

## Psionic Powers

When a psionic technique calls for a Psi roll, the character's permanent Psi score is used, not their current score, unless otherwise stated. When a psion runs out of Psi points they can't use any psionic powers including the basic techniques or those techniques that don't require the expenditure of psi points. The psions have to be taken in order; a 1 point psion, then a 2 point psion, then a 3 point psion. When advancing in a psion you may take one at either level; there is a primary and alternate psion for that point level. When advancing beyond a one point psion you may take either the other 1 point psion or advance to a 2 point psion in that chain (primary psions are listed first, then alternate psions). Later you may go back and pick up lower level psions if you wish. If you do so then you must go in order you can't have one level one psion and then two level two psions. You would need to take the other level one psion first.

When you reach a four point psion before going to a five dot psion you must make sure to have at least one point in each of the lower psions including the psions on the alternate chain. If you have 4 points of difference or more between any of the psions in your field you will suffer bad mental effects due to over concentration on a certain field--Psionic Dysfunction, which varies with the order and the discipline in which you have over specialized in. Usually, you want to use this over specialized psion instead of any of your others and have problems controlling yourself. The only exception to this rule is if you take a psion taught by another order. You may pick one level of a psion in another order than your main order, but only at character creation and you will never be able to advance again in that order. The reason is that each order has a different Prometheus machine. The chance to have another level one psion reflects a potential latent psionic power. This means it is possible to get a level one psion without undergoing the Prometheus Effect, such folk are rare though. However, no one has ever reached a second level psion without having to use a Prometheus machine. Exposure to a second Prometheus machine or a second time in the machine of your order always result in permanent psionic dysfunction, which almost always leads to a messy death. One "dunking" per person is the limit, not even the proxies could survive a second exposure to the Prometheus Effect.

A higher order psion is listed as having that power level and the rules may discuss higher ratings. This means that the next level of that psion discipline is taken. Each psionic discipline is not developed separately; instead a level one, level two, level three, level four and level five power has to be taken. You can develop discipline A, B, or C to levels 1-4 normally. You would then want to develop each discipline separately A1, A2, A3, A4, and A5 then you could develop B1, B2, B3, B4, and B5 and finally C1, C2, C3, C4 and C5. You could develop each discipline at a separate progressing say having A1, A2, B1, B2 and C1, C2 and C3 powers. You would be level two with powers A and B and level 3 with power C. If you advance past A4, B4, or C4 you want to make sure you have at least A1, B1, and C1 first to avoid suffering psionic dysfunction. If you have A1, A2, A3 and A4 and the rules mention having A1 at level 3 that means you have been able to take A2 and A3 powers. It doesn't mean that you have to build A1 in 1-5, then A2 in 1-5, A3 in 1-5, A4 in 1-5 and A5 in 1-5. Instead A3 also equals A1 or A2 at level 3.

Level 6 psions do exist, the proxy's have mastered these techniques, few others have even attempted to master them, much less know of them. Only the proxies know if there are higher level psions. Each level of a psion is a geometric rise to the next level. So the difference between level one and level two may only be one point or subject, but

the difference between a level one psion and a level three psion is closer to 6 times the power of the lower level psion rather than 3 times and the difference. The difference between a level one psion and a level 5 psion is a huge difference in power on the order of 12 times as powerful, rather than 5 times as powerful.

Attempts have been made to create other psions, but they tend to be less powerful versions of an already existing technique. The Trinity Player's Guide has rules (at the end of the book) for a free form psionic system. This system will not be used, but it is possible to create new psionic powers using this system. If you create a new psionic power at level 2 or higher you don't have to create a lower level psion; this new psion is a special case. You will be required to teach that new psion to your order's proxy. This is the one exception that Norca's make allowing them to contact former members of their order. Once you teach the leader of your psionic order (the proxy) your new psion you will be able to use it without fear. If you don't share the new psion then when it finally is discovered that you have that psion it will not go well for you. Depending on your order the response will vary from anger to violence. If you develop a new psion you will be rewarded by your order; again depending on that order it can be anything from a cash reward to a hearty slap on the back. Few extra psions; psions outside of the normal track exist. They are always special cases, are rare and usually kept secret by the orders.

if you have one point in a psionic technique then you have access to all the basic techniques for that psion. This is true if you have taken a point in a psion that is out of your order. If there is more than one Basic Technique for your psionic order then you gain access to both techniques when you pick up a level one psion in that discipline.

Rumor has it that all the Proxies have access to a high level psion that allows them to permanently jam or take away the powers of another rogue psion in their field. If true then psions need to be aware of this and take care with their behavior, if not then the Proxies may take other severe actions to reign in unreliable psions. If this power exists it is not known if other psionic order leaders are able to use it or not. Research into developing a power like this is not encouraged, but it is not forbidden. This indicates that it is probably not possible or requires a higher order psion to remove another psion's powers.

## **BIOKINESIS**

**Basic Technique: Biosense**--Biokinesis instills a keen sense of biological awareness in its practitioners. The psion perceives instinctively the presence of nearby living beings, from plants to animals to humans to even bioware. By tracing the psi energy flux emanating from all living things, the Gifted may divine organisms' locations to within a few meters. A biokinetic could move through a crowd or a jungle even if blinded, using Biosense as a sort of "living radar." System: Roll Psi. Success indicates that your character becomes aware of the presence, but not necessarily identity, of any living being within a radius of meters (centered on your character) equal to his Psi score. The subject's size affects the ease with which your character senses it. For example, a human is a standard Psi roll, while a cat is +1 difficulty and a jade plant is +3 difficulty. While the location is revealed, no other information may be discerned without actual physical investigation. Biosense can be useful, but constant use can disrupt the game. The Storyteller should consider the drama of the plot. If a psion uses Biosense with each step he takes, the Storyteller should apply a difficulty modifier or Psi point cost, or even both.

**Basic Technique Somatic Awareness--**Biosense focuses on the world, Somatic Awareness focuses on the biokinetic's own body, attuning her to her body's functions and limits to a degree that no neutral, no matter how athletic, can ever achieve. A psion using this power is fully in tune with her physical capabilities and limitations and can exceed them for brief periods of time. Humans typically have pain and pleasure for feedback responses, which can give a general sense of one's condition. Somatic Awareness gives precise feedback, allowing a psion to know the full extent of her condition — how injured she is and where, what she can do without aggravating those injuries. She can, to a limited extent, ignore the debilitating effects of drugs, alcohol, injury or disease.

**System:** Roll Psi. Success indicates that the biokinetic is aware of her bodily equilibrium and the effects of injuries, drugs, alcohol or the effects of Algesis modes on her body. The player subtracts one from the difficulty of any action that would be penalized by such adversity. Psions can also use Somatic Awareness to briefly push themselves beyond normal limits. Her understanding of her own body enables her to push it without great harm. Roll Psi. The player may boost one of the character's physical Attributes by one dot for a number of turns equal to the number of successes rolled. At the end of the power's duration, the psion suffers one level of bashing damage. This is akin to the fabled "adrenaline rush" that allows mothers to lift cars to rescue their children and the like, but the psion can't push herself to the point of injury with this power. Only one physical attribute may be boosted at any given time. Somatic Awareness also gives psions the ability to comprehend Pheromonal Communications.

#### **Adaptation**

• **Metabolic Efficiency:** Essentially a poison neutralizer, this power allows the psion to ignore the effects of poisons or toxins. His body processes these foreign influences automatically and removes them from the bloodstream with astounding efficiency. This means it is difficult to enjoy the effects of drugs (whether beneficial or otherwise) and alcohol; his body simply eliminates them as they are introduced. Whenever this power activates, the offending substances are converted into n-1 wastes immediately. A psion typically needs to unrate after this power has been active.

**System:** Your character is immune to drugs with toxin ratings equal to his Adaptation level and below (see the Toxin Rating chart, page 229). No roll is necessary as the psion's body purges the foreign substances automatically. For any drugs or poisons with a toxin rating that exceeds the character's dots in Adaptation, his Adaptation score is used as his poison soak rating. This power can be dampened consciously one hour for each Psi point spent.

• **Chemical Comprehension:** While psions who have mastered the basics of Adaptation are rarely subject to poisons and drugs unless they wish to be, it's still useful to be able to determine what's in whatever they're taking into their bodies. This power enables psions to taste anything and determine its chemical composition as well as how dangerous or nutritious it is to an unprotected human, as well as other properties — soil fertility, or pH balance, for example.

**System:** Roll Psi the number of successes determines the degree and complexity of information gained. One success can determine whether a substance is toxic or not, and five provides a precise rundown of the substance's chemical composition and its effect on a living body (if poisonous, its Toxin Rating, see Trinity p. 229). If used in conjunction with the Science Ability, each success adds an additional die to any appropriate use of Science or Medicine.

•• **Oxygen Absorption:** The psion's body adjusts itself to make use of any amount of oxygen available. At this level, the psion can breathe underwater, on hostile worlds, with a plastic bag over his head - anywhere, as long as his body can absorb even the slightest trace of oxygen. Since the shifter's body channels his oxygen intake much

more efficiently than normal, his stamina is enhanced greatly as well. A psion with Oxygen Absorption may still be knocked out by a blow to the head, though he is not harmed by chloroform or poisonous gases.

**System:** As long as there is at least a trace amount of oxygen present, your character breathes normally; simply spend one Psi point for each hour that the psion's body must process its own oxygen. You may also add your character's Adaptation rating to Endurance tests that rely primarily on oxygen loss and muscle fatigue. Your character can suffocate eventually if there is a finite amount of oxygen (say, in a vacuum chamber), but he can still survive in such an environment for hours or days, depending on the area's size.

•• **Self-Contained Metabolism:** Biokinetics with this power can survive for days without water or weeks without food. This does not mean that they will not starve or dehydrate, but that it takes longer. While this power is active, the psion's body recycles its waste products, deriving every last bit of sustenance possible.

**System:** Spend two points and roll Psi. Each success adds another day that the psion can survive without water, or a week he can survive without food. During this time, he feels no hunger pangs or thirst. Once the time expires, the psion will require twice as much food and water for a number of days equal to the days or weeks he went without to compensate for the deprivation. If he uses the power repeatedly, the Psi cost increases by one point per use to account for the increased difficulty in recycling the same products over and over again. If the psion uses this power to subsist on minimum rations of food and water (one meal a day, one-quarter liter of water a day), she can survive indefinitely. As a side effect, psions with this power age more slowly than normal humans — about half as fast for Psi scores up to five dots, and a fifth as fast for Psi scores above five.

••• **Heightened Reflexes:** The psion's reactions are lightning-quick. To onlookers, the psion seems to know what is going to happen before it occurs.

**System:** Characters with this power have two options available to them. When the timing of actions is measured in turns (combat, a timer is ticking away), your character may either automatically "go first" as if you had rolled the highest Initiative, or may take an extra action in his next turn (without splitting his Dice Pool). The second action occurs at half your character's Initiative. In either case, you must spend a Psi point for each turn that the actions are hastened. At five dots in Adaptation, your character may both go first *and* take an extra action at the expenditure of one Psi point.

••• **Social Chameleon:** This power is one of the more unusual and esoteric applications of Adaptation, as it applies to interactions with other humans rather than exotic environments. When this mode is active, the psion is hyperaware of body language, pheromones and other telltale signatures of human behavior. The end result is an ability to read another's body language to a degree almost as effective as telepathy. This power isn't as precise as Pilfer, however. Where a telepath could discern what a liar may be trying to hide, a biokinetic with Social Chameleon can determine that the liar is hiding something, and can use that information and the liar's reactions to guide the conversation toward the topic in question. Even so, this power makes the psion into a superhuman lie detector and grants her superior powers of observation that can mimic a degree of empathy. With this power active, the psion is also aware of and more capable of controlling her own subliminal cues, enabling her to lie with a straight face to a degree the finest con men would envy. She can also use Social Chameleon to blend into any social circle as if she had been a member all along, by mirroring the reactions and signals given off by others in the group.

**System:** This power provides two benefits. First, the psion can interpret everything about a person's actions in a kind of gestalt, giving her the ability to discern whether the subject is lying about something, or whether a topic makes him nervous, and so on.

Seemingly insignificant cues show up as plain as neon-lit billboards to the biokinetic's enhanced senses. Second, she can interpret the best ways to interact with others to get the results she wants or needs. She can use this input to comfortably slip into social interactions with unknown people or discern the proper stimuli to provoke reactions of lust, rage, sympathy or other emotions from them. The player rolls Psi at +1 difficulty — each success adds one die that can be used with Awareness, Rapport, or any Social-based roll later that scene. However, the player must spend two Psi points for each scene the power is active.

•••• **Biosynch:** Short for "biosphere synchronization," this power enables the psion to modify his biology to exist comfortably in different physical environments. The psion can survive extreme pressures, gravity and temperatures, and even breathe toxic atmospheres for short periods of time.

**System:** Spend two points and roll Psi. Your character's biology changes reflexively, allowing him to endure an extreme biosphere shift for a number of hours equal to his Adaptation score plus one hour for each success rolled. Once this duration expires, another point expenditure and roll is needed. While your character can survive a sudden change (due to a hull breach in space, for example), he cannot survive in hostile environments indefinitely.

•••• **Toxic Allergy Inducement:** This mode, like Catabolysis, is rare among Norça and kept hidden. Few know it, and those who do take care to use it in such a way that it will not be traced back to the order. This power works on others. It causes the victim to suffer allergies to nearly everything, including her own biochemistry. Her immune system shifts into overdrive as it attacks anything and everything it misperceives as dangerous, from food to pollen to neurotransmitters. The result is often debilitating and occasionally fatal. **System:**

**System:** Spend two Psi points and then roll Psi at +1 difficulty. Each success indicates one Health Level of Lethal damage inflicted on a target. The damage doesn't take effect all at once, instead accumulating at the rate of one Health Level per hour. This power can be used on the same target more than once, and the results are cumulative — a psion who uses it twice, once for three net successes and one for two, inflicts a total of five successes upon the target. The power will run its course over five hours. Each additional roll incurs a further +1 penalty until the effects wear off. While the victim is subject to the power's effects, she will be unable to hold down any food or drink except water. Her body rejects anything that would be nutritious. It also rejects any drugs or chemicals, granting her immunity to any drug or poison as if she had Metabolic Efficiency and Adaptation at a level equal to the net successes rolled, and beneficial drugs simply have no effect. Additionally, since the body's immune system attacks its own biochemistry, any bodily function can be impaired — even conscious thought.

Characters subject to this power suffer +2 difficulty to all rolls involving Mental and Physical attributes as they find themselves unable to act at full capacity without triggering an allergic reaction, which leads to dizziness, disorientation, possible hallucinations, muscle spasms, aphasia and other physical and mental dysfunctions. The Latrosis power Cellular Repair can negate the effects of Toxic Allergy. The player must roll Psi at +2 difficulty and gain more net successes than the biokinetic received. If the biokinetic has used Toxic Allergy more than once, the vitakinetic must exceed her best roll.

••••• **Autonomic Shunt:** The psion's control of his body is so complete that he is nearly indestructible. After suffering extensive damage, the shifter's body merely "shuts down," functioning at only the most basic level needed to survive. The psion doesn't remain active when his body has shut down. Severe injuries can be survived, but the character won't necessarily be the same afterward; the psion may endure the loss of a

leg, but won't grow it back. Extreme head injuries may be healed physically, but may leave the psion brain dead. Decapitation kills regardless of this power's effects.

**System:** Your character has two additional, permanent "Bruised" Health Levels. Whenever he suffers enough damage to kill him, Autonomic Shunt puts his body into hibernation. Your character's body remains intact until it suffers and additional 15 Health Levels of damage (at which point, all that's left is red paste...). These additional Health Levels must each be healed as Incapacitated. Your character remains comatose until he heals back to Wounded (see Physical States, Trinity page 250). He is ravenous upon regaining consciousness and must spend days doing nothing but replenishing the vital stores of fat and nutrients that he lost while "hibernating."

•••• **Harmonize:** This technique is at the current outer limits of Biokinetic possibility, coming within a hair's breadth of Vitakinesis, although it doesn't have any healing applications. The biokinetic can bring another human's body into synch with her own, by extending her noetic template into the other person. Once this power is active, changes applied to the psion's body also apply to the subject's, allowing the psion to use other Biokinesis techniques to alter the subject as well as offer a few sidereal benefits.

**System:** This technique costs three Psi points to activate, plus one point per additional person synchronized beyond the first, and requires a Psi roll. Psi costs for powers that work on the linked characters are not affected, as the cost to extend the effect is factored into the Harmonize power. Any psionic power that one member uses on herself or another harmonized character affects all of the harmonized characters, provided it directly affects the body — any Biokinetic aptitude, latrosis, Algesis, and some of the Teleportation techniques work in this manner. Other powers that may work with this include the Flame and Ice Sheath techniques from *Aurora Australis*. As a side effect, the linkage also disperses harm among the participants. Add one Bashing and Lethal soak for each participant. In addition, if one participant suffers any Lethal damage, it's spread among the participants. The target of any attack will suffer at least one Health Level if she takes damage at all, but may shift one Health Level to each other participant (who takes it as Bashing damage). As an additional benefit, each psion beyond the first adds one to the effective Psi score for any member's attempt to use psionic aptitudes. This technique lasts for one hour per point of Psi, plus one hour per success.

## Psychomorphing

• **Sense Biokinesis:** By invoking Sense Biokinesis, the psion can determine whether a given subject currently bears any biokinetic augmentation and whether she has ever been manipulated by Biokinesis, and can determine the nature of those augmentations.

**System:** Roll Psi; each success yields knowledge equals of one biokinetic modification (current or past), if any, and its nature. This power works only one subject at a time. At higher levels of Psychomorphing, however, your character may "scan" multiple subjects at one time. The total number of subjects he may inspect at once equals his Psychomorphing rating.

• **Conceal Biokinesis:** This mode is a countermeasure to Sense Biokinesis (*Trinity* pp. 198-199). It would not be necessary were it not for the number of psions outside Norça who have developed Psychomorphing as a secondary mode. This power creates a false biokinetic overlay to either conceal the presence of biokinetic modifications or to create the impression of modifications that the psion never actually had.

**System:** Roll Psi. Each success blocks others' ability to sense one biokinetic modification. The user may also spend successes to instead create the impression of a modification that never existed (say she wants to convince others that she's altered her appearance currently or in the past). The latter are always the first impressions others receive when using Sense Biokinesis. This power also, through as-yet poorly

understood means, blocks other psionic attempts to discern such things, such as attempts from clairvoyants, telepaths or vitakinetics.

•• **Bioshift:** The Norga can adjust his physical frame and muscle tone. He can add muscle to generate greater physical power or to work more easily in a high-gravity environment. He can make his muscles and bones more limber and elastic to move about more easily or to perform in low-gravity environments with ease. His adjustment shifts the psion's own biomass to create the desired effect, although such changes are seldom apparent to the naked eye.

**System:** Spend one point and roll Psi; you may shift temporarily any number of dots in any of your character's Physical Attributes up to the successes rolled. The adjustment lasts 10 minutes for each dot in your character's Psi score. Once shifted, the Attribute dots remain in place until the power's effect wears off or when your character cancels it; he then returns to his normal physiological configuration. The adjustment may raise an Attribute above five dots. If you get three successes on the Psi roll, you could move one dot from Dexterity and two dots from Stamina to raise your character's Strength by three dots, or you could move three from Dexterity and place two into Strength and one into Stamina - or any other combination you wish. Bear in mind that while one or two Physical Attributes may go up for a short time, at least one of your character's Physical statistics drops as well. At 3 Psychomorphing, this effect lasts 30 minutes for each permanent Psi your character has. At 4 Psychomorphing, it lasts a number of hours equal to his Psi score. At five dots in Psychomorphing, the power lasts three hours for each dot in your character's Psi.

•• **Sterile Presence:** Psions with this power never sweat. In fact, they also do not shed hairs, leave finger-prints, have odors or do anything else to leave physical evidence of their presence. A biokinetic with this power could walk through a clean room and not cause any problems. This power has applications in pursuits from the scientific to the clandestine, as the psion can avoid any chance of contaminating experimental samples or he could leave no evidence at a crime scene for forensics specialists to find or analyze.

**System:** Spend one point and roll Psi. For a number of hours equal to successes, the psion has no scent and leaves no biological residue or dander wherever he goes, no matter how few precautions he takes. This power does not negate direct action — a biokinetic who suffers a gunshot wound still bleeds and if someone yanks out his hair by the roots, that will be viable evidence. This power simply prevents such things from happening normally.

••• **Assimilation:** Psions using this power may safely introduce biotech directly into their own bodies. The bioware no longer requires any outside energy source; it draws its power from the shifter's body. The equipment literally becomes a part of its host. Flesh sculpts itself around the bioapp, and the device integrates seamlessly with organs and bones. Though this power is useful, it's considered vulgar by many cultures (seeing a piece of bioware extending from someone's forehead can be very disturbing). It also gives rise to concerns regarding bioweapons and armor, since a clever Norga could hide any number of weapons inside his very body.

**System:** Spend one Psi point to introduce the bioware into your character's body (the Storyteller may require that large assimilations, such as armor and powersuit components, cost additional points). You must also roll Psi and get a number of successes equal the relevant Ability, instead of the normal "Attribute plus Ability" Skill Total. This reflects the symbiotic relationship your character develops with the bioapp. Firing an assimilated biogun involves [Psi + Firearms], while accessing a biocomp's functions IS [Psi + Engineering]. Assimilation also helps your character manage his Tolerance. The Tolerance rating of any assimilated bioware is reduced by one for the purposes of determining your character's overall Tolerance load.

••• **False Signature:** A biokinetic can use this power to superficially adopt the biological traces of another human, provided he has been in physical contact with that other person and “read” him. The psion’s appearance does not change, but his fingerprints, retinal patterns, voiceprint and even DNA read as the other person’s. Any detailed scan will probably pierce the deception, but this power can be used to get past many normal security measures. Due to the potential backlash Norça could suffer if this power were widely known to the rest of the world, only the most trusted members of the Order are taught how to use it and then they keep its use to a minimum. The prospect of other orders gaining access to this power — either through espionage or defection — worries ranking Norça. Some fear it has already happened.

**System:** To be able to use this power, the psion must first make physical contact with the intended target and roll Psi at +2 difficulty. If successful, for the next 24 hours, the psion can adopt all of the signatures (except physical appearance) of that person with the expenditure of two Psi points and a Psi roll. Each success adds one to the difficulty to pierce the disguise. This power is often used in conjunction with Transformation (see *Trinity*, pp. 200- 201).

•••• **Redundancy:** The psion can stimulate his body to grow additional internal organs so that each individual organ is less important to the body as a whole. This means that the shifter can function normally even if maimed severely. Though he does not become any more difficult to kill, he still operates at peak efficiency when suffering from wounds. Certain variations of this power have been recorded by noeticists. Some psions have developed the capacity to ignore pain rather than duplicate internal organs, though the effect is the same as for normal applications of this power. By shutting off their nerves selectively, these psions suffer no short-term effects from damage, yet still retain enough feeling to fire weapons accurately, sense where they are hit and otherwise react to their environments.

**System:** Spend two Psi points and roll so that your character may modify his body appropriately. The initial process takes five hours, although this time may be reduced an hour for each extra success on the Psi roll (to a minimum of one hour). When your character takes damage, spend a PSI point for each Health Level he suffers. He isn’t affected by any wound penalties until the end of the scene. Damage doesn’t affect your character in any way - though he probably leaves a messy trail of gore if he’s Crippled. Upon reaching Incapacitated, he collapses like anyone else. At that point, your character may take a number of Health Levels of damage equal to his Stamina rating before he dies (such “extra” Health Levels are each healed as Incapacitated; see Recovery, page 253). Upon healing from this “extra” damage, your character must use Redundancy again to restore his modified physiology.

•••• **Control Biotech:** A psion with this power can take control of others’ biotech and use it against them (or simply shut it off). This can be disconcerting for another when the proverbial knife turns in her hand. It also allows the biokinetic to operate biotech at a distance, if it normally would not work — activate it, etc.

**System:** Spend two Psi points and roll Psi. For each success, the biokinetic gains absolute control over the biotech device for one turn. He can shut it off or activate any of its functions at will.

••••• **Catabolysis:** The psion’s biological mastery is so great that he may break the very bonds that connect a target’s component molecules. Catabolysis may be used on any living thing, from animals to bioware to people. All that remains after using this power can be used to affect others.

**System:** Spend three Psi points and a Willpower point, then roll Psi at +1 difficulty. Each success rolled equals one Health Level of Lethal damage inflicted on a target. Your character must touch the subject physically, interrupting its bio-organic aura. This attack ignores hardtech armor. Biotech armor may soak the damage because it still has

a vestigial psi aura (but is destroyed in the process). However, armor formed through use of psionic powers (such as Gross Manipulation) cannot soak. Since such psionically formed armor is simply a part of the subject's own organic nature, as it is destroyed the subject herself is injured. The organic subject that suffers this damage is utterly annihilated, starting from the point of contact. Even if the target doesn't die from the attack (an unlikely prospect), the body parts turned to sludge can never be reformed -- that part of the subject's "biological template" has been erased. All that's left is unstable gray ooze. It's been suggested that advanced vitakinetic techniques could restore a victim's lost template, but such an endeavor would be extremely difficult.

•••• **Anabolysis:** The antithesis of Catabolysis, this mode gives the psion the ability to temporarily improve any of his or someone else's Attribute scores for a time, as he enhances his bodily functions in a healthy fashion. This power has no visible effect until the psion uses the power. The body does temporarily alter itself depending on the boost in question. Appearance, Manipulation or Charisma may be boosted due to enhanced pheromonal function, Perception may see the sensory organs develop more nerve clusters or receptors and a Wits boost may come about due to enhanced production of neurotransmitters.

**System:** Spend three Psi points and roll Psi. Each success allows the psion to add one dot to any Attribute — not all. He may improve as many attributes as he likes as long as the total does not exceed the number of successes. This boost lasts for ten minutes per point of permanent Psi. If the psion chooses to use this power to enhance another, the player must spend one Willpower point. Otherwise, it works exactly as above. Characters may not benefit from more than one use of this power at a time.

### **Transmogrify**

This Mode involves manipulating cell structures for the purposes of altering the psion's cosmetic appearance. Some Gifted, enamored of this Mode's versatility, have changed themselves to such degrees that they may be confused for Aberrants. Such use of this power is one of the major reasons for public fear of and suspicion for the Norqa.

• **Gross Manipulation:** This power allows the psion to make temporary adjustments to his physical form. Such changes aren't subtle, and are usually intended as quick offensive or defensive measures. While most psions use this power to form their fingers into knives or to turn their skin into armor, it can also be used to adjust a psion's facial features or to modify his build. The psion cannot imitate another person's appearance, but merely disguise the details of his own. Anyone having even a passing Familiarity with Biokinesiscan readily identify when Gross Manipulation is used.

**System:** Spend one point and roll Psi. The effect lasts for a number of turns equal to your character's Psi score, plus one turn for each success rolled. When this power is used offensively (e.g., to turn fingernails into talons or to make knuckles steel-hard), hand-to-hand attacks inflict Lethal damage. Roll Strength damage normally and add a die for every two successes achieved on the Psi roll (rounded up). A character with 3 Strength who gets two successes adds one die for a total of four dice of Lethal damage on hand-to-hand attacks. When this power is used defensively (e.g., to harden skin), a point of armor is gained for every two successes on the Psi roll (rounded up). This armor can be used against destructive power is a puddle of gray sludge. This is universally devastating to all who suffer its vile effects. Stamina who gets five successes adds three points for a 5 Bashing soak and a 3 Lethal soak. When this power is used to alter appearance, any-one trying to identify your character visually suffers +1 difficulty to Awareness rolls for every two successes you get on the Psi roll (rounded up). Someone who tries to identify a character who received four successes does so at +2 difficulty.

