (Aeon *or* Auora Astralis)

- Flame Immunity *or* System Burn
- Heatburn *or* Thermal Awareness
- Ignition *or* Weld
- Liquefy *or* Radiative Manipulation
- Plasma Control *or* Flame Sheath

Telekinesis (Aeon *or* Auora Astralis)

- Tow *or* Deafen
- Remote Manipulation *or* Pressure Control
- Force Barrier *or* Sound Control
- Flight *or* Choreography
- Slingshot *or* Constructive Interference

## Telepathy

Basic Technique: Mindscan

Empathy (Aeon *or* Asia Ascendant)

- Sense Emotion
- Exacerbate
- Emotional Achilles
- The Muse
- Mind Bond

Mindshare (Aeon *or* Asia Ascendant)

- The Babel Effect
- Mindspeak
- Pilfer
- Brainjack
- Network

Psychbending (Aeon)

- Willfinder
- Will Control
- Mindshield
- Mindwarp
- Shagg's Folly

## Vitakinesis

Basic Technique: Kirilan Eye

Latrosis (Aeon or Shattered Europe)

- Mending *or* Local Anesthetic
- Antitoxim *or* Forensics
- Metamitosis *or* Catalysis
- Cellular Repair *or* Genetic Profile
- Regeneration *or* Revitalization

Mentatis (Aeon or Shattered Europe)

- Mind's Eye *or* Idiot Savant
- Passive Voice *or* Multi-Tasking
- Ease Trauma *or* Neurological Compulsion
- Chemical Block *or* Paramnesia
- Knit Psyche *or* Neopsyche

Algesis (Aeon or Shattered Europe)

- Inflammation *or* Pain Block
- Contusion *or* Paralysis
- Algesic Shield *or* Seizure
- Lacerate *or* Immune Suppression
- Morbidity *or* Premature Decomposition

Included for sake of completeness, players may not pick this psion except to have a latent one point power in it.

**Teleportation** (cannot be taken by characters normally, except for the first level psion)

Translocation (Stellar Frontier)

- Spatial Integrity
- Jump
- Shimmer
- Long Jump
- Bilocalty

Transmission (Stellar Frontier)

- Relay Object
- Relay Person
- Transmit Object
- Transmit Person
- Selective Transmission

Warping (Stellar Frontier)

- Minor Flux
- Spatial Divergence
- Fading
- Extrusive Crumpling
- Transportal