• **Reflexive Shift:** Biokinetics with this power are able to shapeshift in response to changing situations around them — to quickly dodge a sniper's bullet, or to grow patagia to glide if pushed off a rooftop, and so on.

**System:** A psion with one dot of Adaptation and this power can use any Biokinesis power as a free action, at a Psi cost one higher than normal. She can only react defensively — growing armor to absorb an attack or shifting dots into Dexterity to better dodge, for example. She can even react to surprise situations (such as the aforementioned sniper). The psion can only use this power to invoke modes she's purchased.

•• **Molding:** The shifter can stretch and shape his body to extend his reach or to fit into narrow spaces. Norqa use this effect to cross chasms or scale walls without need of climbing gear; they simply stretch themselves far enough to reach handholds. Psions have been known to flatten themselves to only a few centimeters' thickness to slither through narrow spaces.

**System:** Spend one Psi point and roll Psi. Each success equals a meter beyond normal length that your character may stretch his arms or legs (or his neck or tom). Your character's Strength and Dexterity aren't modified by this effect. However, the Storyteller may apply difficulties to Strength- and/or Dexterity-based rolls due to reduced leverage as your character's body stretches out of shape and biomass is distributed to compensate. Alternately, the point expenditure and Psi roll enable your character to flatten his body to a uniform 5 cm thickness. In this form, your character can slither or undulate at no faster than walking speed, but can slip through narrow openings, roll into a ball or perform other visually disturbing but useful maneuvers. Molding takes one turn to complete and lasts for a number of minutes equal to your character's Psi score. Further adjusting the length that a limb is stretched requires another successful Psi roll. Your character may revert to his original form at will (unless the duration of this power is exceeded, in which case he reverts automatically). At 3 Transmogrify, your character may stretch multiple limbs at once, and Molding lasts 10 minutes for each dot of permanent Psi he has. At 4 Transmogrify, Molding changes last indefinitely, adjusting to your character's desires on successful Psi rolls (reverting to original form ends the effect).

•• **Smother:** This macabre power allows a psion to render her form fully malleable and engulf another creature or object equal to or smaller than he is. He can suffocate the victim, cut off her senses, or try to slowly crush her.

**System:** The psion spends one Psi point and rolls Psi. Each success adds one die to Brawl or Martial Arts attempts to grapple another. If the psion successfully grapples his victim, he can choose to suffocate her, cut off her senses and even try to crush the life out of her. If he chooses the latter, he inflicts Strength + Stamina Lethal damage on the victim each turn, but suffers one Health Level of Bashing damage from the exertion. The psion can maintain this power for one turn per point of Psi he has. Additionally, if the Psion can defeat the victim in a Strength + Might contest, he can move the victim's body against her will. For each success the psion achieves over the target, he may walk the target at a speed of one meter per turn. He can also use the target's body to strike others or use weapons — in such cases, the dice pool is equal to the psion's net successes or appropriate Attribute (whichever is lower) + the appropriate Ability score, and damage is based on the psion's Strength. If the target is willing and puts her strength behind a Brawl or Melee attack, the psion can add her Strength score to the damage dice rolled. The victim can break free, but must defeat the psion in a Strength contest. She can try every turn. If the victim has Biosynch, she can adapt to the compression damage.

••• **Transformation:** This power allows a psion to change his biological appearance in some significant cosmetic way. The shifter may make minor adjustments to his eye and

hair color, fingerprints, height and build - even voice may be changed (by altering the voice box). These changes may be subtle, making him appear as a generic "some One else," or they may be combined to create a more radical modification, even to the point of allowing the Norqa to impersonate someone. However, the psion may adjust himself only within the human paradigm; use of this power is limited to minor changes that don't radically affect the psion's basic "physiological template."

**System:** Spend one Psi point and roll Psi. The Story-teller may apply a difficulty modifier depending on the degree of adjustment. An unmodified roll could change your character's eye color, while a c3 difficulty could be assigned for a complete change of racial type, making the psion indistinguishable from a "real" person of that race. If this power is used to impersonate someone, you must also make a Style roll to determine the disguise's success (see Disguise, page 237). TL psion does not gain that individual's capabilities (knowledge, speech patterns, combat skills). ' physical duplication is only skin deep. The adjustment itself takes a number of ti equal to the number of successes needed (due to difficulty modifiers), but may be maintained indefinitely.

•• **Fluidic Shift:** This power can be a bit disconcerting to see in action. The psion renders her form malleable and fluid in a manner similar to Molding, but can move with much greater speed, allowing him to use this power to avoid attacks or flow through a hazardous area, such as a maze of laser beams. The psion also has much greater control over how she moves, making it easier for her to perform otherwise difficult acts of contortion and acrobatics. System: System: System: System: System: Spend two Psi points and roll Psi. For one turn per point of Psi, the psion may add the number of successes to Dodge, Stealth and Athletics rolls. If the psion has Transmogrify ••••, this effect persists for 1 minute per point of Psi. At Transmogrify ••••• the effect persists for 10 minutes per point of Psi.

•••• **Body Sculpt:** The psion can manipulate his body in obvious ways with this power. Flesh c may be changed radically, even creating pattern! rainbow, leopard-spotted or camouflage CI schemes. Considerable cosmetic modifications ma made by "molding" the skin in whatever shape psion wishes. Additional organs and limbs ma! formed. A biokinetic might give himself a set of fictional wings or a tortoise-like shell of armor. He add a prehensile tail or a sword-like spur of external bone. Essentially, any modification that is not normal for human physiology may be created under the pieces of this power. When Body Sculpt is used with Transformat the shifter can shape himself into exceedingly biz forms. Tales abound of "angelic" and "demo psions shaping themselves in the images of bib entities, and of more bizarre biokinetics "become animals, mythic beasts and even stranger things. Perhaps the most bizarre of all psionic powers, Body Sculpt converts psi energy into mass (and vice versa is therefore bound by the Laws of Thermodynamics though the exact methods of this mass-energy exchange could require years of study to outline clearly. Still simple fact that it abides, however uniquely, by known physical laws gives noeticists some degree of comfort that the power isn't Aberrant related.

**System:** Spend two Psi points and roll Psi. Storyteller may add difficulty modifiers depending on the degree of change attempted. Once complete. adjustment lasts indefinitely. Each alteration mus performed separately (e.g., two separate attempt: needed to grow wings and to create a two-color mottled pattern across the flesh). Your character make a number of changes equal to his permanent Body modifications give your character physical capabilities. Wings allow him to fly slowly cat's-eye pupils bestow night vision; an extra pair of arms offers extra hands, but not enhanced strength. Body Sculpt requires a great deal of creativity or part of player and Storyteller alike, since it involves diverse and bizarre biological changes.

••• Living Toolkit: With this power, a biokinetic never needs a wrench, a hammer, a screwdriver, or a lockpick ever again. She also never again needs a knife or brass knuckles or any other hand-held weapon, either. She can shape her fingers, hands, arms, feet and legs into utilitarian forms for use as tools or weapons, even increasing the density of her flesh and bone to equal that of high-quality steel, adding mass through the same means that Body Sculpt does. This power is fairly bizarre, allowing the psion to perform such feats as making her skeleton nearly unbreakable, or reshaping her fingertips into lockpicks while simultaneously “feeling” her way through the tumblers. The biokinetic suffers no loss of sensation in the altered body parts, although she’s less likely to suffer much pain due to the increased durability.

**System:** Spend two Psi points and roll Psi. The number of successes determines how effective the change is. For tools, each success adds one die to uses of that tool — Intrusion for lockpicks, Engineering for general tools, etc. For weapons, add +1 die to damage done for each success, and the psion can choose to make it Bashing or Lethal, depending on the type of weapon. For armor, add +1 soak per success. Uses of this power that increase density and add mass add 10 kg per success — most uses that provide weapons or armor fall into this category. This power literally allows the user to shape her body into any plausible mechanical (not electronic) tool. Creativity should be rewarded, but players shouldn’t go overboard.

•••• **Homunculus:** Psions advanced to this may create miniature simulacrum of themselves. Norca with this power is a one-person espionage team. Each homunculus is distinct from the psion. While the shifter always knows the general condition of his simulacrum (though an extension of the Biosense technique, presumably), the psion cannot issue it “thought commands.” The bond between a Gifted and his homunculus is very strong; while there are tales of “rogue” simulacrum, the Norca state that a homunculus stops at nothing to be rejoined with its “parent.” Homunculus works by literally converting a bit of the psion’s own Form into a miniature replica. This flesh and muscle separates from the psion’s “biological template,” giving rise to some danger if a homunculus is destroyed. Some biokinetics, having lost homunculi for various reasons, exhibit missing feet, hands and even whole limbs.

**System:** Spend three Psi and one Willpower, then roll Psi at +1 difficulty. Your character “loses” one Health Level’s worth of flesh to sculpt the homunculus. The Health Level remains “lost” until your character subsumes the simulacrum back into his body. You must determine from where the homunculus is drawn (hand, Foot, back). That portion of your character’s body is lost until the homunculus returns, although Body Sculpt may be used to create a substitute limb in the interim. If the creation is destroyed, your character heals the Health Level as a point of Lethal damage, but the flesh is never regained. The simulacrum acts just like a tiny version of your character, having the same tendencies and reactions as its “parent.” You roleplay the homunculus, although the Storyteller may step in when she Feels it’s appropriate. Your character must communicate with his simulacrum just as he would with another person. When the creation is reabsorbed, your character assimilates the homunculus’ experiences and knowledge. Each homunculus is half a meter tall and weighs roughly 10 kg. It is a perfectly proportioned replica of its parent in virtually every way. A homunculus’ Physical reone e any Mode ratings. Its Ability Traits equal its creator’s, and Backgrounds may be used at the Storyteller’s discretion. A simulacrum’s Psi score is three less than its parent’s (to a minimum of 1, at which rating Psi powers can still be used, but with only one die). Its Health Levels are Hurt (-1), Maimed (-2), Incapacitated (unconscious).

•••• **Parasitic Rider:** Psions with this power gain ability to plant biological “bugs” on others. Through unknown mechanism, the psion transmutes a portion her brain into noetic energy, which then melds with target’s noetic template, returning to physical

form. the psion reclaims this material, she gains the sensory impressions for the time that she carried the material. However, the longer they were carried, less complete the impressions are.

**System:** This is a variation of the Homunculus effect. psion spends three Psi points and one Willpower point, and rolls Psi against a difficulty equal to the target's Stamina. For each rider the psion sends out, she subtracts one dot from one of her Mental Attributes (player's choice). If the subject dies, or the psion is otherwise unable to regain the Rider, the loss is permanent, but the attribute may be restored to its former score at half normal XP cost. To reclaim the rider, the psion must be in the target's physical presence for at least a turn. Once the rider returns, the psion makes a Perception + Awareness roll at +1 difficulty (because she's dealing with another's perceptions). If the rider was gone for more than an hour, the roll is at +2 difficulty, for a day, +3, and +1 more for each additional day. If the difficulty exceeds +5, the rider's impressions are vague and useless to the biokinetic. The number of successes determines the clarity of impressions — one success means that the psion knows where the subject was while he carried the rider and what he did in general terms. With five successes, she has near-photographic recall of the subject's activities. Psions subjected to this power can sense the rider's presence with an Attunement roll. Sense Biokinesis can identify the rider with a single success (so users often try to conceal it). Parasitic Rider does not grant access to the subject's thoughts and emotions, only his sensory impressions.

## CLAIRSENTIENCE

**Basic Technique: The Sight**--A more refined manifestation of the basic Attunement that all psions possess, this technique enables the clairsentient to "see" the psi energy flowing through all things even more clearly. A psion can sense if an individual is a strong latent, gauge a fellow psion's strength, feel the magnitude of energy in an area or even detect an active power nearby. This technique can also be used to perceive areas of strong Aberrant taint. Noetic scientists believe that the taint's resonance somehow conflicts with psi, creating a "blind spot" in the subquantum energy flow. Even so, sensing taint IS difficult; detecting a half-dozen powerful Aberrants nearby may be relatively easy, but trying to sense an average-strength one at a distance can be quite challenging.

**System:** Your character's Attunement sensing range (see page 191) is increased by a number of dots equal to his highest-rated Mode. So if your character has 5 Psi and 4 Telesthesia, you add the four dots in Telesthesia to his five dots in Psi to determine his full sensing range. Characters exceeding a 10 sensing range add one million kilometers for each point beyond 10. These additional points apply only to determine an increases sensing range; they do not reflect your character's overall Attunement to psi energy nor the amount of backlash he might take from psionic shock waves (such things are indicated purely by your character's Psi score). Using the Sight to sense taint is no easy task (base +2 Difficulty). The Storyteller should feel free to modify the difficulty further depending on the distance, number and power of Aberrants (or area tainted) involved. Ultimately, the plot's drama takes top priority. If sensing a nearby Aberrant would ruin a carefully arranged story, then the Sight simply doesn't pick up the creature for some reason.

**Basic Technique: Empty the Eye**--Filters our distractions and concentrate on the question at hand, a vital technique to block out sensory overload and sensory distractions. Roll Psi, each success reduces the by 1 Difficulty to any Difficulty that is added from external stimulation when using a Clairsentience power.

## Psychometry

• **Psionic Echo:** The clairsentient can touch an object or person and sense who or what has come in contact with it in the recent past. An abandoned biogun might register that it was handled by a missing psion. A murder suspect might register that she was recently in contact with the murder victim. Spend one point and roll Psi. Your character must have strong contact with the subject; a brief touch or using the power a meter away from the subject imposes a +1 difficulty (and this modifier increases dramatically as the subject gets further away). At low Psychometry levels, the psion merely gets an impression of strong basic contacts made by the subject. At three dots in Psychometry, he gets a general sense of the person or item's physical condition at the time contact was made with the subject. At five dots, a person's mental condition at the time of contact with the subject can be sensed. Thus, an abandoned biogun might register that it was handled recently by a missing psion. A murder suspect might register that she was recently in contact with the murder victim.

**System:** Spend one point and roll Psi. Your character must have strong contact with the subject; a brief touch or using the power a meter away from the subject imposes a +1 Difficulty (and this modifier increases dramatically as the subject gets further away). At low Psychometry levels, the psion merely gets an impression of strong basic contacts made by the subject. At three dots in Psychometry, he gets a general sense of the person or item's *physical* condition at the time contact with the subject can be sensed. Thus, an abandoned biogun might register that it was handled recently by a missing psion, and that she was hurt badly (three dots) and unconscious (five dots) at the time.

• **Subliminal Communication:** Seers trained in the art of Subliminal Communication can manipulate psionic energy in subtle and precise ways, creating a kind of Morse Code for psi. Subquantum energy manipulated in this way must be kept in a static form to retain the message--and psi energy, by its very nature is far from static. Herzog himself solved this problem by creating the focal crystal, which can store small amounts of psi energy in fixed configuration (see Lunar Rising page 122). The crystal is essential not only to retain the message, but also to create the message itself. The psion focuses on the crystal's facets and falls into the light trance required to manipulate subquantum particles. In this way, ISRAns can leave short messages for one another in their crystals that can be perceived across vast distances.

**System:** Spend 1 Psi point and roll Psi for your character to encode a message in her focal crystal. Essentially, your character captures a portion of her own psi energy within the crystal, then shapes the subquantum particles into the desired message. Your character must be able to physically see the crystal so that she may enter the trance state, inject your own psi energy and form the message. Therefore, range is rather limited. Creating the message takes a few minutes at most, but the message contained in the crystal lasts for a number of days equal to your character's Psi score before dissipating. Sensing for a Subliminal Communication in another psion's focal crystal requires spending one Psi point and making a standard Attunement roll (see Trinity page 191). As a result, scanning with subliminal Communication is limited only by the clear's Attunement range. The scan is handled like any other Attunement use since your character uses her innate psionic awareness to pick up the unique psionic cues of the stored message. Any psion may sense a focal crystal's signature on a successful Attunement roll. However, the character must have Subliminal Communication and make a successful Psi roll to interpret the message inside.

•• **Insight:** This power can be used to sense where an object or person has been; the psion gets a psionic impression of the places an object or person has been; the psion gets a psionic impression of the place a subject has visited. These places have some significance to either the subject or the psion, even if the subject was at the locales for a few minutes. The clairsentient might not be familiar with the areas detected, but can still

get a basic sense of them ("a large, dirty room," psion recognizes their atmospheres immediately).

**System:** Spend a point of Psi and roll. Your character must touch the subject. While the Psi roll is necessary to sense the auras an object was exposed to, your character recognizes those auras immediately if he encounters them in person--or if he's already encountered them. A psion could know that a subject has been to the Moon or was in a specific building, or perhaps even in a room within a building if that room has a distinct atmosphere. A clairsentient with three dots in Psychometry knows specifically when the subject was in a locale. At five dots, he has general sense of what was going on at the locale (a festival, a fight, a conversation), which may suggest what the subject was doing at the place.

•• **Selective Amnesia:** Just as a seer can attune herself to an object or place and draw on the ambient subquantum energy to view details of things that occurred there, she can use her own things that occurred there, she can use her own "aura" to mask her experiences. Selective Amnesia, in some ways an extrapolation of Psi Cloak, enables the psion to hide events she experienced under layers of psionic noise; they are then safe from mundane methods of extraction (hypnosis, drugs, interrogation). Even telepathic probes have an extremely difficult time pulling forth the submerged memory. While this power may sound like a Telepathy ability, Selective Amnesia is more a matter of personal perception--and such percepts still fall under Clairsentience's preview. Still, a clear must be careful when using this technique since she can unwitting tear free entire chunks of her psyche.

**System:** After choosing what memory to suppress (anything from a few seconds to an entire scene), spend one Psi point and roll Psi. The time the memory remains suppressed depends on the number of successes, rolled as noted below. The number of successes rolled is likewise the difficulty applied to any Telepathy attempts to uncover the memory (see Trinity under Plifer, page 224). Failure means the memory wasn't suppressed. A botch means your character loses the event forever to the vagaries of subquantum flux--she is left with a gap in her memories.

Successes	Duration
1	1 week
2	1 month
3	6 months
4	1 year
5	1 decade

Your character may recall the memory before this time passes by focusing on her chosen *zikkir* and willing herself to remember. Otherwise, the psionic static dissipates after the listed duration and returns the event unbidden and in full detail to your character's mind. The Storyteller may call for a Willpower roll on this recall if the selected memory was especially intense. If you fail this roll, the memory takes over your character's senses and distracts her completely from her present surroundings for one turn. A botch loses the memory utterly, as described above. Your character may use Selective Amnesia on a number of memories equal to her Psi rating. If she attempts any more than that, you must roll Psi at +3 Difficulty for each separate memory, including the one currently being masked. A memory returns on a successful roll; it is whipped clean forever on a failed roll.

••• **Find the Flaw:** This specialized use of Psychometry senses the relative strength of subquantum energy flowing through a subject to reveal its hidden physiological weak points. The subject could be a person, item, building, or even an Aberrant. Even though Aberrants are devoid of psi, overwhelmed as they are by the taint, subquantum energy surrounds them. Those places where psi touches and Aberrant most closely, therefore are weak points. Find the Flaw is one of clairsentinent's most useful tools; It

enables the seer to take appropriate step to fix a weak point--or to use the point to destroy the target. This ability obviously gives the "gentle" clears a definite edge in combat.

**System:** Spend one Psi and roll. Each extra success on the Psi roll adds one die to your character's subsequent attempt to repair or destroy the subject. Find the Flaw works only once against an opponent, and it lasts for just the scene. The information is intuitive a flash of insight--"this beam is weak!" or "go for his right hand!" Engineering difficulty to create a makeshift support for the beam, or for targeting the opponent's unarmored limb, but little more. In fact, there are a number of circumstances when Find the Flaw gives your psion relatively useless information. Looking at a bomb, she may intuit that removing the trigger mechanism will stop it from exploding--but Find the Flaw doesn't impart information on how to disarm it. Similarly, she may get a flash of cellular decay from an opponent, but the fact that the subject has liver cancer doesn't make him any easier to hit.

••• **Static Memory:** The clairsentient can sense recent activity in a designated area. Details are not conveyed, but a general idea of activity is. For example, a psion might sense that a Fight occurred in a room, but not who was involved or if anyone was hurt.

**System:** Spend one point and roll your Psi score. The number of successes rolled indicate the clarity of information gained, say from recognizing that some kind of scuffle occurred (one success) to recognizing that a murder was committed (three successes). The number of dots your character has in Psychometry determines the size of the area he can scan. Three dots indicate a room or small building, four a large ship or small region (less than a kilometer in radius) and five a larger region of space a few kilometers in area. No matter the size of the region scanned the, psion must be within it.

•••• **Dream Sight:** At this level of awareness, a clear can filter out the surface appearance of reality and see through to the fundamental subquantum structures that connect to events. The world becomes a collection of symbols laden with data and hidden connections that the trained clairsentient can interpret. In this "dream--Quest" state, past and future blur, as do illusions such as distance and chaos.

**System:** Spend two Psi and roll Psi at +1 Difficulty. If successful, your character enters a waking dream--state in which she can focus on the ebb and flow of subquantum influences. Possible insights might include (but are not limited to) specific details about a Storyteller character, background information or plot lines that only the Storyteller knows, or the precise outcome of some proposed course of action. The number of extra successes rolled indicates the degree of insight your character recalls when she wakes up from the trance. The information learned is quite cryptic, however, and requires your character to puzzle out the psionic patterns to determine the shapes they from. Successful interpretation with one extra success could reveal that a suspect's psionic aura never crosses a crime's nexus point, thus clearing the individual of involvement; three extra successes might slow psionic backlash, that results from the team dying during a sneak attack on a Committee for Truth hideout, which suggests that might be a foolhardy course of action. Dream Sight's duration fluctuates, varying from only a few minutes one time to many hours the next. The Storyteller should set the time for whatever he feels best suits the story's dramatic tension. While using Dream Sight, your character is marginally aware of events taking place in the real universe around her. She can prematurely pull herself out of the trance on a successful Willpower roll, but she requires two extra successes on that roll to remember anything from the trance.

•••• **Flashback:** Objects or people can be used to actually see into the past. The psion witnesses past events, but only from the subject's perspective. Because this power conveys information exclusively from the subject's point of view, the psion cannot witness events that the subject was not exposed to. If the clairsentient touches a credit card, he might have a perspective of events around the card and whether it was used at

any point. But, if the card was dropped, it conveys information only from a position on the floor; events from such a perspective may be blurred or blocked entirely (conversations might be garbled or visuals distorted).

**System:** Spend two Psi points and roll Psi. Your character must touch the subject for Flashback to be effective. The number of successes on the roll indicates how many senses your character may use, or the clarity of information conveyed. One success might allow access to a subject's "eyesight," while three successes might enable the clairsentient to use all senses to observe past events.

•••• **Envision:** The clairsentient has a personal perspective on the past. By touching an individual or object or sensing in a location, the psion becomes a "noncorporeal" observer of events that occurred in or around the subject. Events unfold as if the clairsentient was there, regardless of what the subject experienced.

**System:** Spend three Psi points and roll. The successes gained on the Psi roll indicate the clarity of visions. One success may mean scenes are distorted or jumpy, while several successes may mean events are repeated from moment to moment for the psion as they occurred originally. Each success also indicates the area over which events can be witnessed; one indicates a larger room, three indicate an area the size of a large freighter and five indicate a few kilometers--area region of space. Repeated attempts to see further back or to see more events are possible (see Second Chances Trinity page 162).

•••• **Oak in the Acorn:** This application of psi opens the seer's mind to the full ramifications of a person, place or thing--its essential role or "destiny" in the noetic Totality is revealed. Through directed mediation, the clairsentient can uncover nearly any fact about her subject, from the nature of a childhood trauma to the time and circumstances of death. This technique is not especially limited by time, although details can be disrupted by wanting to focus on an especially emotionally charged or violent event (birth, lovemaking, combat death). Such situations disturb the subquantum flow and make clairsentient viewing difficult.

**System:** Spend three Psi points and roll Psi. To use this ability, your character must be physically present with the subject or have a psi print (see Trinity page 194). Your character focuses on the question she wants answered and slips into a trance. She goes into the trance whether or not the roll was successful; the roll indicates that she emerges from it spends the time adrift in subquantum eddies. On a botch, her mind is lost within the implicate order for a number of days equal to the botch. She may even suffer psionic dysfunction or a mental derangement as a result. Only telepathic intrusion awakens your character while she is entranced. Not even physical injury breaks this trance before she acquires the information she desires. The trance's duration depends on the complexity of knowledge your character wants to discover. Simple inquiries (how did he get that scar?) take about an hour, while more complex attempts (how does he die?) can take several days. The number of successes rolled reveal the degree of information learned; one success is enough to reveal he got the scar from hitting his cheek on the corner of a table, while discovering the circumstances of his death requires at least three successes. Remember that your character view these events as an outsider. Like any other Clairsentience power, Oak in the Acorn does not impart an innate understanding of the subject's thoughts or motives. Also, the further your character tires to sense through time, the more fragmented perception becomes. It takes a great deal of effort to sift through the constantly shifting layers of subquantum energy, thereby reducing the overall clarity of the vision.

## **Psychonavigation**

• **Orientation:** The psion can establish his location with this power. Even if hopelessly lost in the Amazon or at a dead-end Lunar subcorridor, the psion can cast out his

senses to perceive the nearest familiar land- mark by which to navigate. While Orientation doesn't inform the psion that he's in the Mato Grosso, for example, it does relate that he's 500 km north-north- west of Slo Paulo. The clairsentient with basic skill in Psychonavigation can only "spot-check" his location, focusing each time to get an update. A psion with greater capability can maintain Orientation as he travels.

**System:** Spend one point and roll Psi. The effect centers on your character, covering a radius equal to 50 times his Psi score in kilometers(8 Psi covers a 400 kilometer radius). The number of successes rolled indicates the scan's relative accuracy, from relating distance to the nearest known landmark with few successes to indicating multiple known landmarks as well as direction, distance, elevation and heading with several successes. So, "I'm somewhere to the north and within 500 kilometers of Slo Paulo" (one success), "I'm north-northwest 483 kilometers and moving away from Slo Paulo" (three successes), and "I'm north-north- west 483.625 kilometers and moving east at 700 kph, altitude 2,000 meters" (five successes). At 3 Psychonavigation, your character's sensing radius increases to 100 times his Psi score in kilometers. Additionally, he can maintain Orientation for as tions are at +1 difficulty during this time, and a Will- power point may even be required to maintain the power

• **Zero-g Dance:** Clears prefer to be away from gravity wells when piecing together complex visions. The zero-g dance is essentially a form of noetic meditation and uses physical movement in free fall to help the seer filter out distractions like the "psionic interference" cause by large stellar objects. It tunes to the pure subquantum signal of clairsentient awareness.

**System:** Roll Psi. Each success negates a difficulty your character suffers due to proximity to a stellar object. As long as your character maintains the dance, any remaining successes may be applied on a one-for-one bases as additional dice to a subsequent Psychonavigation attempt. Refer to the distances from stellar objects listed above. Also, your character must be in free fall to perform the zero-g dance, even if she is away from a gravity well (such as in an artificial--gravity environment). This usually involves simply turning off the psuedo-gravity grids or spacewalking outside a station to generate its own artificial gravity. Surprisingly, Luna does not impose any difficulty on Psychonavigation attempts. It's believed that the proximity of the ISRA Prometheus chamber may offset the Moon's "psi shadow."

•• **Dowsing:** Since all things from human beings to inanimate objects resonate with psi energy to some degree, a clairsentient can use this power to try sensing the "signature" common to a specific kind of object or to a person. The psion can cast his senses in all directions in search of a particular kind of individual, other psions or ships bearing certain kinds of cargo. The psion must have encountered the specific type of subject for which he's sensing to use Dowsing effectively.

**System:** Spend one Psi point and make a roll. The power centers on your character, but covers an area equal to 50 times his Psi score in kilometers. The number of successes rolled determines the relayed information's accuracy, from "there are three psions to the east" (one success) to "there are two electrokinetics and a psychokinetic, all located at different sites, but 1 know where" (five successes). Your character can maintain contact for the remainder of the scene. This requires no concentration on his part, but an Awareness roll is required to sense if current subjects leave or new ones enter the scanned area. At four dots in Psychonavigation, your character's sensing radius increases to 100 times his Psi score in kilometers. With 5 Psychonavigation, your character's sensing radius covers 300 times his Psi score in kilometers.

•• **Bloodhound:** Members of Al Alif are feared for their ability to hunt down virtually anyone. This simple technique, also called "Keep the Path" by philosophically minded ISRAns, is the reason. It allows the clear to track anyone for whom she has a psi print

(see Trinity page 194). Only when the psi residue fades from the print or if the target flees beyond the pursuer's sensing ability does the clear lose the trail.

**System:** Spend one Psi point and roll Psi. Your character requires a psi print of the subject for this power to work. Each success rolled equals an additional die that your character receives on any attempts to track, tail, or locate the subject. Bloodhound's sensing range is equal to that of Orientation (Trinity page 204). Bloodhound fails under any of the following conditions: once the subject's aura fades from the psi print, if the subject goes beyond your character's sensing range, or if the subject uses Psi Cloak to hid his presence psionically.

•• **Psi Cloak:** Much of a clairsentient's sensing prowess comes from tapping into the psi energy that Flows through all things - and sensing the relation- ship of other beings and objects to that subquantum layer of reality. The psion can cloak his own presence in this "psionic stream" with this power. Psi Cloak does not render the user physically invisible; instead, it en- ables the clairsentient to shield himself from forms of psionic detection, including from Attunement.

**System:** Spend one Psi point and roll. Each success on your Psi roll equals a difficulty applied to any- one trying to detect your character psionically (if you roll three successes, a character attempting Dowsing on your character does so at an automatic +3 difficulty). The cloak at this level lasts a number of minutes equal to your character's Psi score, and he needn't concentrate to maintain it. At 4 Psychonavigation, the power endures 10 times his Psi score in minutes. At five dots in the Mode, Psi Cloak functions a number of hours equal to your character's Psi score. If your character has 4 Psychonavigation, 7 Psi and rolls three successes on Psi Cloak, anyone attempting to sense him psionically during the next 70 minutes does so at +3 difficulty. Psi Cloak works not just against Psychonavigation powers such as Dowsing, but against any psi power that locates its target through a means other than normal sensory perception. Other Clairsentience and even Telepathy powers that tap into the psionic flow to connect with a target are hindered by Psi Cloak. However, a clairsentient or telepath with an unenough sensory information beyond just accessing psi auras to lock onto the subject. Psi Cloak doesn't work against direct line of sight (this does not include video feeds, holoprojection and the like, though).

•• **Find the Complement:** A favorite technique of the Sharifiyya, this power allows a seer to locate an item that suitably "completes" the subject (be it a person or thing). For example, looking for the complement of a discharged laser pistol indicates the nearest cache of power cells, while looking for the complement of a lonely person locates a similarly minded romantic partner. Like a good matchmaker, this power does not establish pre-ordained relationships, but it suggests only the most suitable nearby options.

**System:** This power functions just like the Dowsing (Trinity page 205), with the following variation; Items or people located are "synergistically appropriate," granting and extra die to Dice Pools in which they are used with their "complement." For instance locating a person adds the bonus to the subject's rolls involving interactions with the person found. If the Storyteller feels that there is nothing within range of your character that suits the desired requirements, Find the Complement is ineffective.

••• **Farsensing:** The clairsentient with this power can extend his senses over vast distances, whether through the reaches of space or across a planet. This power is key to plotting courses and traveling through space without the aid of charts, or into space that simply hasn't been mapped. It's also used extensively to sense reliable routes of travel on a substellar scale (e.g., through orbital-station corridors or across mountain ranges). The psion projects his senses in all directions to detect objects, bodies, barriers and other potential threats. The clairsentient can sense both the safest and the

most direct routes to a destination, and decide which is best for his purposes before setting out.

**System:** Spend two Psi points and roll; if successful, sensing is automatic (your character need not concentrate). Farsensing lasts for a number of days equal to your character's Psi score, and the range of detection is about one AU (the distance from the Earth to the sun) for each permanent Psi your character has. Obviously, Farsensing is more than powerful enough to scan for travel routes on a planetary surface. This power does not allow a detailed investigation. A standard success on the Psi roll gives your character only a basic sense of the most obvious direction to take (not necessarily the fastest), and indicates major obstacles along the way. Each extra success provides a more refined course (effectively shortening travel time, but not always making the trip any safer) and more detail about any significant Factors along the route (clear information on size, distance and heading of celestial bodies, for example). A detailed investigation of objects (such as for life signs, content, construction) beyond those factors already stated is not possible. To sense any imminent encounters, spatial disturbances or nearby objects while Farsensing is active, you simply roll Awareness. This roll is made no matter what your character is involved in at the time (even if sleeping, he'll be startled awake by the vision). As a general rule, objects and bodies that move erratically, suggesting intelligence, are detected on two extra successes. You may make additional attempts if your character wants better results (see Second Chances, Trinity page 162).

••• **Gyre Surfing:** This highly intuitive technique enables the clear to attune to the noetic Totality and recognize signs of impending subquantum disruption. Gyres (also known as nexus points) are areas of great significance where the normally unpredictable flow of psionic energy converges with violent intensity. Gyres aren't limited to direct danger; they can orient on anything that may cause ripples through the subquantum stratus. Instead of experiencing visions, the clear sense the pull of psionic energy to a certain location. It can be anything--an impending Aberrant attack, the birth of a future key political leader, a psion suffering Tolerance Overload, the malfunction of an arcology's central SI, a spaceliner collision--but the seer isn't sure of the actual situation until it starts unfolding. As a result, Gyre Surfing seldom gives details beyond an awareness that a significant event will happen *there*. This tool is one the Mashriqui uses to designate Temporary Focus Regions, noting possible trouble spots and trying to determine if they're worth the School's attention. Gyre Surfing is popular among thrill-seeking seers, especially those with Ductran sympathies, who rush into potential adventure. These impetuous few are referred to as "errants" (the practice of wandering space following the power's influence is considered "erring").

**System:** Spend two Psi; this action attunes your character to the subquantum flux for the entire episode, thus enabling her to sense regions of immediate and dramatic disruption within her Atunement range. A gyre may be anything from an impending hull breach to a full-scale Aberrant assault. Practically speaking, this tool is useful for enabling characters to track down potential threats that they'd otherwise have no chance of detecting, or for a Storyteller to jump--start an episode. Your character gets no information about the nexus point, or the precise location; she merely knows that there's something significant over *there*. This tool is one the Mashriqui uses to designate Temporary Focus Regions, noting possible trouble spots and trying to determine if they're worth the School's attention. Gyre Surfing is popular among thrill-seeking seers, especially those with Ductran sympathies, who rush into potential adventure. These impetuous few are referred to as "errants" (the practice of wandering space following the power's influence is considered "erring").

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•••• **Astrolocation:** This power allows a clairsentient to locate planets and other large stellar objects. Astrolocation doesn't allow for detailed identification of these objects, merely their general location and distance from the psion. To sense the object's details, Psi Survey is typically used. These two powers are often paired by explorers to first "cast out" into space for a stellar body, and then scan the object to confirm whether it's suitable for habitation, mining, research or the like.

**System:** Locating deep-space objects is extremely taxing. You must spend a minimum of three Psi points for the search, which are not regained until after the scan ends. Your character can perform no other actions while scanning, aside from basic needs of sustenance. Sleep can be attempted, but it is fitful at best and requires spending an additional Psi point for each hour of rest. A Psi roll is required, with each extra success halving the total search duration. The scan's basic duration depends on the size of the subject sought, the density of the solar system it is in and any known information that could narrow down the area to be scanned. Scans generally take from a few days to a few weeks. Without biotech enhancement, Astrolocation can be used to detect planets, stars, large moons and other significant stellar bodies up to a number of light-years away equal to the character's Psi score. Small subjects like ships, moons, asteroids or space stations can be detected only if your character has six or more dots to use in Psychonavigation. Typically, biotech enhancers can artificially magnify your character's rating to increase the sensing distance and to enable him to detect small objects.

•••• **Ride the Storm:** By opening herself up to the will of the implicate order, a skilled clairsentient channels the unrestrained force of the subquantum universe. She becomes an unstoppable agent of the cosmos. Essentially, the seer who rides the storm becomes the instrument through which destiny works--a tool of cosmic events. The subquantum universe is a powerful natural force, one that even the most powerful psions cannot hope to resist.

**System:** Spend three Psi and roll Psi. The number of successes achieved serves as a "success pool" for the rest of the current scene. Your character can spend these automatic successes in any combination to cancel out someone else's successes, or to add to her own or anyone else's successes, or to add to her own or anyone else's roll. She may cause her enemies to fail at important tasks, or enable herself to accomplish seemingly impossible acts. A clear with four successes rolled for Ride the Storm can sue three to subtract from an opponent's three successes on an attack roll, then add the single remaining success to her own strike against the attacker! Your character pays a price for riding the storm. For each success rolled for this power, the Storyteller may dictate one of your character's actions in the scene--in effect, directing her as the

universe requires. These dictated actions are treated as though she is reduced to zero current Willpower, although instead of falling under the compulsion of her Nature, your character is subject to some higher command. A clear with four successes from Ride the Storm is subject to four commands from the Storyteller. The Storyteller can command the character to copy a file onto a disk and leave it in a drawer. She may be later directed to burst through a door instead of firing at a pursuer. The Storyteller then has two more actions he can dictate to the character before the end of the scene.

### **Telesthesia**

- **Sense Mastery:** A clairsentient must be able to trust in all of his senses, or any one of them alone. This power allows the psion to move and maneuver with confidence when anyone else would be debilitated by blindness, deafness or loss of footing.

**System:** This ability is automatic upon attaining one dot of Telesthesia. No point expenditures or rolls are needed to activate the power; however, your character's Attunement to his surroundings grows as his Telesthesia rating increases. At one dot, all Difficulties due to darkness, blinding light, deafening noise, utter silence, nonstandard gravity or slick surfaces are reduced by one. At three dots in Telesthesia, all difficulties for such conditions are halved (rounded down). At five dots, your character suffers no difficulty modifiers from these adverse conditions.

- **Active Defense:** This technique trains the seer to sense subtle changes in an attacker's combat stance and demeanor, allowing the psion to know when the attacker is about to strike and giving the clear precious moments to avoid it.

**System:** Spend one Psi, Roll Psi at the start of each turn. Each success adds one die to any defensive maneuver your character takes against opponents that turn (see Trinity under Defensive Maneuvers, page 242). Active Defense lasts until your character uses another Clairsentience ability or until a Psi roll fails. Activating it again requires spending another Psi point.

- **Danger Sense:** Clairsentient's spatial awareness makes them alert to imminent physical danger, such as ambushes or structurally unsound areas. These dangers must be physical (feeling the subtle vibrations of a weapon charging up, hearing the creak of weakened plasteel); psionic attacks cannot be foreseen.

**System:** Spending one Psi point attunes your character to his surroundings for that entire scene. During that time a Psi roll may be made to sense any adverse situations (the Storyteller usually performs the roll to enhance the mystery). The number of successes rolled indicates the detail to which the danger is perceived and understood (a standard success may only reveal some danger ahead, while with three success your character may sense four individuals with weapons ready waiting just 'round the bend). Your character can sense threats up to his Psi score in meters distant. At four dots in Telesthesia, your character gains precognitive danger sense; threats can be anticipated some time in advance. The Storyteller rolls your character's Psi at the beginning of each episode. If the roll is successful, the Storyteller relates a vision of danger based on up-coming events, leaving it up to you how to interpret it (the number of extra successes indicates the vision's clarity). This precognitive danger sense is not limited to physical threats; even psionic attacks can be anticipated to some degree. However, this precognitive power may not work to your character's greatest advantage, possibly revealing a relatively inconsequential event - he may have a vision of being run down by a vehicle in the same episode in which he fights Chromatics! Bear in mind that time can be immutable; your character may be able to avoid an event by taking certain precautions, but "temporal linchpins" can force events to come about no matter what steps are taken.

•• **The Tactical Edge:** By cycling rapidly through a variety of viewpoints, a seer can process enormous amounts of tactical data. In effect, a seer can more accurately predict--and counteract---an opponent's moves.

**System:** Spend one Psi; add your character's Telesthesia rating to her Initiative each turn. Further, on a successful Psi roll, your character has enough visual clues to anticipate a single opponent's action for the next turn. The Tactical Edge lasts for a number of turns equal to your character's Telesthesia rating.

••• **Sensory Projection:** The clairsentient is able to extend his awareness beyond normal human limits so that he can sense things at extreme ranges. Thus he can taste, "touch" or smell anything, even "look" into any nook or cranny or hear a whisper without physically investigating. Sensory Projection can also be used to come into "contact" with poisons or noxious gases without suffering their effects. This power extends beyond physical barriers, such as walls and bulkheads.

**System:** Spend one point and roll Psi. Your character's senses penetrate anywhere up to 10 times his Psi score in meters away from his current location, plus 10 meters for each extra success rolled (so 6 Psi with two extra successes rolled covers 80 meters). The effect persists for the remainder of the scene. This is not a Full 360° sensing; your character must focus his senses in a particular direction. At four dots in Telesthesia, your character's sense range increases to 30 times his Psi score in meters; at five dots, it jumps to 100 times his Psi score in meters.

••• **Microvision:** This ability is most useful to ISRA scientists who find microscopes clumsy, and to psi detectives who relish the ability to distinguish disturbed dust motes or telltale eyelashes at crime scenes.

**System:** Spend one Psi. Microvision lets your character see down to the cellular level just as if she were looking through a microscope. This perception covers up to a five-centimeter diameter, but she can move her point of focus around at will. Microvision permits your character to see microscopic details without requiring artificial apparatus. It also enhances investigation techniques greatly. Roll Psi; each success equals a die added to your character's Investigation Skill Total. Once activated, Microvision lasts for the remainder of the scene. On a successful Psi roll, your character may switch her frame of reference during this time between normal perception and the microscopic level.

•••• **Remote Sensing:** This power is often misconstrued as being part of the Psychometry Mode (not surprising, since all are merely different expressions of the same power - Clairsentience). However, Remote Sensing doesn't tap into the psionic resonance of past events. Instead, this power uses a psi print to connect the clairsentient's senses to a desired target, viewing events from a remote distance as they happen.

**System:** Spend two Psi and make a Psi roll to connect to the subject. As long as your character has a psi print for the desired target, he may maintain the remote sense connection up to 100 times his Psi score in kilometers from the subject. Your character can maintain only one sense group at any one time--his own or the projected one. He can, however, switch that focus at will while the power functions, viewing through Remote Sensing for a few minutes, returning his focus to herself for a moment, and then going back to the projected senses. This power lasts for the entire scene, unless something causes your character's attention to be distracted significantly or if other psi effects disrupt the connection. Projected senses provide information from the subject's point of view; your character sees whatever the subject is looking at, and hears whatever she hears. However, your character doesn't actually use the target's senses; he projects his own into that area. Each additional dot in Telesthesia doubles the sensing range (so a character with 6 Psi and 5 Telesthesia can link with a subject up to 1,200 kilometers away).

•••• **Jewel in the Garden:** Also known as the less evocative "Searching for Clues," this technique lets the clear unconsciously find a superior clairsentient viewpoint from which to resolve an otherwise confusing situation.

**System:** Spend two Psi for your character to tune her clairsentient perceptions on any single area up to 100 times her Psi score in meters away, then roll Psi. Each success rolled translated into a key piece of information that the Storyteller reveals. This data doesn't necessarily reveal the entire truth behind a complex plot, but it gives your character useful clues with which to draw her own conclusions. Say the character uses this power while investigating an orbital lab that suffered explosive decompression. The rupture makes reconstructing events very difficult. The clear's player rolls two successes, so the Storyteller provides two pieces of information. The character first learns that while the lab ruptured from the inside, a section of plasteel plating was already removed from the exterior, making rupturing the wall as easy as poking a finger through tissue. Second, despite all the equipment listed being assigned to that lab, there's very little flotsam drifting outside. The Storyteller doesn't just reveal that a lab worker rigged an "accident" to cover his taking of valuable scientific equipment. However, he does give significant evidence that lets the character connect the dots.

••••• **Psi Survey:** A psion at this degree of power can study vast areas up to light-years away. Clairsentients often use this power in conjunction with Astrolocation to survey systems as a prelude to jump travel (with biotech to assist with the sensing, of course). After a subject has been located with another power (often Farseeing or Astrolocation), Psi Survey can be used to study it in detail. The psion may sense for anything he desires, like a sun's speed of rotation, an asteroid's precious mineral content or even how much of a planet's surface is covered with plant life. A high degree of detail isn't possible, such as determining the exact number of people on a continent or the specific percentage OF nitrogen in an atmosphere. Nonetheless, the clairsentient can garner an incredible amount of raw data while still an immense distance From the target. Ultimately, though, if the psion doesn't have the background or knowledge to understand what he senses, the information gained means little to him.

**System:** The desired target must be located, usually with a Psychonavigation power (although visual contact is suitable as well - For the area in which your character is standing, For instance). Once the region is spotted, spend three Psi and make a Psi roll. The number of successes rolled determines the detail of information gained. One success indicates whether a region is hospitable, three indicated the area's general conditions and five reveal more precise information (like ocean temperature, mineral content, terrain type). Repeated attempts can be made to get more information (see Second Chances, Trinity page 162). Psi Survey may be attempted at a range of up to your character's Psi score in light-years. The area scanned covers roughly 3,000 kilometers in radius at one time. This area of Focus may be moved around, but requires a Psi roll For each new area sensed. Your character can maintain a scan for three hours For each point of permanent Psi, but he may perform no other actions while sensing (aside from essential physical needs). This power can also be used to sense conditions of smaller subjects, like space station or individual ships but those subjects have to be located before they can be scanned.

••••• **Omniscience:** The expression of telesthetic consciousness, this ability allows a seer to experience her surroundings with true holographic completeness, from all local viewpoints at once. It permits her to gather incredible amounts of data (noting the position of every person in a crowd, searching every nook and cranny on a frigate at a superhumanly fast rate. Such a capability is very difficult for nonclears (and even some novice ISRA's) to comprehend. It seems impossible for the human mind to continually process such a massive amount of stimuli. Yet that is all part of a Clairsentience. From the very first moments as a psion, a seer's psionic capacity enables her to perceive the

universe on a heightened level. Omniscience lets the clairsentient process the myraid of sensory factors that flow in with this awareness, attuning her intimately to the noetic Totality.

**System:** Spend three Psi points and roll Psi; your character expands her senses over a 100 meter radius for every success, and she perceives everything that takes place within that area for the remainder of the scene. Although Omniscience doesn't let your character move within the physical universe any more quickly, she reacts instinctively to events almost before they happen. While using Omniscience in combat, your character cannot be ambushed and is aware enough of other's moves that she automatically goes first on Initiative each turn. If using Omniscience to gain information from physical evidence, add your character's Psi score to her Investigation Skill Total and roll. Successes are handled like any investigation attempt, although the Storyteller should allow your character to gain unusually perceptive insights. Your character can investigate an area up to her entire sensing radius in mere seconds. While the effect lasts for the rest of the scene, she must focus for just one turn to search for clues with skill superior to even the greatest detective's.

## ELECTROKINESIS

**Basic Technique: Static Burst--**This basic capability enables the psion to generate a small, unfocused electrical charge. The burst can be used to shock a person or even scramble a computer's operating system momentarily. This emission is only a precursor to the sophisticated manipulations that a trained electrokinetic learns, but it can be useful. The Static Burst saw perhaps the single most profitable application when a low-level Orgotek employee used the technique to stick balloons to a wall. Having successfully entertained Alex Cassel's rambunctious nephew for a Full afternoon, the clever employee was promoted to an upper-management position within the week. **System:** Whatever the specific purpose to which the Static Burst is directed, the effect requires contact with the target and the expenditure of a Psi point. The effect has a subtle but visible effect. The charge simply delivers a nasty shock. For every two points in your character's permanent Psi (rounded down), roll one die of Bashing damage (if he has a 5 Psi, you roll only two dice) and subtract for soak as normal. Even if the attack does no damage, the surprise is often enough to startle a target. The burst can also be channeled into an electronic device (from a computer to a transmitter to a maglock) to disrupt its systems temporarily. Roll Psi with a difficulty equal to the target's fail-safe rating (if any). If the roll is successful, the device is scrambled momentarily, and is unable to function effectively for a number of turns equal to the extra successes rolled. This works only on a localized Function; the burst is certainly not enough to disrupt an entire system.

**Basic Technique: Electrocosm--**This technique is part and parcel of the subquantum linkage between teks and the electromagnetic spectrum. All electrokinetics learn early on to sense the general nature and strength of light, electricity, and magnetism around them. Electrocosim is not a substitute for Control, Spectrum Sight, or Interface. Those powers provide a great degree of detail, while this one gives the psion a general sense of things. The further removed a frequency is from the visible spectrum, the harder it is for Electrocosm to sense it.

**System:** Roll Psi; if successful, your character can sense radiant energy beyond the visible range. Frequencies outside the visible spectrum manifest as heat mirages, distortions and ripples in the air, which do not allow your character to identify the specific wavelength. However, the electrokinetic can distinguish tightly channeled beams from broadcast field and ambient radiated energy. Strong currents running a few centimeters behind a solid surface may also show up as a haze across the substance's surface. Electrocosm lasts for the duration of the scene.

## Electromanipulation

• **Stun:** creates a bioelectrical surge in the target's nervous system. This power can be used against people, animals and even bioware. Stun doesn't actually cause injury, but is more than capable OF over-whelming a target temporarily. Since large bioware devices are typically composed of several small bioapps working in tandem, Stun affects only one of the bioapps, not the whole device. Success-fully disrupting the organic laser on a bioVARG doesn't scramble the suit's biotech life-support system as well.

**System:** Spend one point and roll Psi in a resisted action against the target's Resistance (for bioware, use its Fail-safe rating). If you get more successes, each extra one translates into a turn during which the subject is dazed (see Maneuver Complications, page 246). On a tie, the victim is at +1 difficulty to all tasks in her next action as she tries to resist the Stun's effects. If the target receives more successes, she shrugs off the attack. Your character must touch the target at this level. At higher Electromanipulation ratings, Stun may be used at a range of up to your character's Mode rating in meters (so if your character has 3 Electromanipulation, he may use Stun against a subject up to three meters away). There is a visible effect as the charge arcs to the target. Furthermore, at 3 Electromanipulation, your character can use Stun against a number OF targets equal to his permanent Psi, simultaneously (as long as they're all within range). You still roll only once; however, each target's roll and the results are tallied separately.

• **Sense Bioelectricity:** By focusing psionically, a psion may use this technique to see the electrical behavior of plants, animals, and sentient beings as patterns overlaid on their normal images. Brains and central nervous systems glow faintly, while muscles and other tissues spark distinctively. It takes experience to learn how to interpret the results. But once familiar with a target, a psion can distinguish healthy behavior in a subject from the effects of various kinds of injury, illness and other biological malfunctions.

**System:** This technique doesn't require spending Psi, but you must make a standard Psi roll. Each success conveys a greater degree of information on the subject's current electrochemical state, as indicated in the following chart. Your character must focus on a single individual, but the range extends a number of meters equal to his Psi score. The effect lasts for one minute per dot in Electromanipulation

Successes	Information
1	Basic condition (healthy or significantly damaged)
2	Degree of Health (number of Health Levels down)
3	Details of physical condition (whether adequately nourished, rested etc.)
4	Long term condition (physical maturity level, presence of chronic disabilities)
5	General Mood and alertness (calm, distracted etc.)

•• **Disruption:** This power causes the target's existing bioelectric energy to fire at random, shorting out voluntary muscular control temporarily (involuntary systems like heartbeat and breathing are unaffected). While not usually strong enough to kill, the effect still hurts like hell.

**System:** Spend one Psi point and roll. The base Bashing damage effect inflicted on the target equals your character's Psi score plus any successes rolled; you may add a die for each additional Psi point spent. Disruption may be soaked as normal, although the effect bypasses armor. Regardless of whether the target takes any Health Levels, she is at +1 Difficulty on her next turn due to the extreme discomfort Disruption causes. This power may be used at a range of up to five times your character's Psi rating in meters. At four dots in Electromanipulation, your character can use Disruption on a number of

targets equal to his Psi score, simultaneously. The damage effect is rolled separately for each subject.

•• **Quantum Sight:** Living creatures affect the electric fields in the environment around them; Quantum Sight allows a psion to draw information from current field conditions to gain knowledge of living beings' recent activities.

**System:** Spend one Psi and roll permanent Psi. Successes determine the degree of detail learned of events in the area within the last 30 minutes, as noted on the following chart. The aural sensed do not impart an actual physical image, Instead, your character senses residual traces of any living beings' bioelectric auras. With a high number of successes, a tek can differentiate individuals and sense each one's physical condition at the time. Your character may chose to sacrifice clarity to sense farther back by spending a successes, your character cannot differentiate the bioelectric traces from the ambient environment. The effect lasts for the remainder of the scene, although the tek must concentrate to maintain it (+1 Difficulty to all other actions). If your character loses focus, Quantum Sight dissipates. The effect covers an area around your character at a radius of one meter for each permanent Psi.

<b>Successes</b>	<b>Detail Sensed</b>
1	Presence or absence of living creatures
2	General identity (humanoid, size etc.)
3	Overall physical condition (healthy, damaged, dead) at the time of the scan.
4	Changes in the being's overall condition (damage taken, death, falling, asleep etc.)
5	Detailed information (current Health Levels, age, gender, psi use etc.)

••• **Static Shield:** The electrokinetic generates a low-level field around his body by drawing upon ambient energy. This shield offers protection against those things that directly affect electrical and synaptic impulses. This power buffers the tek from Electromanipulation attacks, tasers and even from scanning devices directed at him.

**System:** Spend one Psi and roll. Each success rolled equals an additional dot you may add to your character's soak against attacks directed at his nervous system, most notably Electromanipulation powers and taw effects. Additionally, when your character has Static Shield up, readings made on him with scanning devices (from retinal scanners to diagnostic sensors) are obscured. Any scans performed on your character are done at a difficulty equal to the successes you roll with Psi (so if you get three successes, a neural scan is performed at +3 difficulty). Static Shield is subtle and looks like little more than a heat shimmer around your character (a successful Awareness roll at +2 difficulty reveals its presence). However, intrusions like a taser burst or a bioscan trigger a defensive response. In these cases, the shield flares in a crackling electrical web that radiates out from the point of contact. The power lasts for a number of minutes equal to your character's Psi score. At 4 Electromanipulation, this time increases to 10 minutes per dot of Psi; at level 5 Static Shield endures 30 minutes for each permanent Psi point.

••• **Higher Consciousness:** Consciousness depends not just on electrical activity, but also on the chemical processes triggered by nerves' electrical impulses. Electrokinetics are working on ways to reduce the importance of the chemical side of thought.

Although it has a tongue-in-cheek designation, Higher Consciousness is an early breakthrough because a psion can briefly spread his brain's electrical field through his whole body with it. A tek can then maintain consciousness through circumstances that might otherwise knock him out.

**System:** Spend one Psi point and roll. Your character spreads his brain's bioelectrical impulses through his entire body. During this time, all efforts to affect your character's

mind (using psi effects, drugs, even repeated blows to the head) operate at +1 Difficulty per success on your Psi roll. Although your character is unaffected by Dazed or Unconsciousness effects (see Trinity page 246), physical damage still applies normally. Higher Consciousness doesn't make your character's head any more resistant to punches or laser fire. Electrical attacks that strike your character do one extra level of damage while Higher Consciousness is in effect. After all, your character is voluntarily increasing his entire body's bioelectrical flow, thereby making it more vulnerable. This effect lasts a number of turns equal to your character's Willpower score.

••• **Control:** This formidable power enables the electrokinetic to take control of another organism, from a piece of bioware to a fellow human being. This effect requires a significant degree of finesse; the psion regulates voluntary nerve impulses, causing them to fire (or not) as he desires. The tek can enthrall virtually any organism that has basic synaptic relays - from subsuming command of a biolaser away from its formatted user to dominating the biolaser user's own body. Most large or complex bioapps are composed of multiple pieces of bioware. Control allows command of the targeted portion, but not the entire system. Dominating a bioVARG's locomotive systems would enable an electrokinetic to make the suit run or stop - but he couldn't affect its weapon systems. Conversely, the psion could control the suit's laser, dictating when the weapon fires or adjusting its intensity. However, he couldn't force it to fire at a specific target since the bioVARG's arm is a separate component. While an individual human might be of significant size, she is still a single organism, so an electrokinetic can seize a person completely. Sentient targets retain control of their mental faculties. While a subject may find her body forced to move to another's whim, her mind and involuntary functions aren't hampered in the least. She is fully aware of everything that happens to her, and if she has psi powers may use them to her best ability.

**System:** Spend two Psi and one Willpower. Roll Psi in a resisted action against the subject's Willpower score (for bioware, use the device's rating - if a device has more than one rating, use the highest). If the target rolls more successes, she resists the attack. On a tie, the victim is at +2 difficulty to her next action as she combats the power. If you get more successes, your character achieves a degree of control over the target. How much control is gained depends on the number of successes rolled beyond your opponent's total, as detailed below. The Storyteller may call for additional successes if your character attempts to control a target with a radically different biology from his own (reflecting the difficulty of communicating commands properly).

Successes	Degree of Control
1	Simple acts (jump, freeze, let go, fall)
2	Complex actions (run, walk, roll)
3	Elaborate, sustained maneuvers (drive, follow someone, attack a specific target)
4	Extremely involved tasks (write a letter, hold a conversation)
5	Severely complicated actions (choke herself unconscious, perform a musical number). This is the minimum number of extra successes needed to force a target to commit an obviously self-destructive act.

Your character doesn't need to speak his commands to the target; rather, they are directed with thought as a series of nerve impulses. Some skill in Medicine is recommended to exercise an advanced degree of control on a subject. Your character is at +2 difficulty to all other actions while using Control due to the concentration required to maintain domination. Control is lost if the psion's concentration is disrupted significantly. This power may be used on a target at a range of up to 10 times your character's Psi score in meters. Control lasts for a number of turns equal to the number

of extra successes rolled; this time may be increased by one turn for each extra Psi point spent. At 5 Electromanipulation, your character can use Control against a number of targets equal to half his Psi score (rounded up). You just roll once; however, each target's roll and the results are tallied separately. Your character is at an additional +1 difficulty to all actions for each subject dominated after the first. This penalty may be reduced by spending extra successes rolled that would otherwise allow For increasingly complex control, to "buy down" the difficulty rating (to a minimum +1 difficulty). Any subject under Control, whether human, animal or bioware, counts as an additional point against your character's Tolerance (see Tolerance, Trinity page 193).

••• **Neuro--Acceleration:** This technique allows the electrokinetic to increase the efficiency of the target's nervous system, and it requires the psion to manipulate numerous bioelectric elements (ion release rates, cell--wall conductivity, synapse firing rate). Further, Neuro--Acceleration isn't perfect--the subject's body wears down quickly as the effect ends.

**System:** Spend two Psi points and roll. Each success equals one dot that the subject need not spend every dot gained (essentially "bleeding off" the excess psionic energy that your character bestows). This technique may be used on a single visible target within the number of meters equal to your character's Psi score. Its application registers a visible effect as well; electricity flickers from your character and plays over the subject for an instant. The modification lasts for the remainder of the scene.

••• **Feedback:** The electrokinetic who uses back assaults avictim with bioelectric energy. The attack is a massive dose of electricity generated by the subject's own synaptic relays. This power can be used against humans, animals and bioware to equally devastating effect. While other Electrokinesis effects are geared specifically to injure or incapacitate a target, and can then result in death, Feedback seems to involve a more intimate violation on the part of the attacker. Even though the psion doesn't create a mental link with the target, the connection to another human is disturbingly personal nonetheless.

**System:** Spend three Psi and one Willpower. Feedback may be used on a target at a range of up to 30 times your character's Psi score in meters, and requires a successful Psi roll to hit. Your character's Psi score equals the base Lethal damage inflicted on the target (each Psi point you spend adds another die to this amount). Feedback is a Lethal effect, and it ignores armor. Only psi powers or bioware that directly protects the target's internal physiology (as Static Shield does) may provide a Lethal soak. If Feedback reduces a victim to Incapacitated, the Storyteller may decide if the target suffers permanent damage (see Sources of Injury - Electrocutation, page 254). When this power is applied against bioware, use the device's fail-safe rating (if any) as its soak. Each success rolled reduces the bioapp's score by one dot, permanently. Reducing that rating to zero destroys the device.

•••• **The New Prometheus:** This power's official name is a reference to the subtitle of Mary Shelly's 19th century novel and is other designation for the technique: Frankenstein. This disturbing power was developed from the realization that dead bodies don't immediately cease all biological activity after brain death. Many cells remain active for hours or even days. Thus, an electrokinetic can channel bioelectricity through the subject's body, literally making the dead walk (if only for a short time).  
**System:** Spend two points of Psi and roll. Your character can animate a recently dead body for the number of turns equal to your character's Psi score, plus one for each success rolled. The initial Psi roll suffers a +1 Difficulty for each scene that passed since the body died and cannot affect someone who has been dead for over one day. The corpse is mindless (zero to all Mental and Social Attributes and Abilities) and weak (all Physical Attributes and Abilities are halved [rounding down] and it moves no faster than half of walking speed). Extra successes can raise Physical Attributes on a one-for-

one basis instead of maintaining the animation for further turns. The corpse does not have Health Levels as such--it's already dead. Instead the Health Levels are considered to be the amount of damage a body can sustain before it's too pulped or torn apart to move. Health Level penalties don't apply, through. Your character must direct the corpse's every movement as if it was a remote--controlled device (since that's basically what it is). Your character's other actions are at +2 Difficulty, and if she takes any damage or moves faster than a walk, the control fails. This direction doesn't require verbal commands, just strong mental and psionic focus. The tek must touch the corpse to "bring it to life"--which involves a dynamic spray of electricity flowing from your character's hand, flickering over the body. After that touch, the corpse may move away the number of meters equal to your character's Psi score. It may even go out of the tek's sight, although at that point, the psion can't be sure of the corpse's status. Due to the complexities involved, your character can only use the New Prometheus on one body at a time. Attacks specifically against the lumbering corpse gain two dice to accuracy since it's a relatively easy target to hit. However, this technique is startling, if not downright gruesome. Anyone who hasn't been exposed to the sight before must make a Willpower roll at +1 Difficulty. Failure means that the individual functions at +1 Difficulty to all rolls for the remainder of the scene, thanks to the distraction of being around moving corpses.

### **Photokinesis**

- **Control Illumination:** The capability to manipulate visible light is one of the most basic skills a psion can possess, and is usually the first thing that a new electrokinetic learns. This power may be used to adjust an area's light intensity or to create a focused beam.

**System:** Roll Psi; Control illumination lasts a number of turns equal to your character's Psi score. Each extra success rolled increases this duration by another turn. Your character can enhance or dim an area's ambient illumination. With standard lighting, increasing illumination generates an irritating glare, while dimming it creates a murky twilight (+1 difficulty to visual-based actions in either case). In dark areas, an increase makes for normal viewing, while a reduction plunges the place into pitch darkness (see Maneuver Complications Blinding, page 246). Bright areas can be made blindingly so or dimmed to a comfortable level. Your character gains no special immunity to illumination changes (although Spectrum Sight could bypass the effects). This effect covers a radius area equal to your character's Psi rating in meters, and increases by five meters for each dot in his photo-K rating (3 Photokinesis adds 15 meters to the radius). Alternately, your character can manipulate light waves to create a focused ray as powerful as any halogen beam. The beam may be a pinpoint or a cone (with a projecting base 10 centimeters across), and may be adjusted between the two. The light may emit from anything within your character's range of effect, but it must emanate from a specific object - whether the palm of a hand, a weapon sight or a rock. The range of this light is five meters for each point of Psi possessed. This range increases by five meters for each dot in Photokinesis (4 Photokinesis adds 20 meters to the projection range). At one or two dots in Photokinesis, light projected from an object cannot be "removed" from the item to be cast from another object. However, if the object is portable, it can be moved around and used as a "flash-light." At 3 Photokinesis, your character may move sources of illumination around within his range.

- **Highlight:** This variation on Control Illumination enables the psion to intensify light around a subject. Tekes use this effect to outline targets in combat, or to act as rescue signals.

**System:** Spend one point and roll Psi. Each success outlines a target with a bright nimbus, from up to five times your character's Psi score in meters away. The size of the

Highlight varies with successes rolled, starting with a rough meter area (one success covers most of an average person, three successes form halos around four people or a mid-sized car, five successes outline a dozen people or a hybrid fighter). Highlight enables other to see--and strike--the target easily. Awareness difficulties are reduced by two (Awareness is automatic if there isn't a difficulty in the first place), and attackers gain two dice to accuracy against the target. Once Highlight is applied, it sticks with the target and can't be dispersed before the effect's duration ends (unless someone uses Highlight again to remove it). The power lasts for the number of turns equal to your character's Psi score.

•• **Spectrum Sight:** This power focuses on perceiving electromagnetic energy waves from infra-red through to the high end of the spectrum. While this power doesn't enable the tek to actually tap into these wavelengths, it does allow for accurate detection of heat traces, hologram projection sources and possibly even harmful gamma radiation. Tuning to certain ranges (infra-red or ultraviolet, most notably) can help the psion see in otherwise adverse conditions. Theoretically, Spectrum Sight allows a psion to detect a cloaking field generated by bending light waves. While this power does not allow the electrokinetic to see through the Field, the cloak's light-wave manipulation would be distinct. Of course, this possibility remains strictly theoretical until the Chromatics are encountered again.

**System:** Spend one Psi and make a roll. Since the air is flooded with electromagnetic waves of varying intensities, simply "looking" at the spectrum as a whole reveals a jumbled mess. Your character must "tune" his senses to a particular wavelength (whether infra-red, X-ray, cosmic or some other type) to detect activity there. Understanding wave energy is important; some skill in Science is recommended to exercise an advanced degree of control with this power. A standard success reveals any wavelengths within the scanned range; each extra success gives an increasing level of detail (specific frequency, intensity, point of origin). Different wavelengths may be scanned; simply roll Psi each time a new wavelength type is sensed (choosing from infra-red, visible light, ultraviolet, X-ray, gamma and cosmic waves). Your character can perceive energy waves at a range of up to 10 times his Psi score in meters (and even through barriers, although scanning clarity suffers). Spectrum Sight lasts for the scene, but demands your character's concentration while it is active (+1 difficulty to other actions while sensing). The power may be deactivated at any time desired. At 4 Photokinesis, your character doesn't have to focus fully on the sensing, negating that difficulty modifier.

•• **Magnification:** The electrokinetic can manipulate incoming light, using his eyes as organic telescopes or microscopes. This technique works only on visible light, unless the psion first uses Spectrum Sight or Wavelength Remapping.

**System:** Spend one Psi and roll. The number of successes rolled indicates the limit of magnification possible as listed on this chart.

Successes	Magnification
1	x50
2	x100
3	x250
4	x500
5	x1,000

If use for telescopic vision your character's difficulties due to range drop by one for each success rolled (applying mostly to Firearms and Pilot rolls, but possibly relating to other abilities involving long--distance perception, at the Storyteller's discretion). For microscopic vision, each success adds one die to Investigate rolls (again, the Storyteller may include it for other abilities involving close-up examination). Your character can go from telescopic viewing to microscopic enhancement to normal sight (and back again)

with additional Psi rolls. Failure leaves the setting as-is, while a botch disperses the carefully composed light lenses. The upper magnification at either end remains limited by the successes on the initial Psi roll. The effect lasts for one scene, although your character can cancel it at any time.

•• **Electromagnetic Shield:** This effect harnesses ambient energy waves in a field around the psion, protecting him against anything from ambient gamma radiation to focused laser bolts. The shield acts as a buffer against these electromagnetic--wave effects, absorbing attacks at the point of impact and dispersing them harmlessly across the field's entire surface. In the case of ambient waves, the electrokinetic appears to have a scintillating aura about him. When struck by focused energy, the shield flares for an instant as it absorbs and diffuses the beam. The shield also disrupts holographic integrity if the two intersect directly. Despite its obvious usefulness against energy, the Electromagnetic Shield offers no protection against gases, toxins, vacuum or physical attacks. Nor does it offer protection against electrical energy, as the two types emit in different Fashions.

**System:** Spend one point and roll Psi. Due to the vast range involved within the electromagnetic spectrum, you must designate the frequency to which the shield is attuned (from radio, microwave, infra-red, visible light, ultraviolet, X-ray, gamma or cosmic waves). Each success on the Psi roll equals an additional dot of soak against attacks in that frequency. This range may be adjusted at any time, simply requiring another Psi roll to attune it to the new frequency (only the initial roll's successes are counted for purposes of additional soak). Instead of focusing directly along a specific range, you may choose to oscillate the EM Shield across the entire spectrum. This application gives no defense against direct attacks, but protects your character against the effects of ambient soft or hard radiation (see Sources of Injury--Radiation, Trinity page 255). It also disrupts radio communications, radar and 1R contact with your character (+1 difficulty to rolls involving such devices for each success you get on the Psi roll). At level three the shield lasts for a number of turns equal to your character's Psi score. At Photokinesis, the shield lasts for a number of minutes equal to her Psi score. At Five dots in this Mode, your character may extend the field to cover a radius area equal to his Psi score in meters.

•• **Spectrography:** The electrokinetic can perceive the frequencies of light reflected and absorbed by an object to analyze its chemical composition. A psion with appropriate medical or scientific training can use Spectrography for a wide variety of purposes: identifying undetectable by normal means, locating structural weaknesses in buildings, isolating one isotope of an atom from others, assaying the mineral content of ores, and more.

**System:** Spend one point and roll Psi. Success displays a basic spectrographic view to your character (the elements composing the subject that is being studied and the nature of the molecules and compounds that unite them). Each success adds one die to determining the specific composition and status (through use of subsequent composition and to determining the target's specific composition and status (through use of subsequent Investigation, Engineering, Medicine, Science or Survival rolls). A character lacking scientific training may use Spectrography to at least see that "the building's structure looks brittle" or "you have a weird discoloration." A single Spectrography attempts last the number of minutes equal to your character's Psi score.

••• **Laser Generation:** This potent capability allows the accomplished psion to emit focused laser energy. The electrokinetic draws in and channels ambient energy, firing it out in the desired direction. While most psions don't have the same "energy reserves" as a laser pistol does, many feel that the versatility of being a walking weapon more than makes up for this shortcoming.

**System:** Spend two Psi points. Your character can generate a beam that inflicts a Lethal damage effect equal to his Psi score. The laser may be fired 30 meters For every permanent Psi point. The beam is actually fired using [Psi + Firearms]. The psion need not emit the beam from a specific body part (such as fingertips or eyes), although doing so helps with aiming (+1 difficulty if not “pointed” like a conventional weapon). The effect at this level is just like a standard laser beam. At 5 Photokinesis, your character need not “point,” instead simply Firing in whatever direction he wills (although he still must see his target). Range in- creases to 50 meters per Psi as well. Further, your character may perform any laser ranged combat maneuvers by spending an additional Psi point per shot (see **System:** Spend two Psi points. Your character can generate a beam that inflicts a Lethal damage effect equal to his Psi score. The laser may be fired 30 meters For every permanent Psi point. The beam is actually fired using [Psi + Firearms]. The psion need not emit the beam from a specific body part (such as fingertips or eyes), although doing so helps with aiming (+1 difficulty if not “pointed” like a conventional weapon). The effect at this level is just like a standard laser beam. At 5 Photokinesis, your character need not “point,” instead simply Firing in whatever direction he wills (although he still must see his target). Range in- creases to 50 meters per Psi as well. Further, your character may perform any laser ranged combat maneuvers by spending an additional Psi point per shot (see Ranged Combat Maneuvers, Trinity page 245).

••• **Wavelength Remapping:** It works much like Spectrum Sight (Trinity page 211). However, this technique affects all of the light passing through a volume of space, enabling others to see EM waves.

**System:** Spend one Psi and roll. With each success, your character can tune into one range of frequencies (radio, microwave, infrared, visible, ultraviolet, X-ray, gamma, cosmic) and modify the wavelength to make it visible to anyone within sight. Although it doesn't change the effects of weapons or ambient radiation, it makes otherwise invisible wavelength visible. Making infrared light visible exposes reality--grade night scopes, holograms; making ultraviolet light visible reveals night scopes; making gamma rays visible exposes harmful radiation. Wavelength Remapping affects a spherical area of up to three meters in diameter, plus the number of meters equal to your character's Psi score. Your character can create it in a space up to five times his Psi score in meters away. With a successful Psi roll, he can move the sphere up to five meters per turn (stopping and starting or changing direction requires a new roll). The power lasts for the rest of the scene, although your character may cancel it at any time.

•••• **Hologram Creation:** this power's name states, the psion can create holographic images. Al- though these images are Fashioned using the same type of low-level visible laser energy as used with techno- logically created holograms, photokinetically generated images have no conventional power source. Addition- ally, intersecting lasers that create images are pinpoints of Focused light that originate From the air spontaneously. They are not beams that can be traced to a point of origin. This allows the tek a greater degree of versatility in generating a hologram than can be achieved with tech projection. Spend two Psi and roll; the image your character can & depends on then umber of successes rolled (see below). The hologram lasts for a number of minutes equal to your character's permanent Psi, and may be projected at a range of up to 10 times your charade is Psi score in meters. Bear in mind that these holograms are handled in just the same way as those created through technology - holograms have no actual physical substance and fall under strict international laws regarding projection of fully realistic (opaque) images. Also, these holograms don't generate sound; Transmit could be used in tandem to create full audio-visual images.

**Successes**

**Image**

- |   |  |
|---|--|
| 1 | Single translucent, static image up to a half-meter in radius. |
| 2 | Single translucent, dynamic image up to one meter in radius.   |

- 3 Single opaque, dynamic image up to one meter in radius, or a translucent one up to three meters in radius.
- 4 Single opaque, dynamic images up to the two meters in radius each, or as many as 10 translucent ones up to five meters in radius each.

Hologram Creation requires extreme concentration. Your character performs other actions at +2 difficulty and may move no faster than a slow walk while maintaining a hologram. Further, the image can lose integrity and even disperse if your character is distracted. Being started, engaged in intense dialogue or injured requires a Willpower roll to maintain focus (the Storyteller may apply a difficulty if she feels the cause is sufficient).

•••• **Optical Cloak:** With this power, an electrokinetic can warp light to make herself virtually invisible. It's a highly complex process, though, since the psion must focus on bending light around herself, while not making the cloak dark or obviously reflective, and while still allowing enough light through so that she can still see. This technique is a result of Orgotek's study of Chromatic corpses. Optical Cloak is kept top secret since it gives teks a distinct tactical advantage. So far, only select Lumen personnel and Operations staff even know of its existence; the Round Table maintains a very tight control on it.

**System:** Spend two Psi points and roll. Your character is nearly invisible for the number of turns equal to her Psi score; each success adds an additional turn.. The Optical Cloak isn't perfect: Others may make Awareness rolls at +3 Difficulty to notice a faint shimmer (where the Cloak doesn't refract perfectly) or dark spots (where the Cloak allows too much light in that must then be absorbed). Even on a successful Awareness roll, opponents attack at +1 Difficulty since the cloaked character's full dimensions remain obscured; on a failed Awareness roll, attackers are at +3 Difficulty to hit for close combat and +4 Difficulty for ranged combat. Your character has very little light inside the Optical Cloak; all rolls involving visual detail are at +2 Difficulty. She can move at half-normal walking speed without penalty. Walking the full movement rate in a turn requires a standard Psi roll. Running requires a Psi roll at +1 Difficulty (your character cannot sprint with the Cloak up). On a botch, the Optical Cloak fails, but your character does not realize it. Enough light comes in to make her visible to others, but she still filters enough to think she has remained invisible.

## Technokinesis

• **Power Surge:** The electrokinetic can short out critical systems in a hard-tech device and render it useless by applying electrical surges and magnetic bursts.

**System:** Spend one point and roll Psi against a difficulty equal to the target device's Fail-safe rating (if any). Each success rolled is a dot subtracted permanently from the device's system. If the total number of dots subtracted is greater than the dots the device has, the gear's systems are destroyed completely. This damage may be repaired if an appropriate Engineering roll achieves a number of extra successes equal to those achieved on the Psi roll. Fewer successes may still allow for partial reconstruction, at the Storyteller's discretion.

• **Initialize:** The electrokinetic can reset a machine to its default configuration. Storage media gets wiped clean, active memory clears itself and software switches return to their initial settings. At higher levels of Technokinesis, the psion can even reset hardware switches.

**System:** Spend one point and roll Psi in a resisted action against the target device's fail-safe rating (a standard Psi roll is sufficient to affect a target lacking a fail-safe). If successful, your character clears all of the machine's software contents back to whatever state they were in when they were first activated. Any and all data

accumulated since that time is wiped clean. If your character has Technokinesis 3 or above, he can also psionically nudge internal and external buttons, toggle switches and the like into default positions by manipulating the flow of current. Your character must touch the target machine to reset it, although he may use Transmit to connect to it (see Trinity page 214). Bioware is different enough from hardtech that this power functions at +1 Difficulty when used against it. While Interface (Trinity page 212) lets your character modify (even rewrite) current functions. Initialize specifically resets machinery to fresh-from-the-factory status. Security devices retain no record of anything they've ever observed, bioware loses its formatting, electronic locks hang open and uncoded, databases purge all documents, and computers lose all settings--and viruses. This technique is a quick-fix to getting through security locks, but characters should be cautious about wiping out data; information is an extremely vital commodity, especially since the OptNet crash that triggered the Aberrant War. Initialize takes a single turn for simple systems (locks, recorders) and up to five turns for complex systems (computers) to complete. If your character loses his connection to the device before the wipe is complete, it may be possible to retain a portion of the lost data. The specifics of what remains is up to the Storyteller.

•• **Interface:** The psion may interface with a security system, hovercar, computer, S1 network or even a vending machine - in short, any device equipped with an electronic operating system. The tek connects psionically with the equipment, inputting commands with the very power of his mind. This power gives many people pause, as a skilled EK could conceivably command even the most securely maglocked door to open or the most formidably defended computer system to divulge its secrets. Despite the fact that Orgotek psions abide by that company's published regulations, a number of governments have legislation pending to establish greater control over this power's use.

**System:** Spend one point and roll Psi in a resisted action against the target device's fail-safe rating. If the target doesn't have a fail-safe rating, it's simply a standard action. Your character must actually touch the device in question (on an on/off switch, power cord or even on a carrying handle is sufficient). Accessing a device from a distance requires Transmit (see next page) or a similar effect. A character with two dots in Technokinesis can make only simple commands (on, off, open, close). This is more than enough to override even a security-locked door, but severely limits searching through a minicomputer file directory. With 3 Technokinesis, your character can transmit more complex commands. He interacts with the device like any other authorized user would (including having to deal with internal protocols, fail-safes and the like). However, once inside the system, use [Psi + Engineering] (instead of the normal [Intelligence + Engineering]) for any commands or tasks requiring a skill roll. Reprogramming isn't possible, but bypassing or otherwise tricking a system may be attempted. At 4 Technokinesis, an electronic device's programming may be changed (to the extent that the system's memory and operation allow). As long as the device can actually perform a desired function, your character may reprogram it appropriately setting a weapon to self-destruct, changing a satellite's orbit or even reprogramming an SI. Once in the system, programming rolls are made with [Psi + Engineering]; the Storyteller may apply difficulty modifiers for especially involved changes, or if the device itself is particularly complex. Upon reaching five dots in Technokinesis, your character can access a number of devices equal to his Psi score (and that may be touched or otherwise contacted appropriately) at one time. Manipulation of multiple devices allows for complex commands to be given, but none of the devices can be reprogrammed. At two dots, Interface lasts a number of minutes equal to your character's Psi score, plus one minute for each extra success on the initial Psi roll. At 4 Technokinesis, it lasts five minutes for each permanent Psi and extra success. When the power's duration is almost lapsed, you can extend it by spending another Psi point and rolling again. This

roll is handled as the initial one was, although the opposing fail-safe roll involves one less die with each “re-link” (this simulates that your character becomes more attuned to the device and can avoid its security measures more easily). Once the duration ends or you fail a Psi roll, your character is booted out of the system. In the electronically paranoid 22nd century, fail-safe systems run on a continuous monitoring cycle, requiring an Engineering roll every five turns to avoid detection (see Fail-safes, page 270). Some skill in Science is recommended to exercise a greater degree of control with this power.

•• **Tap:** The electrokinetic can interpret the flow of information through electronic equipment. He cannot affect the flow in any way (as he could with Interface; see Trinity page 212), but he can monitor it with ease.

**System:** Spend one Psi point and roll. Psi against the difficulty equal to the target device's fail-safe rating (if it has no fail-safe rating, only one success is required). ON a success, your character monitors all information passing through the machine he is touching. He must make a Linguistics roll to understand information in a foreign language, or an Intrusion roll if the information is encrypted (or both if it's foreign and encrypted). Data flows much faster than normal thought, but your character "hears" it as if listening to a conversation. He must concentrate to keep pace with the Tap; if he pauses to discuss what he's learned so far, he loses whatever passes by while he speaks. Otherwise, he can focus exclusively on the Tap until he gets what he needs, then summarize the information afterward. A standard Psi roll is required to maintain the Tap if distracted. The tap fails automatically if your character loses contact with the target (unless he has Technokinesis 3 or higher, in which case, a successful Psi roll maintains the connection as long as your character goes no farther than the number of meters equal to his Psi score). Tap lasts for the number of turn equal to your character's Psi score, plus one turn for each success on the initial roll.

••• **Lockout:** Electrokinetics have found that technological fail-safes aren't always sufficient to protect devices, and developed this effect to create a “psionic fail-safe” around a targeted device. Essentially, the psion “weaves” the device's ambient electromagnetic energy into a complex interference pattern that resists even the most inspired hackers and electrokinetic assault.

**System:** Spend one Psi point and make a roll. Each success on the Psi boll equals a fail-safe level that the device has against &her intrusion (if the device already has a fail-safe rating, the new levels are simply added on). Some skill in Engineering is recommended to understand a device's operating systems. Lockout lasts a number of hours equal to your character's Psi score; this may be increased by an hour for each additional psi point spent. At 4 Technokinesls, the duration is a day per point. At level five in this Mode, duration extends to a week per point.

••• **Data Transfer:** Transfer the structure and contents of data from one machine to another. Spend a The electrokinetic and transfer the structure and contents of one computer into another. Theory--minded technokinetic specialists explain that this transfer involves creating a subquantum field map of the source and imposing it on the target. Others generally don't care how it's done.

**System:** Spend a point and roll Psi in a resisted action against the system with the higher fail-safe rating (if neither has a fail-safe, this is a standard roll). Your character should evaluate both the source and the target computer's storage capacity, memory, and system resources prior to performing Data Transfer. Once the transfer begins, your character can't reverse the process, and if the target system can't adequately support the source's contents, key elements are lost in the transfer. The evaluation requires a standard Engineering or Interface roll. As long as the target system has a greater capacity than the source does, your character needs only one success on the Psi roll to transfer the system's entire contents. If the target's capacity is less than that of the

source, he transfers random portions until the target system reaches its capacity. Your character can use any extra successes to determine specific portions of the content to transfer first (communications software, word processing, holorecordings), allowing any excess to be lost in the switch. Both systems must be no further from your character than the number of meters equal to his Psi score. Data Transfer takes 10 turns to perform; each extra success reduces this time by one turn. If your character is distracted, any data not yet transferred is lost unless he makes a standard Willpower roll.

••• **Transmit:** This power focuses on sensing and transmitting along the lower “half” of the electromagnetic spectrum, from radio to microwave to even infra-red frequencies - all without need of actual receivers or transmitters.

**System:** Spend two points and roll psi; your character can monitor Or send transmissions a distance of up to 10 his psi In kilometers (at 5 Technokinesis, this increases to 50 times). This range applies to a clear, directed transmission; your character’s “internal transmitter” is too weak to be effective any further than that. While scanning frequencies or transmitting a message is a standard action, creating a scrambled message or trying to Jam Someone else’s transmission involves a +1 difficulty. The Storyteller may modify difficulties depending on the variables involved (see Transmissions, Trinity page 274, for more details). Skill in Science is recommended to fully control signals being projected. Transmit may be used For the remainder of the scene.

••• **Recharge:** This effect lets the tek focus ambient electromagnetic energy to power and electrical device. Recharge is valuable for those teks in the field without solar collectors or other means to keep vehicle batteries or communications gear powered up.

**System:** Spend two points of Psi and roll. The number of successes needed to perform an adequate Recharge depends on the device involved, as indicated by this list (in general, larger and more complex devices require a much more massive power influx than others).

<b>Success</b>	<b>Device</b>
1	Lamp, flashlight, watch, phone
2	Minicomp, laser pistol
3	Small vehicle (cycle or car), all devices on a house's circuit
4	Large vehicles (truck, ATV, Aircraft)
5	Building, spacecraft (hybrid class)

This technique is not a backdoor route to Static Burst or Power Surge, it cannot harm the target device via electromagnetic surge. Your character subconsciously analyzes the target's power demands, with power collection running below a safe threshold. Your character must be within a meter of the target device to funnel the energy effectively. The power condenses and enters the device through its usual connections, even if it is unplugged. Once Recharge is complete, the equipment functions normally for the remainder of the scene. Your character may increase the device's battery power for an additional scene with each extra success rolled, successes to power it up in the first place.

•••• **Microwave Burst:** Though this power is not taught in official training sessions, most technokinetic who see active duty make it a point to learn this effect, The psion duplicates a microwave transmission and focuses an energy discharge at his desired target, Victims with any degree of moisture within them (as all living beings have) literally boil from the inside. If taken to extremes, Microwave Burst can have particularly gruesome results.

**System:** Spend three Psi and one Willpower. The effect may be directed at a target within 30 meters for each dot in your character’s Psi score, and requires a Psi roll to hit.

The Lethal damage effect inflicted on the target equals your character's permanent Psi (you may add another die to this total for each Psi point spent Microwave Burst ignores armor. Only psi powers (such as EM Shield) or bioware that defend against such wave transmissions may provide a Lethal soak. If a Microwave burst reduces the target to incapacitated, the Storyteller may decide that the target suffers permanent damage (see Sources of Injury Radiation Trinity page 255).

•••• **Subquantum Interface:** The electrokinetic uses this technique to create a kind of "subquantum link" with a specific computer. By psionically manipulating electromagnetic impulses, the tek can communicate with a system over vast distances without need of conventional transmitting equipment.

**System:** Spend two points and roll. Each success rolled establishes an interface between your character and a computer that lasts for this number of days equal to the successes rolled; this time may be increased by another day for each additional Psi point spent. Your character effectively uses psion particles to translate her own mind and a computer system. Your character must have authorized access to the system she wants to link with; otherwise, she is subject to the hacking rules (see Trinity page 236). Her own minicomp is the usual choice. She can use the computer's full capabilities as if she were actually there inputting commands. With Subquantum Interface, though your character simply focuses on the connection (+1 Difficulty to all other actions while doing so) to interact with the system. A distraction may break her concentration but won't negate the connection. The remote connection remains operational up to 100 times your character's Psi score (in kilometers away); any further and the link dissipates.

## PSYCHOKINESIS

**Basic Technique: Temperature Control** -- It's hard for a psychokinetic to resist exerting his power even slightly over his surroundings. The Psion adjusts the temperature of his surroundings almost reflexively to a range that he finds comfortable or that reflects his current mood. This technique IS harmless to all but the most sensitive devices, but anyone near the psychokinetic will certainly feel the temperature change. System: Roll Psi; your character can raise or lower the temperature in a small area (roughly a three-meter radius centered on him) by up to 15 °C. The adjusted temperature falls rapidly beyond the effect's radius until it reaches the ambient temperature. The change lasts as long as your character concentrates (+1 difficulty to other actions while maintaining this effect), and temperature returns to normal 10 minutes afterward. Each extra success rolled can either add one degree Celsius to the temperature variation or extend the duration for one minute beyond the time of concentration.

**Basic Technique: Molecular Sense**--the psion gains a heightened awareness of his surroundings by measuring air currents and nearby crystal structures. Molecular Sense lets the psion easily measure air pressure, and thereby test a starship's hull integrity or gauge tomorrow's weather. By touching an object, a psion with Molecular Sense can also detect empty spaces within it, or estimate the thickness of a wall or container. Molecular Sense provides no information about a container's contents--even so, sometimes the fact that a fuel barrel is empty, rather than full, is useful enough. System: The player declares the information her character seeks (local air pressure or the state of an object she touches) and rolls Psi. A single success is enough to give the character the basic data needed. Extra successes supply a greater degree of detail where appropriate. This power is effective out to a range of (3x Psi) meters.

## Cryokinesis

• **Thermal Screen:** The first thing any self-respecting Legionnaire learns is how to protect himself. By drawing in ambient heat, the psion can shield himself from the

worst effects of exposure, cold damage or even from cryokinetic attacks. This effect can make the psion's immediate surroundings even colder as the psychokinetic absorbs more and more heat energy.

**System:** Spend a Psi point and roll; each success adds one point to your character's soak against both Bashing and Lethal cold effects. The screen lasts For the rest of the scene. At 4 Cryokinesis, the Thermal Screen may be extended around your character a number of meters in radius equal to half his Psi score (rounded up). While this power is in effect, your character's infra-red register increases drastically since he's gathering heat around himself (anyone with IR-sensing equipment who monitors your character's position gets one automatic success to pick up his signature).

• **Superconductor:** Electrical resistance in most solids varies with the object's temperature. Lower the temperature (as this technique does) and the resistance tends to go down. Generally--not always--this results in a faster; more efficient operation of the device...with some potential hazards. Few tools are built to withstand supercooling, and items on which Superconductor is used need maintenance soon after the power expires. Superconductor can be used on a high--ROF weapon to reduce the likelihood of jams or misfires due to the barrel heat. Superconductor only works on hardtech--using this power on a biotech device almost always damages it beyond repair.

**System:** Roll Psi. The target hardtech device runs at increased efficiency for a number of minutes equal to the successes rolled. This usually means a +1 increase in the device's ratings. Computers gain +1 to their fail-safe rating, and agents' Performance scores rise by +1. Most devices draw negligible power for the duration of Superconductor; each success reduces the target device's energy consumption by half or more. Guns do not run at increased rates; instead, keeping the barrel of a weapon cool makes it more reliable and less likely to jam or misfire. specifically, an attack roll that fails and contains a single 1 counts as a simple failure not as a botch (Supercooled guns will produce botch results only if two or more 1's are rolled). Botching with Superconductor damages the target device, requiring at least eight hours' worth of repairs to bring it back to a functional state.

•• **Hypothermic Blast:** The psion focuses a quick blast of super cooled air at a target. The sudden freezing effect visibly frosts the air between psion and subject, and can slow the target's metabolism or even cause frostbite.

**System:** Spend one point and roll Psi in a resisted action against the target's Endurance. Every extra success you roll translates into one Bashing Health Level applied to the victim (this damage bypasses soak). Additionally, every two extra successes put the target at +1 difficulty to all actions for the next three turns as her limbs become numb. If the target has Thermal Screen up, she may add its rating to her Endurance total for the resisted roll. Your character may affect a target at a range of up to 10 times his Psi rating in meters. Upon reaching Four dots in Cryokinesis, your character may affect a number of targets equal to his Psi score, simultaneously (if they're within range). Each target's roll and the results are resolved individually against your single roll.

•• **Adhere:** With this simple, straightforward power; the psychokinetic makes two ordinary objects stick together. Adhere cools the objects at the point of contact to suppress their natural electrical repulsion, so they join as a single item. While the objects so joined together can be separated without psionic ability, the weaker object usually tears in the process, leaving the adhered surface still connected to the most durable one. This technique can stick weapons, clothing, or tools to living beings. Using Adhere this way inflicts some pain, and removing adhered objects from exposed flesh can do a great deal of tissue damage.

**System:** Spend one point and roll Psi while two objects (or one object and a person) are in direct contact. The character must be within Psi meters of the contact point. The

number of successes achieved is the "bond strength" between the two items. The bonding lasts for 30 minutes, although each success increases this duration another 30 minutes. The objects separate easily once the duration ends. A Might score (or telekinetic effect) greater than the bond strength can separate the adhered objects before time runs out. The bond itself only gives out if it is weaker, than both adhered objects (use the chart under "Liquefy," Trinity page 218, to determine an object's effective durability; use the Endurance skill total for a person). If the bond is stronger than either of the objects being stuck together, the more fragile of the two breaks near the point of the bond. A living being suffers one level of Lethal damage per point of bond strength if forcibly ripped from a stronger object. A character using Thermal Screen (1 Cryokinesis) is immune to Adhere. A character with 4 Cryokinesis can use Adhere in a non-damaging fashion on herself, allowing her to climb up the sides of buildings or cling to a speeding starship without having to maintain a grip.

••• **Flash Freeze:** The psion slows the motion of free liquids, freezing them to solids in the space of seconds. This effect can be used on such high-temperature liquids as boiling water or molten metal, although the higher the substance's current temperature the more challenging this becomes. Flash Freeze is not effective against living beings or other complex organisms. This power may also be used for less direct effects, such as condensing and freezing surrounding water vapor (a psion could fill his drink with ice and dehumidify the room at the same time).

**System:** Spend one Psi point and roll. The number of extra successes required to freeze a target depends on the substance and its current temperature. The chart below indicates the number of successes needed to freeze a substance with an ambient temperature between 10 °C and 40 °C. The target remains frozen until it thaws naturally back to ambient temperature (for particularly large or dense substances, this could take hours).

Successes Needed	Substance
1	Water
2	Alcohol
3	Oil
4	Liquid Nitrogen
5	Mercury

greater number of successes may be required for significantly hotter substances. Generally, the Storyteller may require an extra success for every additional 40 °C that a substance is above 40 °C. If you roll the full number of successes required, your character can still reduce the substance's temperature an amount that the Storyteller feels is suitable. A surface or object affected by this power suffers the effects of a drastically reduced temperature, from frosted- or iced-over surface to brittleness to possibly permanent structural damage. Specifics are up to the Storyteller. Your character can affect a substance that is up to his Psi score in meters radius at a range of up to five times this Mode's rating in meters (at 3 Cryokinesis, he Flash Freeze a substance up to 15 meters away). At 4 Cryokinesis, he may freeze a number of separate substances equal to his Psi score, simultaneously.

••• **Hibernate:** 21st century scientists experimented with chemically induced coldsleep. The technology never truly matured; ice crystals have a tendency to grow inside human cells, causing irreparable damage and usually death. With Cryokinesis, a psion can slowly cool his own cells without disturbing them, and can bring himself out of hibernation without suffering long-term damage. While hibernating, a psychokinetic requires no food and one-hundred as much air as usual. Diseases that may afflict her do not progress, but neither do wounds heal. The psychokinetic either decides how long she wishes to remain in coldsleep, or simply chooses to remain "down" until she is

roused. A psychokinetic choosing the latter option takes a gamble: after a year of hibernation the character begins to physically degenerate, and may die.

**System:** Roll Psi. A single success puts the character into a hibernative state. One extra success can be used to set up a "wake up call" for any time up to one year in the future, or to let the character use Meditation to regain Psi while "under" (so two extra successes enables the character to do both). It takes 10 minutes to enter the coldsleep state, and half an hour to come out of it safely. A psion who stays under longer than one year at a stretch suffers degenerative effects, losing one point from her highest Physical Attribute every three months. Once any Attribute falls to zero the character dies. A character with 4 Cryokinesis or higher can extend the maximum safe hibernation time to five years; a character with 5 Cryokinesis has no theoretical limit. Alternately, a character with 4 Cryokinesis can use Hibernate on a willing or unconscious subject. Legionnaires often do this to reduce the likelihood of battlefield death due to traumatic injury.

••• **Heat Sink:** The psychokinetic can extinguish open fires with a glance. He psionically halts the fire's molecular motion, cooling even a red-hot ember. A skilled psion can snuff a bonfire in an instant. Not even warm ash remains. **system:** Spend two points and roll Psi. Your character can reduce a fire's intensity by an amount equal to his Psi score plus one for each success you roll (see Sources of Injury - Trinity, page 255), and consider each type of fire's damage effect to be its intensity). The area covers a number of meters in radius equal to this same total. If the fire isn't put out completely with the first effort, its intensity is at least reduced by the amount rolled for two turns. After that point, the surrounding heat excites the Fire back to its former intensity - unless the blaze is extinguished in the meantime, of course. Heat Sink is a reactive effect. Your character cannot use it to snuff an explosion before it goes off; even trying to "bleed off" the tremendous heat as an explosion occurs would be very tricky (the Storyteller should impose a +2 difficulty on any attempt to douse an explosion in the same turn in which it erupts).

••• **Cold Cover:** This rather flash power allows the psion to create hard cover in the middle of a battlefield by flash-freezing all of the moisture in the air in a large area and collecting it into an icy barrier. The barrier generally occupies no more than three cubic meters in volume---often enough to make the difference between life and death to soldiers caught in an ambush. The psion can shape the barrier to some extent, setting height, weight and thickness, but he cannot create ludicrously misproportioned shapes--no 3,000--kilometer long, one-centimeter diameter ice cables or anything of that nature. The average barrier weighs more than a metric ton but it is less dense than water and will float. Creating the barrier sucks 90% of the ambient humidity from the air within half a kilometer of the psion in all directions, so it cannot be done twice in the same area within half an hour.

**System:** Spend two Psi and roll. A single success creates a roughly hemispherical lump about a meter in radius or a cube roughly 1.5 meters on a side. By spending an extra success, the psion shapes the barrier somewhat. The barrier is composed of three cubic meters of solid ice, and can be made into a wall 2 meters high, 3 meters wide and 0.5 meters (50 centimeters, or about a foot and a half) thick, or another simple shape of the character's choosing. However, it can be no thinner at its base than 0.5 meters (50 cm) if it is to stand upright. The Storyteller has final say regarding "ludicrously misproportioned" shapes, of course, but players should be aware that a barrier thinner than 20 centimeters (0.2 meters) provides only visual cover and no armor protection. The barrier's volume can be increased by one cubic meter for each additional success achieved on the Psi roll. An ice barrier provides the same benefits as any other kind of cover (see Trinity page 245). Additionally, an attacker trying to "blow through" the cover must inflict one structural level of damage for every 20 cm (0.2

meters) of thickness the ice wall provides. Depending on the type of attack, this may not necessarily destroy the entire barrier, but may only make a hole. The final decision on the result is left to the Storyteller.

•••• **Cryofreeze:** This effect is comparable to that of a liquid nitrogen bath. The psion can freeze flesh or blood as well as wood, plastic or metal into a brittle, supercold state. This power inflicts severe frostbite or hypothermia in seconds when used on living beings. Not even heavily bundled targets are immune - the effect simply ignores any layers of clothing and focuses on the person within.

**System:** Spend three Psi points and make a resisted Psi roll against the target's Endurance. As long as you score more successes, the subject takes a number of Lethal Health Levels equal to your character's Psi, plus one for every extra success achieved on your roll. Armor cannot be used to soak - only applicable psi powers currently active (like Thermal Screen) apply. Cryofreeze may be used against targets at a range of up to 30 times your character's Psi rating in meters. Cryofreeze imposes an immediate frozen state by lowering the subject's core temperature, so permanent damage is likely. If the target loses more than three Health Levels at once, she stands a good chance of losing fingers, toes, ears or other extremities due to Frost-bite (this can translate to reduced Attributes or Abilities, at the Storyteller's discretion). A target reduce to Incapacitated or Dead by Cryofreeze can literally be shattered with a sharp blow -- even if left whole, medical science can do little to save her.

•••• **Ice Sheath:** Using a technique similar to Cold Cover; above, the psychokinetic draws a 3-cm thick layer of ice around her body. This ice is unnaturally dense, compressed by the character's noetic mastery, and provides protection against most forms of attack. The ice does not impeded the psion's motion in any way, as she unconsciously moves the ice to conform with her own movements. Most psions personalize their Ice Sheath's image in some fashion. Some Legionnaires consider Ice Sheath to be undignified. Those more concerned with practicality than their self-image, however, use it as the situation warrants.

**System:** Spend two points and roll Psi. One success creates a 3-cm-thick coating of ice over the character's entire body, except for her eyes, ears, nostrils and mouth. The psion is in no danger of freezing, as this power incorporates Thermal Screen (1 Cryokinesis) in addition to its other effects. Ice Sheath provides armor protection over the character's entire body similar to Combat Armor, but without the bulk [3/4,0]. In addition to its protective ability, Ice Sheath conceals a character's identity (observers must roll Awareness to recognize the character). It also increases the impact of her punches (add one bashing die to unarmed combat damage). Her icy soles can let her slide across solid surfaces, increasing her sprinting move rate by 5 meters/turn. If the character takes advantage of this movement bonus, the Storyteller may require an Athletics roll to make sharp turns. If traction, rather than speed, is needed, the psion can choose to extend "ice cleats" from her feet, giving her +3 dice any time she must roll to keep her feet. This rather obvious effect makes the psion stand out to infrared sight (and is distinctive to normal sight as well). Ice Sheath lasts for one scene, after which time the ice quickly melts away.

## **Pyrokinesis**

• **Flame Immunity:** This basic defensive effect enables the psion to vent excess heat away from himself reflexively. The psion can use Flame Immunity to resist damage From fire, heat or even superheated plasma.

**System:** Spend a Psi point and roll; each success adds one point to your character's soak against both Bashing and Lethal heat or Fire effects. This resistance may also be used against superheated effects such as plasma or lasers, but at half the total successes rolled (rounded up). This effect activates automatically and lasts for the

remainder of the scene. At 3 Pyrokinesis, Flame Immunity may be extended around your character over a number of meters in radius equal to half his Psi score (round up). With Four dots in Pyrokinesis, this radius increases equal to your character's full Psi score. In contrast to Thermal Screen, this power reduces your character's infra-red signature while in effect since he's dissipating heat away from himself (those with 1R-sensing equipment who monitor in his direction are at +1 difficulty to detect your Character's register).

• **System Burn:** The psion raises his own core temperature by several degrees in a relatively short period of time, mimicking the effects of a fever. Since fever "burns" foreign microscopic organisms from the body, this destroys at least some of whatever diseases that the character may have picked up. Particularly hostile (or deliberately designed) microorganism may resist, at the Storyteller's discretion; such things are a great more likely to kill anyone who contracts them.

**System:** System Burn, does not require Psi expenditure; simply make a Psi roll. The psion must generate a number of successes equal to the amount of Bashing damage the disease dishes out (see "Disease," Trinity page 254). A botch inflicts one Lethal damage level and provides no protection against the disease. It takes 10 minutes for the Legionnaire to clean his system out in this way.

•• **Heatburn:** The psychokinetic fires a burst of superheated air at the subject. The blistering heat ripples visibly from the psion to his target, and can cause sudden burns and dehydration in living targets, or can ruin data-storage media. This power actually has a few beneficial applications, as well; the psychokinetic can dehydrate food for easy travel, or can dry out a wet piece of equipment with the proper control.

**System:** When this power is used against living targets, spend one point and roll Psi. If the roll is successful, your character locks onto his target, and the extreme heat inflicts a Bashing damage Dice Pool equal to his Pyrokinesis score. You may add one dot to the damage effect for every success achieved on the Psi roll. Heatburn ignores any armor except those defenses (such as environmental suits or Flame Immunity) that specifically resist such attacks. Beyond being subject to the effects of extreme heat (see Sources of Injury - Temperature Extremes, Trinity page 256), living targets may be subject to the effects of dazing and unconsciousness (refer to Maneuver Complications, page 246). Heatburn is handled somewhat differently when used against electronic devices. Spend one Psi and roll, as above. However, this is a resisted action against the device's fail- safe rating (if any). Each extra success on your roll equals a dot reduced permanently From the device's system due to intense heat damage. A standard roll is usually enough to wipe an unprotected disk's data storage. Your character may affect a target at a range of up to 10 times his Psi rating in meters. At four dots in Pyrokinesis, your character may affect a number of targets equal to his Psi score, simultaneously (if they're within range). Each target's roll and the results are resolved individually against your single roll.

•• **Thermal Awareness:** A character with Thermal Awareness perceives his surroundings primarily via heat traces. Some psions who use this technique report losing sensitivity in the high end of the visual spectrum (blues and violets) do compensate for greatly increased sensitivity to the low end. This ability is not solely based on visual stimuli, though. The character gains a "heat sense" that gives him plenty of information about his environment even if he is blindfolded or in a pitch-black room.

**System:** A standard Psi roll lets the character to attune his perception to register thermal patterns for an entire scene. He can accurately assess any temperature to within 1<sup>0</sup> C with a simple Alertness Roll. Additionally, the psyker functions in total darkness or blindness without penalty as long as there is an obvious heat differential available. This is important: the character cannot read books in a pitch-black room, nor

can he see colors or otherwise take advantage of absent light. He can, however, fight without penalty so long as he makes an Alertness roll each turn to continue focusing on his Thermal Awareness (this roll is considered an automatic action). At 4 Pyrokinesis, the character can "record" a human target's "heat signature" in his mind. Make a Rapport roll (+1 Difficulty) to "memorize" the signature. Thereafter, no roll is necessary for the psion to recognize the target in any circumstance, even through disguises. The Storyteller may require an Awareness or Rapport roll if the target has gone through significant physical changes---e.g. a biokinetic, a patient of transplant surgery, the subject of a significant weight loss or gain.

•• **Ignition:** The psion excites the molecules of combustible objects, bursting them into flames. The materials must be readily flammable--although the psion can set someone's shirt on fire, he can't ignite her tongue.

**System:** Spend one point and roll Psi to cause a flammable target to burst into flames. The ignition point itself is only a few centimeters in size, but the fire it starts can grow and blaze for some time before burning out. Ignited targets burn for a number of turns equal to the Psi successes rolled. The Storyteller may increase this duration if the flammable target is of significant size or if it comes in contact with other combustible materials. A person in contact with a burning object suffers two dice of Lethal damage in the first turn, four dice the second turn and five dice each subsequent turn until the last in which the fire burns (during which damage dice return to two). If the fire lasts only three turns, ignore the five-dice effect. If the fire lasts only two turns, ignore the five-dice effect. If the fire burns for only two turns, roll two dice of Lethal damages each turn. Injuries from fire are handled like any other fire damage (see Sources of Injury--Fire, Trinity page 255). The victim stops taking damage if the flames are doused or she breaks contact with the source. Your character can set off a target at a range of up to five times the Mode's rating in meters (at 5 Pyrokinesis, he could ignite a target up to 25 meters away). At five dots in Pyrokinesis, he may light up a number of separate targets within range equal to his Psi score simultaneously.

•• **Weld:** This technique creates an extremely intense, short-ranged (10 cm or so) gout of plasma from the user's fingertips. Psions find that Weld serves better as a tool than as a weapon, though it can be used effectively in close combat. The flame generated can cut through nearly anything, given enough time--even oluminium eventually breaks down before Weld's power. Unlike Liquefy, Weld does not simply destroy objects. Weld's flame is only about 1 cm in diameter, requiring a lot of time to melt and object down in the way that Liquefy does. Instead, Weld works best when the psion wants to cut through or weld shut objects.

**System:** Spend one Psi and roll. The number of successes required to burn through a target depends on the substance; see the chart below. Burning through a one-meter-long 5 cm-thick material takes about one minute; every additional five centimeters of thickness requires another minute. Welding something shut requires less intense heat: reduce the successes needed by one (to a minimum of one). No matter the time needed, Weld requires just one point of Psi.

Successes Needed	Substance
1	Plastic
2	Copper
3	Mylex/Bioglass
4	Orbital Steel
5	Oluminium

If used in combat, Weld only lasts for one turn, and its short range means that the welder must be at hand-to-hand combat range or closer. Weld does five dice of lethal damage on a successful hit to living beings. The attack may be dodged.

••• **Liquefy:** One of the more dramatic applications of Pyrokinesis, this power enables the psion to excite an object's molecular structure so intensely that it shifts from a solid to a liquid state. The effect works best on materials with a low melting point; cheap plastic is ridiculously simple to liquefy compared to titanium. Although Liquefy can't be used on living beings, it can certainly damage them indirectly--a person touching molten metal is injured severely. Truly powerful psychokinetics are said to be able to liquefy materials such as wood that would normally combust at high temperatures; the degree of control this requires is staggering.

**System:** Spend two points and roll Psi; the number of successes required to melt a target depends on the substance. The chart below indicates the number of successes needed to liquefy some sample materials. The targeted substances takes a number of turns to melt completely equal to the successes needed to liquefy it (so orbital steel takes three turns to reach a liquid state). The object's tremendous heat buildup is evident visually and by touch (contact with the substance as it melts inflicts three dice of Lethal damage), giving savvy individuals time to clear the area. Once liquefied, the substance returns to a solid state in a number of minutes equal to the successes needed to melt it (although the subject usually solidifies in a dramatically different shape).

Successes Needed	Substances
1	Plastic
2	Copper
3	Orbital Steel
4	Granite
5	Aluminium

If you don't roll the full number of successes required, your character can still increase a substance's temperature by an amount that the Storyteller feels is suitable. Your character can affect a material up to his Psi score in meters radius (as long as it's within a range of 10 times his Psi rating in meters). At 5 Pyrokinesis, he may liquefy a number of targets equal to his Psi score, simultaneously. Liquefy can also be used to thaw a frozen liquid (simply use the success chart under Flash Freeze).

••• **Radiative Manipulation:** This ability gives a character far greater control over the relationship between heat and light than anyone but a Photokinesis specialist. The wielder of Radiation Manipulation can convert heat to light, or light to heat, in the blink of an eye. He can make a flashlight burn intensely hot but dim or turn a campfire into a roaring, intense bonfire that is strangely cool to the touch.

**System:** Spend a point and roll Psi. The character may manipulate any heat or light source within (10 x Psi) meters. Success allows the psion to reduce the intensity of a heat-based attack by converting that energy to visible light; Storytellers may either reduce the damage of a heat attack by one die per success, or grant characters lethal soak dice against this attack equal to the number of successes rolled. Doing this causes the fire to glow very brightly across the visible spectrum; it is visible for at least 100 meters per success. Conversely, leaching light into heat-dims spotlights and searchlights. The psychokinetic needs one success for a flashlight, three for a spotlight, or up to five for truly intense lights (the glare of an arc welder; perhaps). For a simple atmospheric effect, a single success makes a sphere with a radius equal to his Psi in meters as bright as day and cools it by 25° C, or makes it nighttime--dark and 25° hotter. Lastly, this ability disrupts the coherence of laser beams. When the psion disrupts the coherence of laser beams. When the psion targets a laser weapon with Radiative Manipulation, reduce its damage by one die for every success the character achieves. Each use of Radiative Manipulation lasts for an entire scene, until the psion cancels the power, or loses sight of the power's target.

•••• **Plasma Control:** The psychokinetic's power can go beyond simple cause and effect at this stage - he can now control fire, dictating its very size, direction and even shape. This effect is particularly potent when combined with flamethrowers and plasma weapons, as the psion Focuses the weapon's power into that of a gigantic arc welder. It can also be quite alarming when an ordinary campfire suddenly swells into two blazing hands that proceed to immolate onlookers.

**System:** Simply altering a fire's shape requires nothing more than a Psi roll; each success indicates a turn during which your character can play with the fire's form. Maintaining Plasma Control for longer than the number of turns rolled requires concentration (+1 difficulty to all other actions) - fire is a tricky beast to tame, after all. A flame source may be affected at a range of up to 30 times your character's Psi score in meters. Psi points must be spent to increase a Fire's size or intensity. Each point spent increases the flame's coverage or range by a meter and adds an additional die to the Lethal damage effect. Any damage done is handled like any other flame effect (see Sources of Injury - Fire, page 255). The effect may be flung indiscriminately over an area, causing the listed damage. Alternatively, it can be focused and directed at a target (roll [Psi + Firearms] to hit); any extra successes achieved in the attack roll are added to the damage effect.

•••• **Flame Sheath:** Stodgier members of the order consider this technique crass and flashy (though it doesn't earn the snickers that Ice Sheath gets). Flame Sheath enshrouds the psion in a layer of fire, protecting him from most attacks and creating a hazard for those too close to him. Anyone foolish enough to touch a psion wearing Flame Sheath immediately regrets it.

**System:** Spend two points and roll Psi. If successful the character becomes sheathed in red-hot flames for the rest of the scene (or until the psion chooses to deactivate the power). As with Ice Sheath, it's much harder to recognize the character--observers need an Alertness roll to recognize the psion even if they are familiar with him. However, it becomes trivially easy (no roll required) for a spotter using ordinary or infrared sight to notice the character---he glows like a main battle tank's engine core. Also, perhaps obviously, the character is on fire! Although the psion himself takes no damage, the surrounding environment isn't so lucky. The character's guns don't work well due to the heat, and ammunition often cooks off disastrously. Flammable objects around him tend to burn up. Rather than go into great detail about such things here, we simply encourage Storytellers to have objects burst into flame dramatically--don't worry about the dirt charring under the character's feet nearly so much as the ammo cases he's leaning against. In combat, the character gets some defense against both Bashing and Lethal [2/2,0] with no encumbrance. Additionally, anyone making a Brawl or Martial Arts attack against the psion receives a number of successes rolled during Flame Sheath's initial activation. Unarmed combat attacks the character makes while sheathed automatically inflict Lethal damage.

## Telekinesis

• **Tow:** The most general, imprecise version of TK, this effect allows a psion to move an object around, and not much else. The psychokinetic can move the target at about the same pace as a slow walk. This power is useful for snatching loose weapons before opponents have a chance to grab them, and to open unsecured doors from a safe distance.

**System:** Spend a point and roll Psi. An object may be pushed or pulled up to seven meters in a turn; this distance may be increased by one meter for each extra success rolled. Your character's Tow strength equals half his Psi rating (rounded up); see Dramatic Systems - Lifting, page 234, for the mass chart. A character with 3 Psi can tow a 45 kg object, while a psion with 6 Psi can tow a 100 kg object. If the object's mass is

one category greater than your character's telekinetic strength, all he can do is drag the thing one meter. Your character cannot move a target of any greater mass. Your character can manipulate an object as long as he concentrates on it (putting him at +1 difficulty to other actions while Tow is active), or until the object moves out OF line of sight or is wrested From your character's telekinetic grasp. Your character can grab a target at a range of up to 20 times his Psi score in meters. At three dots in Telekinesis, your character can move a number of objects at once equal to his Psi rating (although they can- not equal more than his total lifting capacity, and they must all be moved in the same direction).

• **Deafen:** By rapidly compressing and then releasing the air molecules in an area, the psychokinetic creates a deafening noise reminiscent of a thunderclap. Those too close to the source may temporarily suffer hearing loss or even be stunned.

**System:** Pick a target location within 5 x Psi meters, spend one point and roll Psi. The number of successes represents the radius (in meters) around the target point within which unprotected humans may be both deafened and stunned. Targets up to twice that distance from the target point suffer partial deafness but are not stunned. Each subject in the inner radius must make an Endurance roll at +1 Difficulty. It takes at least one success to avoid being dazed; characters who fail the roll must spend the next turn shaking off Deafen's effects. It takes three successes to prevent hearing loss; characters who get only one or two successes lose their hearing for one minute (10 turns). Targets in the outer radius must get a single success on the Endurance roll to avoid spending one turn deafened. Hard ear coverings (vacuum suit, VARG, construction worker's ear coverings--something with more oomph than simple "hands over ears.") add three dice to the character's dice pool for the Endurance roll.

•• **Remote Manipulation:** The psychokinetic has enough control to use TK as if it were a second pair of hands. He may perform actions remotely that would otherwise require physical touch (such as picking a pocket from across the room or firing a weapon in someone's holster).

**System:** Spend one Psi point and roll; the number of successes achieved equals the dots OF permanent Psi that you may substitute for your character's Strength or Dexterity when using relevant Abilities at a distance. Psi points applied cannot exceed your character's Strength or Dexterity, though. Line OF sight is also required. So if you roll four successes, you may add up to four to the appropriate Ability rating to perform physical acts as a distance, depending on what your character's normal Strength or Dexterity score is. If you character has 3 Strength and 2 Might, you roll five dice [three Psi successes + Might rating] to force a door open. If your character has 5 Dexterity and 4 Firearms, you roll eight dice [four Psi successes + Firearms rating] to a fire distance weapon. If your character doesn't have any points in a required Ability, he cannot use Remote manipulation for the desired effect. The Psi successes rolled also act as your character's telekinetic strength. So with four successes, your character can lift up to 165 kg in normal gravity (see Dramatic Systems--Lifting, Trinity page 234). If Remote Manipulation is used on a struggling subject - forcing another person to point and Fire his own gun, for example - the psion's player makes a resisted Psi roll against the target's Might, as per the living target rules, above. Any successes that the player achieves in excess of the opponent's are added to the psion's Fire- arms score to determine the accuracy of the shot. At 3 Telekinesis, your character is endowed with a kind of "telekinetic touch." He can sense what he manipulates without actually seeing it. However, your character must have a very good idea of where his tar- get is to even "touch" it. He may be able to pick the lock on his handcuffs, but can't jostle a vase in a nearby room if he doesn't know exactly where the object is. Remote Manipulation can be used for the remainder OF the scene once active, and can affect a target at a range of up to your character's Psi score times 10 in meters.

•• **Pressure Control:** The psion creates local atmospheric pressure "bubbles," whether by pushing air molecules out of the way (lowering it to a near perfect vacuum) or cramming them into a smaller space (raising it to many multiples of the air pressure at sea level). Psychers often use Pressure Control to create "bubbles" of a particular air pressure. In combat, Pressure Control can remove all of the air from an area around a person or compress the atmosphere around her. In addition to the obvious combat applications--it's hard to fight if you can't breathe--the technique also proves useful in many other hazardous environments. A psychokinetic caught on an explosively decompressing spaceship might draw upon the escaping atmosphere to create a sphere of Earth-normal pressure air, or put a seal of high-pressure air over a hull breach to stop further leakage. Although Pressure Control can draw upon an existing atmosphere, it cannot create any kind of air pressure directly from the vacuum of space--there just aren't enough molecules in the immediate area to be useful.

**System:** Spend a point of Psi and roll to modify the local pressure. Each success doubles or halves the local air pressure, as the psion wishes. Increasing the air pressure five times beyond the "normal" atmospheric pressure inflicts damage on targets not in pressure suits (one Lethal wound for every success after the second). Decreasing the pressure below 50% of normal inflicts damage to unprotected targets in the area and cuts off their oxygen supply (one Bashing wound for each success after the first, as well dealing with a lack of oxygen; see Trinity page 255 for more details). This power affects a volume one meter in a radius per the character's Psi score (or a smaller space, at the psion's discretion). Characters with 4 Psychokinesis or higher do not have to spend Psi when using Pressure Control to restore local air pressure to its normal level.

••• **Force Barrier:** The psychokinetic can form an actual wall OF telekinetic force. This is by no means a catch-all "force field" that grants the psion invulnerability from any assault. It is, however, an effective barrier against fast-moving attacks.

**System:** Spend two Psi points. Your character creates a roughly circular barrier with a radius up to his Psi score in meters. This shield is flat (your character could curve it by 30" at most), but may be oriented vertically or horizontally or anywhere in between. Your character can create only one barrier at a time, but it lasts for an entire scene - unless your character is distracted from maintaining it (due to being dazed, for example), or some other psi effect is able to cancel it out. The barrier is invisible to normal sight, but appears like a scintillating net to anyone using Attunement (see page 191). It may be set around your character anywhere From a few centimeters to five meters distant, and at his front, back at a side, above or below. Once formed, the barrier stays set to that direction and moves with your character, although he may change its facing whenever he wishes (depending on how involved your character is with other tasks or combat, the Storyteller may consider this a dice action). A shield placed at your character's back covers that area no matter where he goes or in what direction he turns. However, if your character focuses briefly, he can redirect the barrier to protect his front. This field slows down or even stops high-speed physical objects, From a bullet to a fist, that approach from either side of it. When your character is attacked through the shield, roll Psi in a resisted action against your opponent's attack. If the attacker scores more successes, the attack makes it through and hits your character - although the damage effect Dice Pool before soaking can- not exceed the extra successes your opponent gained in the resisted action. Soak and damage are otherwise handled normally. If you roll an equal or greater number of successes than the attacking opponent, the barrier stops the attack (bullets tumble to the ground, punches seem to sink into invisible taffy). A person thrown at the barrier with great force is slowed to a stop almost immediately, and takes one Bashing Health Level of damage. The barrier works the same if your character tries to launch a physical attack through it. However, Force Barrier has absolutely no

effect on energy or gas attacks. Additionally, a person moving very slowly could pass through it in about two turns.

••• **Sound Control:** The psychokinetic can create modify or silence sounds, from the simplest pure tone to complex conversation. At the highest levels of ability, the psion can modify a spoken conversation.

**System:** Spend a point and roll Psi. Consult the table below for the available effects.

Successes	Effect
1	Mute or increase any sound's volume
2	Create or modify simple sounds or turn simple sounds into different ones.
3	Modify complex sounds or reduce them to simple sounds; turn simple sounds into complex ones.
4	Turn vocal sounds into complex or simple sounds.
5	Modify vocal sounds into each other, or change simple or complex sounds into vocal sounds.

*Simple Sounds:* change in tone no more than once per second. Examples include the hum of an engine, a telephone dial tone, or the roar of the ocean against the seashore.

*Complex Sounds:* have multiple simultaneous tones, change more often than once a second, or both. These include instrumental music (even the most frantic bang), holism sound effects, weapons fire and explosions.

*Vocal Sounds:* are those produced by a human or sentient alien during speech or singing.

If the player rolls fewer than the number of success required for the chosen effect she may choose a lower-level effect or simply not to activate the power at all this turn, save the Psi, and try again next turn. Sound Control works out to a range of 10 times the psion's Psi in meters. Changes the character makes are hard normally within the area, but sources of sounds beyond that range remain untouched. Sounds may be deafeningly loud, if the psychokinetic chooses. A psion choosing only to amplify existing sounds doubles the volume for every success after the first. A psion with 5 Telekinesis can generate complex sounds without requiring further concentration.

•••• **Flight:** This dynamic ability literally allows the psion to fly! Noeticists are still trying to determine if the psychokinetic uses TK to push away from the ground or to manipulate himself with the power, or if it involves some other esoteric manipulation of psi energy. Whatever the exact method used, flight can be accomplished in an atmosphere and in space. It is indisputably one of the most exhilarating of all psi effects.

**System:** Spend two points and roll Psi. Your character can move through the air at 10 km/h (roughly walking speed), and the effect lasts for the entire scene (landing cancels the power, however). Each extra success allows your character to increase his speed by 10 km/h. At two successes, you can increase your character's flight speed to a total of 30 km/h.

•••• **Choreography:** Originally developed by a former baseball pitcher; this technique allows a psion to "script" an object's movements and then let it go without spending further concentration on it. Researchers argue about just how the power actually works. One school of thought believes the psion actually "paves" the object's path within the noetic medium, and that once given a motivating force the object tends to follow that path without further guidance. The other school of thought suggests that the psion stores kinetic energy as a series of motion vectors in the object's noetic aura. This energy discharges into the macroscopic scheme of the object over time, moving the object accordingly.

**System:** Spend one point and roll Psi. Each success lets the character supply an inanimate object with three simple movement commands, in the form of "Move X distance in Y direction," "Rotated around the Z axis," or "Pause." The object obeys the

directions when released, requiring no further concentration or Psi expenditure, and can even move out of sight. The object moves as though the character was using Tow (see Trinity page 219) on it, with regard to mass and speed restrictions (though it may move out of the character's line of sight). The psion may choreograph one object each turn. The object tries to continue on its programmed path even if it encounters an obstacle. Considering Tow's mass and speed restriction, it may be unable to push through the barrier. In that case, the object continues pushing stubbornly against the obstruction until the power's duration expires (or the obstacle moves, in which case the object continues on to its next directive). The psion does not maintain a link with the object once it's released, and can only monitor its movement through normal sensory means. Choreography can be used in concert with an object's own motion (either self-propelled, or thrown), or with Slingshot (5 Telekinesis). In this case, Choreography essentially provides "course corrections" to the object's movement. A bullet becomes "self-guided" and harder to dodge. For every success rolled on Choreography, add one die to the shooter's Firearms dice pool.

•••• **Slingshot:** A favorite combat maneuver, this effect allows a telekinetic to accelerate an object to high speeds, effectively turning a pebble into a bullet or a briefcase into a catapult missile.

**System:** Spend two Psi points and roll. Substitute your character's Psi score for Might on the chart under Lifting, page 234 (the amount lifted can vary depending on the local gravity; see Weight vs. Mass in the same section). Each extra success on the Psi roll may be used on a one-for-one basis to boost your character's Psi rating artificially for calculating the mass he can hurl (see Dramatic Systems - Throwing, page 236), or to add a die to the object's damage effect - or both! For instance, the player of a telekinetic with 4 Psi who gets two extra successes can spend one to sling a 240 kg piece of machinery and can spend the other to add one die to the object's damage effect. A projectile's base damage effect can vary in both number of dice and type - a plasteel mug may do one die of Bashing damage, while an orbital knife may inflict three dice of Lethal damage. The specific quantity and type are determined by the Storyteller. Actually striking a target with an object requires a second straight Psi roll; this is handled like any other attack, including adding any extra successes rolled as dice to the damage effect, and reducing For soak. Your character can hurl a number of objects equal to his Psi score at one time, as long as their total mass doesn't exceed his lifting capacity and they're all launched at the same target. While you still make only one initial Psi. roll to hit the target (and must split those extra successes among multiple objects, accordingly), you resolve each missile's strike and damage separately. Your character can use this power at a range up to 30 times his Psi score in meters. If your character uses this power to lift a struggling target, the Psi roll is resisted by the subject's Might, as per the living target rules, above. Those successes rolled in excess of your opponent's determine the amount of mass that your character can lift, and each extra success can be allocated to increase lifting weight or damage effect. If the struggling target is thrown, the second Psi roll is made with a Dice Pool equal to the extra successes of the first roll (if three extra successes were achieved in the first, resisted roll, three dice are rolled to throw the living subject).

•••• **Constructive Interference:** Witnesses to this power's use--still rarely seen outside of a lab--become quickly convinced of the psychokinetic's mastery of solid matter. All objects--from ballpoint pens to skyscrapers to planets--have a characteristic "resonant frequency" based on materials and layout of their construction. When the psion applies a driving force at just the right frequency, a continuous small "push" causes great motion inside the object--or even destroys it. A classic, dramatic real-life example of this is the Tacoma Narrows Bridge, also called "Galloping Gertie." By unfortunate coincidence, the bridge's resonant frequency was driven by the wind

whistling through the gorge around it. If you've seen old stock footage of a bridge undulating with waves through solid concrete, you've seen Galloping Gertie. The one true mad scientist of the 20th century, Nikola Tesla, claimed to have started earthquakes in New York City through the use of an extremely small oscillator, attached to a pole running down into the city's bedrock.

**System:** The character first touches the object he wants to affect. He must remain in contact with the object as long as the power is active, or its effects immediately stop. Spend one Psi and roll. The difficulty to affect the object is based on the object's material strength, as noted in the chart below.

Successes Needed	Substance	Object
1	Plastic	PC
2	Copper	Car
3	Mylar/Bioglass	Office Building
4	Orbital Steel	Orbital Shuttle
5	Aluminum	Hovortank Armor

Each extra success inflicts a number of structural levels worth of damage equal to half the character's Psi score (round down). A psychokinetic could theoretically destroy anything with sustained use of this power. Just remember that larger objects like buildings have hundreds of structural levels and eventually someone will notice that something's up. Constructive Interference produces spectacularly visible results: though an Awareness roll is necessary to notice the vibrations early in process, after five turns of use, if the object hasn't already been destroyed, no Awareness roll is necessary to notice the object's undulations and vibration. This power can affect a living target (doing health levels rather than structural levels), but any sensible target will attempt to escape, and immediately does so unless the attacker first used a maneuver like Clinch or Hold (Trinity page 244).

## TELEPATHY

**Basic Technique: Mindscan**--This Basic Technique is the stepping stone to much greater capabilities. The Psion "tunes" his to discover a specific individual's psionic resonance. This doesn't allow the telepath to gauge his target's exact location or distance (at best it conveys a sense of "over there a short distance"). However, Mindscan does give the psion a mental connection to the subject through which he may use more significant psi effects.

**System:** Roll success indicates that your character picks up on the subject's psionic signature. Your character must be very familiar with the subject (a good friend, long-time co-worker or close relative) or have a psi print to use this effect. If the technique is used on a casual acquaintance or someone described carefully, roll at +1 difficulty. An individual glimpsed briefly or a telepath working off a name alone incurs a t2 or greater difficulty. Other psi effects such as Psi Cloak may also add to the difficulty. Mindscan stays active for as long as your character concentrates, but imposes a +1 difficulty to all other actions performed due to the degree of focus required. Sensing range equals 100 meters times your character's Psi score. This distance increases by another 100 meters for each extra success rolled. Once Mindscan is used to discover a subject, your character gets, at most, a general idea of her location. With three or more successes, your character can confirm if a target is in a specific location. ("She Isn't In her flat.") If your character uses Mindscan to locate a subject, it doesn't matter if the target is in his line of sight. The telepath may also use other powers through the Mindscan connection, as long as they aren't normally blocked by distance or physical barriers.

**Basic Technique: Pure Thought**--The telepath enters a state in which a single thought and emotion dominate all others within his mind. Ordinary background and subconscious mental noise fades out. The thought and emotion are something the

telepath really does think and feel, even if they're only part of his overall state of mind; they can't be wholly irrelevant to his actual mindset of the moment. System: Spend 1 Psi and concentrate for one action. (This counts as one full action for purposes of splitting dice pools, if the psion really wants to try something else in the same turn.) For the rest of the scene, all efforts to probe the psion's mind and get anything but the Pure Thought-created dominant state of mind suffer a difficulty penalty equal to half the psion's Psi score, rounded up. Efforts to probe the psion's psyche by non-psionic means like Rapport suffer a penalty equal to the psion's full Psi score.

## Empathy

•**Sense Emotion:** The psion is in tune with the ebb and flow of human emotional tides. He can sympathetically "feel" what his subject feels, and thereby knows that subject's frame of mind. System: Roll Psi in a resisted action against the target's Rapport Skill Total. The number of successes achieved indicates how much insight your character gets into the subject's current emotional state. A standard success yields a vague impression. ("She's disturbed.") Four extra successes convey the entirety of the subject's condition. ("She's aggravated because she has a cold, she's uncomfortable because her shoes are one size too small, and she's incensed at having to deal with someone as irrelevant as you.") The subject is not aware that his emotions have been put on display for your character's perusal. Sense Emotion may be used accurately on a visible subject at a range of up to five times your character's Empathy rating in meters. At 3 Empathy, your character can use this effect on a number of targets equal to his Psi score, simultaneously. You still roll only once, but your successes are compared to each subject's resisted Rapport roll. Used creatively, this power can also reveal whether the last thing a subject said was a lie - telepaths are Emerbate: The telepath, having identified a subject's emotions, can play upon them with subtle psionic manipulation. With just a bit of guidance, displeasure becomes antagonism, interest becomes drive and lust becomes unbridled passion. This power should be used with caution; while a psion can intensify a target's emotions, he cannot necessarily control them.

**System:** Spend a Psi point and roll; the number of successes on the Psi roll indicates the degree of emotional change, The results are largely a matter of roleplaying, although the Storyteller may choose to assign bonuses or penalties to those who are whipped into an emotional frenzy. This power's effects, once activated, last for the duration of the scene. When extreme changes are imposed teller may allow the target a Willpower roll to control her passions momentarily. While your character's emotional tampering isn't obvious, a particularly clever or knowledgeable individual might be able to ferret out the reasons behind someone's sudden emotional change. At two dots, your character merely increases the subject's strongest current emotion, as long as the target is visible within a range of five times your character's Empathy score in meters. At 3 Empathy, he may reduce that emotion's intensity, instead. At four dots in this Mode, your character may use Exacerbate on a number of targets equal to his Psi rating, simultaneously. The details of extreme emotional change are best left to the Storyteller's discretion.

• **The Music of the City:** The telepath senses the degree of discord or harmony among the other people in the immediate vicinity. He can't tell, via this technique alone, what the prevailing emotions actually are, only how much disagreement there is. A lynch mob in the throes of lethal passion registers to the Music of the City as consistent and harmonious, while a workshop voting on whether to unionize and a church whose congregation is deeply split on a matter of doctrine or practice both "sound" contentious and jangly. If there is only one other mind in the area, or none at all, the Music is monotonic or altogether absent. A telepath stranded in unfamiliar circumstances can therefore use this technique to check whether he's alone.

**System:** Spend 1 Psi and roll. One success lets the telepath sense the degree of dissonance within three meters; each additional success doubles the range. The Music remains "audible" for (Psi) turns, plus an additional turn for each point the telepath spends. Telepaths with three or more dots in Empathy automatically get some sense of the emotions carried on the Music. The details depend on the telepath's individual aesthetic preferences, but destructive emotions always "sound" unpleasant, while happy ones "sound" good. This technique never fully substitutes for Sense Emotion, but can provide a good sense of the general ambience.

•• **Exacerbate:** The telepath, having identified a subject's emotions can play upon them with subtle psionic manipulation. With just a bit of guidance, displeasure becomes antagonism, interest becomes drive and lust becomes unbridled passion. This power should be used with caution; while a psion can intensify a target's emotions, he cannot necessarily control them.

**System:** Spend a Psi point and roll; the number of successes on the Psi roll indicates the degree of emotional change. The results are largely a matter of roleplaying, although the Storyteller may choose to assign bonuses or penalties to those who are whipped in to an emotional frenzy. This power's effects, once activated, last for the duration of the scene. When extreme changes are imposed, the Storyteller may allow the target a Willpower roll to control her passions momentarily. While your character's emotional tampering isn't obvious, a particularly clever or knowledgeable individual might be able to ferret out the reason behind someone's sudden emotional change. At two dots, your character merely increases the subject's strongest current emotion, as long as the target is visible within a range of five times your character's Empathy score in meters. At 3 Empathy, he may reduce that emotion's intensity, instead. At four dots in this Mode, your character may use Exacerbate on a number of targets equal to his Psi rating, simultaneously left to the Storyteller's discretion.

•• **Sense Aspiration:** The telepath concentrates on a nearby target and picks up his sense of whether he is fulfilling his capabilities, or making progress toward his goals even if not there yet, or off on a wrong track, stuck in a dead end or otherwise just not there. The telepath cannot tell whether the target is correct, only what the target's own conviction is. **System:** Spend 1 Psi and roll. A single success provides a broad, crude sense of the target's sense of self-fulfillment. Each additional success adds some additional information: a sense of progress or failure now compared with the past on two successes, a sense of lofty or mundane aspirations on three successes, and increasingly detailed insight into the target's actual goals and self-appraisal on four and five successes. Keep in mind that this technique does not provide any insight into the target's degree of self-deception, and a telepath who takes everything learned via Sense Aspiration as gospel may be setting herself up for trouble later.

••• **Emotional Achilles:** Telepaths are no strangers to the uses and abuses of this Aptitude. By using this power, a psion may subdue his own emotions, thereby becoming cold, distant and utterly self-interested. Telepathy powers used against the psion during this time are scarcely effective; his intellectual interests and emotional weaknesses are buried deep within him. As this power's name implies, however, it has a weakness. If a clever telepath can divine the psion's inner drive, she may break his will and cancel any protection that this power conveys. Using this effect proves addictive to some telepaths. Growing ever more paranoid, they retreat into their own personalities or erase them - a fact that earns Empathy a negative reputation.

**System:** Spend one Psi and one Willpower point, then roll Psi. Your character is completely unaffected by any Empathy effect for the duration of the scene, no matter how it's used. Any Mindshare or Psychbending powers used against him are also at a difficulty equal to the number of successes achieved on the Psi roll made to activate this power. If you got three successes, opposing telepaths are at +3 difficulty to use

Mindshare and Psychbending powers against your character. If another telepath knows your character's Nature, however, she may affect him as normal. A telepath may only make one "guess" as to this Nature per scene; defeating this power reflects a deep knowledge of the character's psyche, not a simple recitation of the Nature list. Still, telepathy effects, Rapport rolls and Science (Psychology) attempts may help to reveal a telepath's true identity over time.

••• **The Air of Authority:** The telepath picks up the prevailing expectations in bystanders' minds as to what trustworthy authority is like. He does not learn precisely who they regard as legitimate authorities, the contents of their leaders' views or anything else of the sort, only the behavioral cues that tell these people "this is a leader to trust and obey." He can then act on those cues or not, as he chooses. Note that the telepath doesn't sense what would actually be in bystanders' best interests, only what they're inclined to follow.

**System:** Spend 1 Psi and roll. Each success adds +1 to the telepath's Command and Intimidation rolls for the rest of the scene. If, in the course of the scene, the makeup of the immediate population changes enough that different standards of leadership prevail — because a lot of people arrived or left, or the telepath moved — make a Psi roll to reattune to the new consensus. The first such reattunement roll costs no Psi, but if the situation changes again, the second and ensuing reattunements each cost an additional Psi (1 Psi for the second, 2 Psi for the third, etc.).

•••• **The Muse:** This effect enables the psion to incite whatever feeling he wishes to within an audience. Deep sorrow, raging fury, fawning adoration and cowering fear are all at the telepath's disposal. This power is used by petty dictators and politicians during speeches to rally their people into patriotic fervor, and by stage performers who generate vicarious catharsis through their performances. The Muse is certainly useful to anyone who is in the public eye or who suddenly finds himself facing a crowd of surly antagonists. Obviously, the more skilled the telepath is, the more people he can influence with this power.

**System:** Spend two Psi points and roll (at +2 difficulty if the targets are initially hostile or antipathetic toward your character). The number of successes achieved on the Psi roll determines how many people are affected by The Muse. The power covers a radius up to 50 times your character's Psi score in meters. The effects last for the duration of the scene, and your character may further alter the subjects' moods during that time with additional Psi rolls.

#### Successes

#### Targets Affected

- |   |   |
|---|---|
| 1 | Two--You can have a date every night if you want one. |
| 2 | 10--Most popular person in your office.               |
| 3 | 50--The life of the party, <i>Every</i> party.        |
| 4 | 200--Politicos take tips from you.                    |
| 5 | 1,000--Don't cry for me Argentina.                    |

Those subject to The Muse's effects are not aware automatically that they have been influenced psionically. Yet if an individual's natural inclination toward your character is greatly at odds with the emotion that The Muse imposes, the target may feel anger or embarrassment - and if she's familiar with psi abilities or knows your character is a telepath, it won't be too difficult for her to figure out what has happened.

•••• **The Well of Feeling:** The telepath extends an emotional damper throughout the vicinity, "draining off" a particular chosen emotion — hope, fear, lust, greed, or something else comparably fundamental. While the Well remains open, those within range cannot feel a particular emotion without unusual effort, and may not realize that anything external interferes even so. Those who leave the area (or who are still there when the Well closes) regain the ability to feel the chosen emotion normally, though their emotional state must shift to it naturally: even though its absence was induced

artificially, the emotion really is gone from their psyches, not waiting to rebound immediately.

**System:** Spend 2 Psi and roll. The Well drains off the specified emotion from everyone within attunement range (see Trinity, p. 192), and lasts for ten minutes per success. (The telepath can choose to close the Well earlier, if she wants.) Anyone with a strong subconscious drive or external provocation to feel the drained-off emotion must roll Willpower or Psi, whichever is higher. A single success lets him feel the drained-off emotion for one turn. Getting as many or more successes than on the Well of Feeling roll breaks the effect on that individual altogether, and leaves the individual aware of something artificially blocking his emotions.

••• **Mind Bomb:** Officially known as “Emotional Focal Resurgence,” the more blunt term “Mind Bomb” better conveys this power’s abrupt and often devastating effect. The telepath reaches into the subject’s psyche and triggers whatever deep emotional response that the psion desires (love, peace, hate, sorrow). It doesn’t matter what the target is feeling at the moment; Mind Bomb overwhelms her completely. The power’s emotional trigger makes the subject recall the Full intensity of an emotion related to an especially significant event in her life. Dredging up such powerful feelings can overwhelm the subject. Mind Bomb is often used with beneficial intent, although the power’s harmful applications are evident.

**System:** Spend three points and roll Psi in a resisted action against the target’s current Willpower total. If the subject achieves more successes, she shrugs off the power’s effect. On a tie, the target is distracted for one turn by the sudden emotional upwelling she feels, putting her at +2 difficulty to all actions that turn. If your character gets a higher number of successes, the subject falls under Mind Bomb’s full effect. The target is dominated by this power’s impulses for a number of minutes equal to the extra successes you roll. If your character wants the target to feel joy, the subject becomes infused with happiness, even tossing aside her weapon and embracing a bitter enemy. If your character dredges up rage in the target, the subject is overcome by violent intent, even lashing out physically at loved ones.

•••• **The Orchestrator of the City:** The telepath focuses on a particular subject — a person, place, idea, thing, etc. — and then reaches into the emotions of those in the area. Without conscious effort or decision, people within range who sympathize with or otherwise support the subject gather around one designated point of attraction, while those who reject or dislike it gather at another. The more intense an individual’s feelings, the more strongly they’re drawn to one or another of the attractors.

**System:** Spend 3 Psi and 1 Willpower and roll. If successful, the orchestration affects all within attunement range, and lasts for ten minutes, plus ten minutes per additional success. The points of sympathetic and hostile attraction can be anywhere within range, and the telepath can move either or both at up to normal walking speed without additional concentration. (At the cost of one full turn’s concentration, he can move either or both anywhere else in range immediately). People responding to the orchestration will not put themselves in immediate danger — they won’t walk into fires or off cliffs, for instance — but they do proceed with determined persistence past mundane obstacles. Once at the point of attraction, or as close as they can get, they act as if they’d naturally gathered in support of or opposition to the subject. That is, the telepath has just created two mobs, or at least potential mobs. Ministry telepaths generally use this technique only when in teams, with other telepaths on hand to control and study the gatherings. Individuals who make an Awareness roll with as many or more successes than on the Orchestrator roll are aware of feeling a particular compulsion to go somewhere, and may make a Willpower roll to avoid acting on it. A single success suffices in most cases,

though an individual with especially strong passions on the subject makes the roll at +1 difficulty or more, at Storyteller discretion. The telepath may spend 1 Psi and 1 Willpower and make a second roll to disperse the crowd, any time before the effect wears off. If this second roll succeeds, affected people aren't aware of anything artificial having happened to them. Otherwise, they do realize that they've been manipulated once the effect ends.

## **Mindshare**

- **The Babel Effect:** This power enables the psion to access a subject's surface thought patterns that tie directly to what a person is currently saying- and to project the same on others when the telepath himself speaks. Tying mental concept with physical speech in this way enables the psion to create a sort-of "universal translation," no matter what languages individual Noeticists posit that the Babel Effect translates only actual communication (from speech to sign language) and not pure thoughts because the power concentrates on the brain's speech centers. Purely mental is communication requires a higher degree of telepathic skill than this effect allows.

**System:** When your character speaks to someone and translation is necessary, roll Psi. Success indicates that he has no problem comprehending the subject's speech, or communicating his own back for the remainder of the scene. Your character can use the effect on a total number of subjects equal to his Mindshare rating, simultaneously (3 Mindshare allows for three people to understand one another through the Babel Effect). Again, this technique works with actual physical communication only, whether it's spoken words or gestured signs. Communicating with aliens may be attempted with a difficulty assigned by the Storyteller (as a reference, the Babel effect used on a Qin is rolled at +1 Difficulty).

- **Inspiration:** The telepath focuses on a subject (not herself) and passing a jolt of confidence, courage or sheer persistence — some manifestation of the will to persist because the goal is worth overcoming a present trouble.

**System:** Spend 1 Psi and roll. The subject receives one free Willpower to spend by the end of the scene, after which it's lost. Every two additional successes and another dot. The subject must be within line of sight, and is aware of receiving an external boost alongside the sense of rightness in his chosen path.

- **Mindspeak:** This effect allows the psion to converse with a subject via pure thought. Each individual need merely think at one another with about the same amount of concentration used to speak verbally. Unlike verbal communication, however, Mindspeak transcends language differences, distance and physical barriers. This level of intimacy disturbs many people, including psions, so it is customary For telepaths to ask for permission before making such contact.

**System:** Spend one point to initiate Mindspeak your character and another individual. If the subject resists this attempt, you each roll Psi in a resisted action (even a normal human gets one die). If you get more successes, the link works (but don't expect to have a terribly productive conversation). Actively thinking to disrupt Mindspeak requires the subject's full attention, putting her at +1 Difficulty to all other actions as she maintains her "mental screen." Once initiated, Mindspeak lasts for the entire scene on that individual (it can't be shifted suddenly to another subject). At two dots, Mindshare may be used on a target up to a kilometer distant. If the subject IS not in line of sight, a psi print or Mindscan is required to initiate contact. At three dots in this Mode, the distance increases to his Psi rating in kilometers. At 4 Mindshare, range increases to five kilometers per Psi, and a psi print is no longer required (although your character must be familiar with the target, even if only through a hologram). At five dots in this Mode, Mindspeak may be maintained at 10 kilometers For every permanent Psi.

•• **Synchronicity:** The telepath picks a particular idea or insight, and spreads it through the area. Everyone within range arrives at the idea through apparently natural means, either as the apparently logical outcome of a chain of reasoning or as a bolt from the blue that nonetheless feels natural and appropriate.

**System:** Spend 1 Psi and roll. If successful, the telepath affects everyone within two meters; the range doubles with each additional success. Those affected pick up on the idea by the end of the scene. The idea may contain the equivalent of up to one simple sentence's worth of information per two levels of Mindshare the telepath knows, rounded up. Thus a telepath who knows one or two levels of Mindshare could spread the idea that "the Ministry is the most honest organization in the Chinese government," while someone with three or four levels could add "the Æon Society means well for the people of China" and someone with five levels could go beyond that to suggest "we ought to grant the Autonomous Regions more independence". If a target has some very strong bias against the concept, she may make a Willpower roll. One success weakens the idea down to something that occurs but seems clearly wrong and inappropriate; getting as many or more successes than on the Synchronicity roll allows the target to realize that someone's trying to implant something into her mind.

••• **Pilfer:** The psion may search through a subject's memory to extract specific thoughts. No longer limited to conscious thoughts, the telepath has complete access to all of the information stored in the target's mind. Use of this power is immediately recognizable if the subject consciously thinks about whether her mind is being searched (this is why most telepaths prefer to do their Pilfering while their targets sleep).

**System:** Spend one Psi point and roll. The depth of memories and thoughts that can be isolated depends on the Psi roll's degree of success (see below). The attempt is made at +2 difficulty if the subject resists the search. While simple facts are gleaned easily, more de-tailed memories flash into your character's mind almost as if she experiences them herself. If your character or the subject is mentally unstable, such an event can be extremely disturbing.

Successes	Information Revealed
1	Cursory--What the subject had for lunch yesterday, what color underwear she's wearing (if any).
2	Consequential--Plans for evening; parent's phone number
3	Important--Ambitions and goals; people with whom she is in regular contact.
4	Grave--Criminal activities in which the subject is involved; sordid life affairs.
5	Monumental--Memories of birth; suppressed, very secret thoughts.

The length of time needed to transfer this information depends on the successes rolled; one success' worth of information takes a few seconds to understand. Deeper, more detailed memories can take minutes to extract. Entering a target's mind requires line of sight, Mindscan or a psi print (although these are no longer required with four dots in Mindshare), and the subject must be within a range of 100 times your character's Psi score in meters.

••• **Shared Perceptions:** The telepath and a chosen subject gain full access to each others' sensory experience of the surrounding world. It takes some effort to shift from one person's sensorium to the other, more to try selecting some senses from one participant and some from the other, and still more to let both sets of senses send signals and try to separate them in the mind.

**System:** Spend 1 Psi, plus another per additional subject, and roll. Unwilling targets may make a Willpower roll to resist, and fend off the sharing if they get more successes than the telepath did with the Shared Perceptions roll. Make an Awareness roll to shift

perceptions from one participant's body to another, at +1 difficulty to exclude one particular sense or +2 difficulty to pick and choose specific senses. Allowing sensory input to overlap does not require an Awareness roll, but it's distracting — anyone trying this suffers a difficulty penalty of (6 - Psi) to all rolls involving interaction with the outside world. Shared Perceptions do not include thoughts, feelings or other mental phenomena, only the sensory data coming in to the mind. The effect lasts for one scene, or earlier if the telepath chooses to end it sooner. Other subjects may make a Willpower roll to cut themselves loose prematurely, and can do so with as many or more successes than on the Shared Perception roll.

••• **Mental Landscape:** The telepath and one or more subjects stop perceiving the outside world and experience a noetic environment reflecting their thoughts and feelings. **System:** Spend 2 Psi, plus 1 Psi per additional person to include in the emerging mindscape, and roll. If successful, the psion creates a mindscape as described in "Mental Landscapes," below. Unwilling subjects may make a Willpower roll to resist inclusion, and need as many or more successes than the psion got on the Mental Landscape roll. The mindscape lasts for the rest of the scene; participants may make a Willpower roll to drop out earlier, and need as many or more successes than on the initial roll.

••• **Brainjack:** This power (known as Addling or Befuddlement among polite society) is named after the mental effects it causes in the subject. By interweaving his own random thoughts with those of his subject, the psion engender such as overwhelming sense of confusion that the target is unable to take any action whatsoever. There are tales of poor fools who have suffered at the hands brainjack, leaving, them totally defenseless while antagonistic psions' allies have literally beaten the victims to death. This power is not used lightly, and its implementation is considered assault and battery in most civilized countries.

**System:** Spend two points and roll Psi. Each success equals a turn in which the subject is hopelessly confused, lost in a whirling dervish of random Familiar and foreign mental impulses (effectively, she's dazed, unable to take any actions or to even speak coherently). Your character is at +2 difficulty for the turn Following use OF Brainjack, due to the brief but intense mental focus the effect requires. A target may be affected at a range of up to 30 times your character's Psi score in meters. At 5 Mindshare, the psion may Brainjack a number of tar- gets equal to his permanent Psi, simultaneously (al- though each additional one after the first requires an- other Psi point and a separate roll, and must be either in line of sight or sensed via Mindscan). Particularly willful targets (with Willpower scores OF 7 or greater) may attempt to throw off the confusion once it has started; the subject may roll Willpower once per turn (against a difficulty equal to the number OF successes achieved on your Psi roll) to shake OFF the confusion and act normally in that turn.

•••• **Network:** The telepath becomes a virtual "switchboard" for a group of select individuals. By opening channels among a number of people, the psion facilitates mental communication between those people. The people to whom the psion extends his services are able to converse from mind to mind. These individuals are able to carry on full-fledged mental conversations with the entire group, not to merely send thoughts to and receive information from the psion. The psion is skilled enough at this level to filter out most of his own stray thoughts. Others aren't necessarily so capable and may accidentally communicate thoughts meant only for themselves.

**System:** Spend one Psi for each individual tied into the Network, after which mental communication is possible between the selected members For the entire scene. This power doesn't work on an unwilling subject, and doesn't allow For pilfering or other invasive attempts. Once linked, any one member with Telepathy may affect another target - or even the entire group - through the Network. Since all of the members of the

Network are connected, it's entirely possible that a power used in this way backlashes on its user. Your character maintains supreme control OF the Network, and may shut it off temporarily or even eject an individual From it. Connected subjects may range as Far as 30 times your character's permanent Psi in kilometers before contact is broken. The total number of people that your character may connect (aside from himself) equals his Psi score.

•••• **The Library of Babel:** The telepath and chosen subjects merge their knowledge at a subconscious level — they can all draw on each other's training and experience to perform abilities at the highest competence enjoyed by anyone in the gestalt. This does not provide conscious access to memories, only a sense of what must be done to accomplish a particular task.

**System:** Spend 2 Psi and 1 Willpower, and roll. One subject per success is included along with the telepath in the resulting gestalt. For the rest of scene, as long as the participants stay within attunement range, they all perform as if they had the highest ability rating of anyone involved. The telepath automatically knows who's contributing the knowledge for a particular feat; others may make a Psi roll to do so. A botched roll drawing on someone else's knowledge disconnects that individual from the gestalt.

## Psychbending

• **Willfinder:** The psion attunes himself to others' psionic resonances. He may determine whether a subject is under the influence of a Psychbending power by looking at the emanations of the subject's mind. Not that he can do anything about it.

**System:** Spend a Psi point. Your character is at- tuned to the particular psi resonance involved with Psychbending effects for the remainder of the scene. He may check for any mental tampering when interacting with anyone. Make a simple Psi roll for each attempt.

• **Passion Recognition:** The telepath examines a subject's noetic pattern in search of points of compulsion. Depending on the individual, these may be addictions, overwhelming psychological drives or other matters where the individual's reason cannot readily override the urge.

**System:** Spend 1 Psi and roll. Each success identifies a particular driving urge within the subject, who must be within the telepath's line of sight.

•• **Will Control:** This manifestation of Psychbending covers the submission of the subject's will to the psion's. The telepath transmits a mental command to his subject that she is compelled to obey. **System:** Spend one point and roll Psi in a resisted action against the target's Willpower. The command's power and complexity increase along with your character's skill in this Mode. The chart below indicates your character's Psychbending level, and his degree of influence. If you roll more successes than the subject does, those successes determine his degree of control. If your character gets four successes beyond his opponent's total, he may have the target perform any- thing up to a complex command. If the subject rolls an equal or greater number of successes, she resists the compulsion. While your character must decide on his command prior to the roll, he may alter it if he succeeds but doesn't score quite enough successes to fulfill the original command. The target may "buy down" the command's intensity by spending a Willpower point immediately after the resisted action. Each point spent drops the level by one, modifying the command appropriately. Specific alterations to your character's command are left up to the Storyteller, but should somehow suit the original compulsion. For example, a target under a complex command to shoot someone else spends one Willpower point. The Storyteller decides that the subject maintains just enough control to turn her weapon aside and shoot the nearby bulkhead instead.

### Successes

1

### Command Intensity

Subconscious--Sneeze, blink, scratch and itch.

- 2 Minor/Quirky--Eat a bug, hail a hovertaxi, wear an ugly shirt
- 3 Major/Noteworthy--Do my homework, buy lunch for someone you hate
- 4 Complex/Antithetical--Worship a foreign god; fill out this form, place it in an empty locker in the magtrain depot, click your pen 3 times and hum the following tune...
- 5 Epic/Suicidal--Memorize a library's worth of information, cut off your own head.

•• **Calming the Torrent:** The telepath weakens the subject's passions and drives, rendering her susceptible to command. Affected individuals are markedly calm and placid, even when acting alertly and promptly in the face of danger.

**System:** Spent 1 Psi and roll. Each success reduces the target's temporary Willpower by 1 for the rest of the scene. The telepath must be able to make eye contact (or comparable direct engagement with another sense, as described in "In The Empire of the Senses" above). Targets reduced to 0 Willpower this way do not suffer the compulsion to act in accordance with their Nature so as to regain Willpower. Instead, they remain especially open to suggestion from others.

••• **Mindshield:** The best offense is a good defense ... at least with regard to this Aptitude! The psion can safeguard himself against telepathic intrusion. 'The psion diffuses incoming telepathic effects into harmless waves of psi energy by setting up a barrier of psionic static.

**System:** Spend one Psi point to put up a Mindshield for the remainder of the scene. Whenever your character is assaulted telepathically, make a resisted Psi roll against the attacker's own roll. If the attacker gets more successes, those are applied to her effect as normal. Otherwise, your character resists the attack. At 4 Psychbending, your character may bestow Mindshield on others. Your character simply touches the individual; spend a point and roll Psi. The mental barrier surrounds the subject for one minute for each success. Not that the recipient rolls her own Psi score against any attacks while she is gifted with Mindshield.

••• **The Good Citizen:** This technique combines several specific commands into a single package, the result of years of experiment both in the lab and in the field. In theory it could be modified to allow for a different set of commands, but so far none of the thieves who've grabbed the crucial data on this technique have managed to do so. The Good Citizen transforms its subject into just that — a good citizen, by the standards of the New Chinese Empire and the Ministry of Psionic Affairs. The subject is obedient to authorities, dutiful in family obligations, and devoted to virtue, freedom and responsibility as Bue Li promotes them (see "Bue Li's Agenda" on p. XX).

**System:** Spend 2 Psi and make a resisted roll of Psi against the target's Willpower. If the telepath achieves one success, the target becomes slightly inclined toward the bundle of virtues. Two successes make the target seriously inclined toward them; she must make a Willpower roll to act contrary to them. Each additional success thereafter adds +1 to the difficulty of this roll, to a maximum of +5. The changes are permanent, though the subject may later come to a changed outlook through normal means.

•••• **Mindwarp:** This aspect of Psychbending is the creation, deletion and alteration of a subject's memories. Governments and secret societies typically keep telepaths skilled in this effect on hand for use against subversive elements. Successful use of Mindwarp can leave the subject changed quite radically from her original state.

**System:** Spend two Psi and one Willpower, then make a resisted Psi roll against the subject's Willpower. If the target rolls an equal or greater number of Successes, she defies the mental manipulation. If you roll more successes than the subject does, these successes indicate the degree of alteration that your character may perform (see the chart on the next page). Your character must decide his intended memory alteration

prior to the roll, but if his Successes don't reach the appropriate level needed, the change reduces in intensity. The Storyteller may want to make the resisted roll herself to keep the resolution in doubt. The target may also try to "buy down" the Mindwarp's intensity by spending a Will- power point immediately after the resisted action. Each point spent drops the level of change by one, modifying the alteration appropriately. Specific changes are left up to the Storyteller, but should suit the original manipulation. For example, a subject commanded to forget that she was ever married spends one Willpower point. The Storyteller decides that the person knows she was married, but can't remember to whom.

<b>Successes</b>	<b>Degree of Manipulation</b>
1	Trivial--Your phone number is one digit off; you don't remember what brand of liquor you like.
2	Minimal--You forget where you put your credit card; you saw someone else instead of me.
3	Major--You forgot where you work; you were married to a person who never existed.
4	Severe--You forgot your native language; you remember your mother being a man.
5	Disastrous--You forget to breathe; you remember being born 2,000 years ago on the planet Krivos, over one million parsecs away.

Mindwarp may be inflicted on a target at a range of up to 10 times your character's Psi score in meters, and requires your character's full concentration for a number of minutes equal to the successes needed for the appropriate alteration.

••• **Psychic Community:** This technique lets a telepath affect a whole target population at once. Whatever the majority view is on any topic becomes everyone's view: the consensus imposes itself on individual dissent. Only the strongest-willed individuals can resist this.

**System:** Spend 2 Psi and 1 Willpower and roll. If successful, the Psychic Community effect works on everyone within attunement range. Individuals whose current Willpower is less than or equal to the number of success automatically join the consensus, losing any minority opinions they may have. Individuals with higher Willpower must make a Willpower roll to resist, and need as many or more successes than on the Psychic Community roll. The consensus ebbs and flows as people move in and out of range; the telepath can freeze it any time before the end of the scene, at which point everyone's mind settles into agreement. The changes themselves become innate — the consensus view doesn't wear off, though individuals can again change their minds naturally, through normal processes of social interaction and personal decision-making. Each additional Psi spent lets the telepath introduce one simple sentence's worth of outlook into the consensus, which prevails among all affected individuals just as if it were a majority view.

•••• **Shagg's Folly:** This power was named after one of the first psions, who was reputed to live "15 seconds in the future" (his peers were unfamiliar with the fineries of Psychbending). The effect telepathically reveals the immediate plans of all those surrounding the psion. The telepath may then act on this knowledge, anticipating others' movements before they even begin to carry them out. This power is rumored to have driven many users mad, their minds scrambled by an influx of information at an incredible rate.

**System:** Spend three Psi points and roll. The number of successes achieved indicates how many individuals' imminent actions are revealed to your character. This starts with the subject closest to your character and radiates outward to the one furthest from him (up to a range of 30 times his Psi score in meters), regardless of whether the individual

IS friendly or not. The characters' actions in the Following turn are revealed, and these declarations must be adhered to as closely as possible. This power can be used for an entire scene once activated, although you must make the Psi roll each turn to anticipate actions accurately. Though Shagg's Folly does not confer any extra speed upon the user, it still prepares your character for events before they unfold.

•••• **The Receptive Soul:** This technique breaks down some of the noetic structures that support individual psychic identity, allowing the telepath to use the subject as a "vessel." If the psychic bridge-building succeeds, the telepath can at any time take full control of the subject as long as the subject is within attunement range. The degree of control can vary, at the telepath's whim, from slight nudges up to full-blown "possession." Bue Li uses this technique with extremely precise control to move from one mental host to another.

**System:** Spend 3 Psi and 1 Willpower and make a resisted roll against the target's Willpower (if the target resists), or a regular Psi roll (if the target cooperates). If successful, this technique builds a lasting connection between telepath and subject. Unfortunately, there's usually a great deal of collateral damage. The subject's temporary Willpower and Psi both fall to 0, and must rebuild normally. In addition, the subject's permanent Willpower and Psi both fall to 1, plus one per additional success on the Receptive Soul roll up to their usual maximums. Psions capable of using this technique usually apply it in an extended roll, precisely to avoid blasting the subject's capacity for psi and determination to smithereens. The connection between psyches lasts for 1 week, doubled for each additional success on the roll. While it's in effect, telepath is constantly aware in a low-keyed way of how the subject feels, and can at any time spend one action to shift awareness into the target's senses. With one turn of concentration, the telepath can take control at any desired duration and intensity, from issuing a single command to drawing on all the subject's memories and abilities. In this state of full engagement, the subject also receives fragments of the telepath's thoughts and feelings — see the description of Chung Fengyi on p. XX for an example.

## VITAKINESIS

**Basic Technique: Kirlian Eye--**This technique is equally useful for sizing up an opponent or for performing triage on a patient. Kirlian Eye allows the psion to take a quick peek at the "life-field" of whomever he is currently studying. While it's agreed that the Kirlian Eye enables the psion to view the psi energy flowing around and individual, some psions claim that they can discern as great many things from the shape and flow of auras glimpsed. Few take these claims seriously.

**System:** Roll Psi. If successful, your character can tell at a glance how healthy the subject is (generally by referencing the subject's current Health Level) and may also gain insight into her current emotional state.

**Basic Technique: Detachment--**A more basic, focused version of Ease Trauma, this effect was developed as a training exercise for new psions who were squeamish when faced with gross physical trauma. Detachment alters the psion's own chemical trauma. Detachment alters the psion's own chemical flow slightly, suppressing her emotional responses. Although it enables the doc to face gory situations with calmness, more than one vitakinetic has grown too reliant on the power. This technique gives rise to the AEsculapian's reputations as cold, clinical automations.

**System:** Spend one Psi point. Detachment triggers reflexively at the character's will and lasts 10 minutes for each dot the character has in her highest rated Vitakinesis Mode. The character can ignore the gag reflex and faintness she might normally feel when viewing a gruesome physical condition (mutilation, excessive blood, advanced disease). This effect is primarily a roleplaying one, but the Storyteller may play up the distinction by calling for characters to make Resistance rolls when coming upon a

traumatic scene--ranging from a violent accident to an especially grotesque Aberrant. A character with Detachment may add her highest Vitakinesis Mode rating to this roll. Failure could impose a +1 or higher difficulty for the rest of the scene as the character struggles to maintain focus; a botch may result in her vomiting copiously or fainting.

### **Latrosis**

• **Mending:** The psion can heal minor damage and even alleviate temporarily the pain and discomfort caused by more severe wounds. Mending is useful in a number of ways: healing bumps and scrapes, stabilizing critically wounded patients in the Field, and halting excessive bleeding

**System:** Spend one point and roll Psi. Each success rolled equals one Bashing Health Level that the target heals immediately. Any leftover successes may soothe temporarily the effects of Lethal damage, with each success negating the Dice Pool penalties for being at a particular Health Level on a one-For-one basis. The soothing effect against Lethal damage lasts an hour For each dot your character has in latrosis. Addition- ally, if the Lethal damage involves continuous bleeding, Mending stops the loss altogether. Say you roll three successes in treating a subject who has suffered Four levels OF Lethal damage and two of Bashing (putting her at Crippled). The First two successes heal the Bashing levels (bringing the subject to Wounded). While the last success cannot heal a Lethal level, the grateful subject nonetheless Feels like she's only Injured (she loses only one die From her rolls in- stead of two For her actual Wounded status). A character who has taken Lethal damage and who benefits from Mending must still be careful. While she may Feel relatively healthy, her body still suffers From physical trauma. 1F the subject engages in strenuous activity (running, combat and the like), she must roll Endurance. If she Fails the roll, the subject suffers a Bashing Health Level (although the effects aren't actually Felt until Mending wears OFF). At 3 latrosis, your character may use this effect on a target at a range of up to three times his Psi rating in meters.

• **Local Anesthetic:** Also referred to simply as "the Local," this technique deadens the nerves over a limited area on a subject (hand, mouth posterior). It works quite well prior to giving someone a shot or performing simple surgery, but it also acts as a temporary defensive measure in a pinch.

**System:** Spend a Psi point and roll. The area touched is rendered insensate for the number of minutes equal to the successes rolled. The subject feels nothing on the area, which can cause minor problems (slurred speech if the mouth was affected, poor grip if the hand was touched). The Storyteller may apply a +1 or +1 Difficulty to the subject if she tries to perform actions with the anesthetized body portion.

•• **Antitoxin:** This power enables the vitakinetic to accelerate his patient's physical systems to Fight any toxin, Fungus or virus introduced by an outside agent. The infusion of psi energy literally charges the patient's immune system so that it can resist any intrusions.

**System:** Spend one Psi and roll; each success on the Psi roll reduces the toxin's effectiveness by one (refer to the chart, above, For examples). IF the infection or poison's rating drops to zero, the patient is considered cured. Antitoxin can combat most bacterial infections and even the most deadly of viruses. However, it is ineffective against effects that literally destroy a subject's tissues, as hard- radiation poisoning, gangrene and cancer do.

<b>Toxin Rating</b>	<b>Virus Equivalent</b>	<b>Toxin Equivalent</b>
1	Common Cold	Alcohol
2	Chicken Pox	Food Poisoning
3	Influenza	Ptomaine
4	AIDS	Cleaning Supplies
5	Ebola	Cyanide

Your character can also use this effect to render a subject immune to viral or fungal infections or poisons prior to exposure. In this circumstance, each success on the Psi roll gives the subject a level of soak against such influences (see sources of Injury - Disease, Trinity page 254, and Poison and Drugs, page 255). This defense lasts an hour For each dot of permanent Psi that your character has. At 3 latrosis, this duration extends to three hours per dot, while at level Four it increases to nine hours per Psi dot. At 5 latrosis, the resistance lasts a number of days equal to your character's Psi score.

•• **Forensics:** The flipside of life is death. As the latrosis--using vitakinetic learns what creates a healthy individual he also recognizes the distinctive residues of injuries that linger on even after metabolism ceases. This technique lets him examine a dead body and determine the primary cause of death.

**System:** Spend a Psi point and roll. If successful, your character psionically explores a corpse, probing its physiological condition to determine the specific circumstances of death. Extra successes allow precise understanding and may also identify contributing causes--as long as they contributed to death. For instance a vitakinetic uses Forensics on a corpse found in a back alley and gets two extra successes. The base effect confirms that the victim was drugged and beaten, while the additional successes reveal that the drugs triggered a heart attack, which really killed him. However, the power does not reveal that the victim had a tumor since it didn't contribute to his death. The body must be fresh; it must be dead for no more than the number of days equal to the character's Psi score. The Psi roll increases by +1 Difficulty for each day after that.

••• **Metamitosis:** The psion can literally mend Flesh and bones. The vitakinetic Focuses psi energy to encourage extremely rapid yet controlled cellular growth in the subject. Even the most grievously wounded individual may be healed in a matter of minutes at the hands of a skilled vitakinetic (although the grateful patient is possessed of a ravenous appetite due to the nutrients his body used up during the accelerated healing process). The levels restored by Metamitosis appear within moments, but your character must be careful or the subject might not heal properly. Bones can be set at the wrong angles, and damaged organs can be restored but might function improperly. There are risks to demanding immediate results.

**System:** Spend one point and roll Psi. Your character can restore a Lethal Health Level For each success rolled (up to a maximum of Five). The cellular repair takes one minute per Level healed. Any more Health Levels that require healing call for a new application of Metamitosis. At 4 latrosis, your character may use this effect on a target at a range of up to five times his Psi score in meters. At five dots in this Mode, he may heal two Lethal Health Levels per success rolled (to a maximum OF 10).

••• **Catalysis:** This technique enables the psion to stimulate a specific part of the target's body, producing a flood of chemicals needed. Like all latrosis techniques, the effect encourages natural processes and cannot be used to overload a target's system.

**System:** Spend one Psi and roll. Each success lets you add one die to a single target's rating in one Physical or Mental Attribute. The effect lasts the number of minutes equal to your character's Psi score; this number may be increased an additional minute per extra Psi point spent. The target is exhausted after the effect ends, suffering +1 Difficulty to all rolls involving that Attribute for the next scene.

•••• **Cellular Repair:** This effect enables the vitakinetic to cleanse a patient's body OF cancerous, irra- diated or otherwise mutated cells. The psion Focuses on the subject's biological "template," calling Forth the original cellular makeup. The mutated cells are literally flushed from the patient's system as an inert gray biopaste.

**System:** Spend two Psi and one Willpower, then make a Psi roll. The number OF successes achieved indicates the degree of cleansing accomplished (see the chart, on the next page, for examples). Some cancers require less intensive efforts than others do, but even if a cleansing isn't complete, it can still offer the subject a respite.

Reconstruction isn't immediate, requiring an hour of your character's Full concentration per success rolled. Although (hopefully) restored to full health, the subject must still recuperate after this procedure. To determine recovery time, use the number of successes applied as the "Lethal Health Level" that the patient is currently at (see the Lethal Damage sidebar, page 253). If three successes were needed, the patient would still need to recover as if she were at Injured.

<b>Success</b>	<b>Mutation Equivalent</b>
1	Benign tumor, minor soft-radiation damage.
2	Malignant tumor, major soft-radiation damage.
3	Significant cancerous growth/minor hard-radiation damage.
4	Major cancerous growth/hard-radiation damage (50% cell mutation).
5	Massive cellular degeneration (90% cell mutation).

••• **Genetic Profile:** Latrosis obviously covers illness and the treatment thereof. It can also identify a susceptibility to biological malfunctions. This technique allows the vitakinetic to trace the target's genetic legacy and analyze it for weaknesses. System: Spend two points and roll Psi. Genetic profiling takes some time to accomplish; it takes 12 hours minus one hour per success rolled to assemble the Profile, and your character is at +2 Difficulty to all other actions while performing the procedure. The subject must be present or represented by a blood sample drawn within the hour prior to starting the Profile. When your character completes the process, she can identify all of the target's major susceptibilities: tendency toward cancer, dangerously high or low blood pressure, vision problems, psychological disorders and the like. Your character senses them ranked in approximate order of the probability they'll manifest (so, defects carried but not expressed appear after immediate physiological aberrations). A quick way to present this information is to use the toxin ratings given for Antitoxen and Cellular Repair in Trinity pages 229-230, and work from Rating Five down to Rating One. This technique raises very serious privacy issues; a subject's susceptibility to a given ailment changes his risks and may create complications, from insurance rating to blackmail. But it's also useful. Any medical treatment involving genetic damage or manipulation (managing radiation damage, viral infections) made with the Profile available counts as one level higher than usual (see Trinity page 252). It gives the AEsculapian character an additional die to all Vitakinesis efforts used on the subject from that point on.

•••• **Regeneration:** The psion can use this awesome power to literally regrow damaged or missing organs or limbs. Vitakinetics use Regeneration sparingly, as it is a highly complex and draining experience. (Rumors also abound that there's some fear involved in its application - there are tales of a psion suddenly manifesting all of the wounds he had ever healed and subsequently dying a hideous, quick death.)

**System:** Spend four Psi points and make a roll at +2 difficulty. The number of successes achieved indicates the degree of regeneration possible (refer to the chart, below). If fewer successes are rolled than are needed, the subject regenerates only partially. Subsequent attempts may be made at any time as long as your character has enough Psi points to spend. This effect takes some time to initiate and to be resolved. Your character must focus his entire attention on the subject for a number of hours equal to the successes needed, and cannot recover Psi until this time has elapsed. The regeneration itself then takes time; determine recovery time as for Cellular Repair. Any Health Levels lost due to amputation or massive trauma are regained when regeneration is complete. Under absolutely no circumstances can this power be used to resurrect the truly dead, though those who have not yet suffered brain death can be brought back on occasion.

<b>Success</b>	<b>Regeneration</b>
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1	Finger, eye
2	Hand, foot, jaw
3	Limb, simple internal organ (gall bladder, intestine)
4	Major internal organ (heart, lung, liver)
5	Spine, brain

•••• **Revitalization:** The order keeps the use of this technique under wraps. The docs don't want to get a reputation for being able to "raise the dead." Such talk smacks of quackery and Zweidler will have none of it. Revitalization prolongs the length of time that a subject may be *technically* dead but still be returned to health. Obviously, it is not an easy thing to accomplish and can create complications of its own (aside from the simple fact of cheating death).

**System:** Spend three Psi and one Willpower point, then roll Psi. If the number of successes is greater than the number of minutes since the target went from Incapacitated to Dead, the target is stabilized at Incapacitated for the number of minutes equal to the psion's Psi score. The original cause of death must then be treated (physical trauma repaired, poison neutralized) to prevent a second, irreversible, death from occurring. Further, with one success, the subject revives but loses a point of either Willpower or Psi (the subject's player may decide which) to a minimum of 1. Any extra successes negate this loss. The revived character must also make a Willpower roll. If botched the subject loses one dot's worth of Ability for each one rolled (the player may allocate the losses as he chooses), representing the results of brain damage suffered, due to being clinically dead for an extended period of time.

## Mentatis

- **Mind's Eye:** Commonly used in psychiatric therapy, Mind's Eye allows a vitakinetic to gain insight into what's troubling his patient. Unlike Telepathy, this power doesn't allow the psion to roam around the subject's mind. Instead, it seeks out the greatest source of psychological trauma, giving the psion a vision of the problem.

**System:** Roll Psi; success gives a brief impression of the cause of the subject's anxiety. This can be a highly subjective impression; each extra success enables your character to gain a clearer and more complete picture of the patient's condition. At 3 Mentatis, your character may use Mind's Eye at a range of three times his Psi score in meters.

- **Idiot Savant:** The human brain allocates physical resources--neural density and fractions of the brain assigned to a given task based on how much a person engages in a given activity or thought. Normally, reallocation for short-term needs (turning from intellectual analysis to creative expression, for instance) happens without any conscious consideration. This technique enables the psion to control the brain's impulses to a certain extent, although not without cost. In essence, the psion temporarily "rewires" her brain, allowing one area of expertise to use up many more neurons than usual. This effect imposes a temporary retardation on other areas of expertise.

**System:** Spend one Psi and roll. Your character can raise any one Ability that the subject already possesses by one dot per success, up to a maximum of five dots total. For each dot added, however, two other Abilities must be reduced by one dot each (or a single Ability by two dots), reflecting the neurological resources claimed by Idiot Savant. The subject must already have at least one dot in the Ability to be raised for the technique to work. It doesn't provide some kind of "phantom knowledge;" it simply makes the person use her existing understanding more effectively. If your character use the technique on herself, the effect lasts for 10 minutes for every permanent Psi point that she has. However, for some reason the noeticists have yet to discern, the reconfiguration doesn't work as well on others. If your character uses Idiot Savant on someone, the effect lasts only one minute for each permanent Psi the psion has. Also, your character must know (or choose) the Ability to be enhanced so that she may

perform the reconfiguration appropriately. Each new reassignment of mental resources requires a separate use of this technique.

•• **Passive Voice:** A psion doesn't actually perform any healing with Passive Voice. Instead, this power moderates extremes of emotion, making it useful for dealing with murderous rages, psychotic episodes and paralyzing fear. Someone touched with Passive Voice is forced into a state of reasonable calm, even if he still wants to be angry. This power does not make its targets more susceptible to suggestion or in any way more pliable, but does calm them, making them less prone to violent action.

**System:** Spend a point and roll Psi in a resisted action against the target's current Willpower. Each extra success you roll translates into a minute during which the subject is calmed. The target doesn't act aggressively (until, perhaps, the effect wears off). The subject can ignore this effect by spending a Willpower point, but that only weakens her against the next attempt .... At two dots, your character must touch the subject. At three dots in this Mode, he may use Passive Voice at a range of up to three times his Psi score in meters. At 4 Mentatis, your character may apply this power against a number of targets equal to his Psi score, simultaneously.

•• **Multi-Task:** In a way, this technique is simply an improved version of the previous one (Idiot Savant). The psion enhances his neurological responses, making it that much easier to work on more than one things at a time.

**System:** Spend one Psi point and roll. Normally when a character performs multiple actions, he loses the total number of dice from the first roll equal to the full actions to be taken (see Trinity page 160, for further details). With Multi-Tasking, reduce that number by one. So, if a subject performs two actions in a turn, he takes away one dice from the first roll instead of the normal two dice. Similarly, if he plans on taking four actions in a turn, the first roll is reduced by only three dice, not four. This technique lasts the number of turns equal to the successes gained on the initial Psi roll.

••• **Ease Trauma:** This effect enables the psion to free a subject from mental pain temporarily. This could include dampening a phobia or easing and irrational hatred. This power is often used in psychotherapy, to talk to a patient about her derangements. Some AEsculapians have become addicted to using this effect on themselves, as it suspends feelings of fear or disgust that some feel when dealing with especially traumatized patients.

**System:** Spend one Psi point and make a roll; the subject's mental trauma is dampened one hour for each success. This respite is only temporary, however. When the duration ends, the dampened trauma - and all of its negative effects - returns in Full force.

••• **Neurological Compulsion:** The human minds form neural pathways for certain much-used thought and emotional processes. With this technique the doc takes advantage of those paths to trigger the subject's deepest motivation. Neurological Compulsion works in a kind of reverse Passive Voice--not unlike Exacerbate, in fact.

**System:** Spend one Psi and roll Psi in a resisted action against the subject's current Willpower. If your character succeeds, the subject retains her current Willpower for purposes of buying automatic successes and the like, but she acts as though under a Compulsion (see Trinity page 190) for 10 minutes per extra success your character gains. On a tie, the Compulsion effect lasts for one minute. If the subject rolls more successes, nothing happens (although your character still loses the Psi point). The effect is equivalent to throwing the subject into a state of clinical depression (although, unless the subject knows that she was a victim to a psi technique, she has no direct indication that her mood was manipulated). This depression doesn't necessarily mean just feeling sad; it can include fatigue, chronic pain, disorientation, and mood swings. Hence, the reference to the subject's Compulsion. Since this effect uses biochemical

processes, techniques that address brain chemistry imbalances, like Chemical Block, may combat it.

••• **Chemical Block** Many behavioral irregularities can be traced to chemical imbalances in the brain. Treating those problems is a matter of adjusting the brain's delicate balances; the vitakinetic can address any chemically imposed behavioral aberrations - even those caused by ingested drugs. Chemical Block enables a psion to perform this task through force of will, forcing the patient's body to regulate itself - at least temporarily. Since this power replaces the necessity of drug treatments, some mercenary vitakinetics have taken to doling out "noetic treatments" at ever-increasing rates.

**System:** Spend two points and roll Psi at +1 Difficulty. IF the roll is successful, the patient's body modifies its chemical output to bring it in line with the desired behavior (which your character must state prior to the roll). Chemical Block lasts one day for each success rolled (al- though this may vary by a few hours at the Storyteller's discretion). Still, this wondrous effect is not without its risks - forcing rapid alterations in a body's chemical structure can produce unforeseen side effects, sometimes making a cure worse than the ailment. At 5 Mentatis, each success rolled lasts a week (and likely comes with an even higher "service charge").

••• **Paramnesia:** Paramnesia was developed out of Chemical Block (Trinity page 231), but it involves aspects of neurochemistry so different that it warranted specialized training. Its effect is very simple, though it's complex to produce; The subject loses the ability to lay down short-term memories. Long-term recollections remain intact, but the individual can remember only the last few seconds' worth of experiences. Paramnesia has constructive uses. People in profound psychological shock don't always respond to treatment. The technique disconnects the subject from the shock, making the individual more manageable. It also helps in cases where an extended treatment is required in extremely adverse conditions (war zone, natural disaster). Obviously, Paramnesia has handy applications as a weapon (a doc about to be arrested just has to touch the cop to make the crime go away). As a result, its use is restricted as if it were an Algesis effect.

**System:** Spend two Psi and one Willpower, then roll Psi. If successful, your character blocks the target's ability to create memories for the number of minutes equal to the successes rolled. The target can remember everything that happened up to the moment Paramnesia took effect,--including your character using psi on him--but only one three-second, turn per point of Willpower into the past after that. The subject won't ever remember what happened while affected by Paramnesia; the memories cannot form.

•••• **Knit Psyche:** This power enables the psion to resolve complicated mental traumas, deep- rooted mental illnesses and long-buried phobias - or at least alleviate them to some degree. While the effects of this power are neither immediate nor visible, they are extremely potent. This power can cause a side effect that manifests in the vitakinetic himself, which noeticists have labeled "psi leakage." When afflicted, the psion exhibits his patient's Nature for up to a week, and may "remember" things that actually happened to the patient. Over two dozen documented cases of psi leakage have brought AEsculapian researchers no closer to discovering the root of this affliction.

**System:** Spend three Psi and make a roll at +1 difficulty; the number of successes achieved indicates how well the treatment takes. Knit Psyche requires your character to Focus entirely on the patient For a Full three hours. While there are no hard and fast rules for what sort of illness or injury can be healed this way, examples include physical brain damage, deep-seated psychoses and extreme sociopathic behavior. Any successful use OF Knit Psyche should at least set the patient on the road to recovery, but the time- table to achieve full health can range from a day to years.

•••• **Neopsyche:** This technique allows the psion to create an entirely new personality. It operates in two steps. First, the subject goes crazy as the second personality emerges, then it fades away as a second one takes control. The individual then has just one personality like everyone else, but it's not the one he had before.

**System:** Spend three Psi and roll. The first step--creating a new personality--takes two weeks minus one day per success rolled. Your character (and the subject, if it is used on someone beside him) must be isolated as much as possible from others. The psion (and subject) must maintain a meditative state the entire time (the best way to do this state is to be hooked up to intravenous nourishment and have automatic waste disposal). The new personality has the same Attributes as the old one (the technique doesn't change the body, just the psyche), but it can have a different Nature, Allegiance and the Willpower. Abilities may be modified, but only those that develop through natural skill (Might, Athletics, Awareness, Rapport and the like). Abilities that require a technical training may not be increased, although they can be reduced. Aptitude and Psi remain the same since they're part of a deeper physiological structure; however, your character may reassign the dots given to various Modes. Further, the character's psionic signature (what causes psi prints to occur and can be used as a kind of identifier for Attunement) also changes. Your character can try to remove existing mental and psychological impairments as part of the process (including Derangements and Flaws). Make a Willpower and Psi roll for each significant impairment. If both rolls succeed, the new personality need not have it. Otherwise the impairment continues on in the new personality. Your character can *add* whatever impairments that he'd like as well. On a botch, your character gains a Derangement as a result of the process going out of control, and he cannot try using this technique again for the number of months equal to the botches rolled. The bottom line: The character's total point cost cannot increase (although leftover points may be discarded), and the Storyteller has final say as to what changes are allowed. The new personality takes some time to assume control. The new Trait scores may not be used during this time, although the respective Natures and Allegiances come into play. The Storyteller has each personality roll its Willpower in a resisted action at any time (usually during stressful conditions). Whichever personality scores higher becomes dominant until another roll is required. Once the new personality wins these resisted actions three consecutive times it "locks" into place. The previous personality must be erased at this point which can be a problem if the subject was someone else and vanished in the meantime. Typically, the Storyteller can keep the resisted actions going and even throw on a few Derangements to such an individual. Madness can be the eventual result unless the subject is treated for his condition. This situation is handled exactly the same as the initial personality--creation process. After that point, the old personality is gone. The subject is treated for his condition. This situation is handled exactly the same as the initial personality--creation process. After that point, the old personality is gone. The subject retains every memory that he had with the previous personality, but his outlook and attitude may be strikingly different. On a botch, the original personality isn't erased and the same danger awaits the subject as if he had fled. Obviously, Neopsyche requires strict monitoring by the Storyteller. Given free rein, a character could wreak tremendous havoc with it. However, handled well this power can provide great roleplaying opportunities. A spy with this power (or with a loyal vitakinetic willing to use it on him) can become a virtual chameleon--or a violent criminal who undergoes Neopsyche may emerge from the procedures as a helpful, productive citizen.

## **Algeis**

- **Inflame:** While this power can't inflict new injuries on a target, it can exacerbate existing ones. Lacerations, blunt traumas, burns - there's no sort of injury so bad that

Inflame can't make it worse. There is often some sort of visible effect attached to this power; bandaged wounds start bleeding again, and burned skin visibly blackens further.

**System:** Spend a point and roll Psi in a resisted action against the subject's Resistance. IF you get more successes, each extra success translates into a Bashing Health Level applied to the target. If the rolls tie, the subject feels a twinge of pain, putting her at +1 difficulty to her action in the next turn. Inflame doesn't cause new wounds, but intensifies the pain OF existing ones. Your character may therefore only cause a total number of Bashing Health Levels equal to the amount OF damage the subject has already taken. This effect may be used on a target at a range of a number of meters equal to your character's Algesis rating. At 4 Algesis, it may be used against as many tar- gets as your character has Psi, simultaneously.

• **Pain Block:** The study of pain naturally includes how to guard against it. This technique grew from Detachment, once Algesis specialists discerned how subtle, yet potent a weapon that blocks pain can be. With this power, the psion prevents the target from feeling pain for a few minutes. At first glance, that power may not seem dangerous. But consider the implications--not noticing you're sitting on a hot stove, or that you have a severe cut, or that your leg is broken. A person feeling no pain is constantly at risk, liable to take serious damage from any source he happens not to notice with his remaining senses,.

**System:** Spend one Psi point and roll Psi. Each success indicates one level of Bashing damage from which the target feels absolutely no traumatic effect for one minute. Alternatively, you may have every two successes block any pain felt from one level of Lethal damage for a minute, or extra successes may be used to extend the Pain Block's duration by one minute per point. Successes may be allocated to the target in any combination. A character may use it on herself to make her more effective in combat. After all, while Pain Block is in effect, the subject doesn't suffer the dice penalty normally inflicted from having a lower Health Level. However, she won't know how much damage she's taken off-hand unless she uses Kirlian Eye on herself. It's worth noting that, while Pain Block does exactly that, it does not make the subject automatically oblivious to how the wound was inflicted. A target clubbed across the face won't feel pain, but he'll certainly know he just got hit. Even so, a victim who gets shot after being touched with Pain Block may assume it was just a scrape. Similarly, stab wounds to the back are not noticed as the target runs into the thick of battle. Until he falls over dead, of course.

•• **Contusion:** The vitakinetic channels his psi to cause a target minor physical trauma. This damage manifests as a bloody nose or a bruised muscle.

**System:** Spend one Psi point and roll. The base Bashing damage effect inflicted equals your character's Psi score plus any extra successes rolled; you may also add a die for each additional Psi point spent. Contusion may be soaked like any other Bashing effect, although the power bypasses armor. This power may be used at a range of up to three times your character's Psi rating in meters. At 4 Algesis, your character can use Contusion on a number of subjects equal to his Psi score, simultaneously. The damage effect is rolled separately for each target.

•• **Paralysis:** This technique doesn't involve dealing pain; it's a spin-off or research into the Local Anesthetic effect. The vitakinetic painlessly paralyzes a targets limb. Apart from a few seconds of mild cramping when the effect wears off, the target experiences no ill side effects.

**System:** Spent one Psi and roll Psi. The target completely loses any use of the limb your character touches for a duration of one minute per success rolled. Your character can even use it on a target's head. While involuntary functions (blinking, breathing) don't stop, the subject is unable to talk or move his head.

••• **Algesic Shield:** The vitakinetics developed this power in an attempt to protect themselves from their own attacks. The buffer consists of fluctuating psi energy tuned to resist any physiological manipulations - specifically Algesis effects (although the vitakinetics were pleased to discover that it also seems to offer defense against some biokinetic and electrokinetic powers).

**System:** Spend one Psi point and make a Psi roll; the shield lasts one minute for each success. The Algesic Shield is as versatile as it is powerful. While the field is up, your character uses [Psi + Resistance] against Inflammation, Lacerate and Morbidity, and against the Electrokinetic powers Stun and Control. Additionally, you may add your character's Psi score to his soak against the effects of Contusion, the Biokinetic power Catabolism, and against the Electrokinetic powers Disruption and Feedback. At 5 Algesis, your character can endow this effect on another individual. You must make a second Psi roll, however; the successes on that roll indicate the rating that the subject uses against the listed effects.

••• **Seizure:** With this technique, the vitakinetic triggers random distributions in the target's brain. Impulses flare too quickly and neurotransmitter, receptors jam, lapsing the subject into *grand mal* seizure.

**System:** Spend one point and roll Psi; the successes indicate the number of turns the seizure lasts. Each turn, roll Psi as a Bashing attack against the victim (it may be soaked as normal). The target is at the mercy of the seizure during this time. The Storyteller should have the victim make a standard Athletics roll each turn, Failure means the target starts suffocating (see Trinity page 255). Bystanders may apply Medicine and relevant technology to help keep the subject under control.

•••• **Lacerate:** The psion does little more than tear at the subject's physical form with savage thrusts of psi energy. The inflicted wounds manifest as either gashes in the skin or as severe hemorrhaging, usually just below the skin where the pooling blood can be seen. In either case, the results are visible and hard to disguise - not to mention extremely painful.

**System:** Spend two points and make a resisted Psi roll against the target's Resistance. Each extra success you get above the opposing roll equals one Lethal Health Level of damage that the target takes. On a tie roll, the subject is at +2 difficulty to her actions in the next turn as a wave of pain ripples through her body. Lacerate may be used at a distance of up to three times your character's Psi rating in meters. At five dots in this Mode, your character may inflict this power simultaneously on a number of targets equal to his Psi score, simultaneously (you still only roll once; each opponent rolls Resistance separately).

•••• **Immune Suppression:** Though far less dramatic than some standard Algesis techniques, Immune Suppression still has great potential for harm. Its effect rather subtle: The target's immune system weakens, leaving the target open to opportunistic infection of all kinds.

**System:** Spend two Psi points and roll Psi in a resisted action against the target's Stamina. She becomes extraordinarily vulnerable to disease for one day per extra success that your character rolls. Any diseases or toxins rate one higher than usual, and any damage inflicted as a result is automatically considered Lethal. The target's risk of infection rises dramatically and any diseases that set in during the vulnerable period don't go away when it wears off. Any infections that the target catches do not go away though the subject's normal biological routines. Medical efforts may combat them, but they function at one level less effectively than normal. See Trinity page 254, for information on disease. In the end, though, these effects aren't always easy to nail down as a rules system. The Storyteller is encouraged to use her best judgment regarding any infection, but remember that this is a powerful psionic technique.

•••• **Morbidity:** The vitakinetic can inflict massive damage on a target, usually by exploding the victim's heart, collapsing her lungs so that she spits up a fountain of blood, or something equally dramatic.

**System:** Spend three Psi and one Willpower point, and make a Psi roll at +t difficulty. The target takes a number of Lethal Health Levels equal to your character's Psi score. This damage ignores all armor, though its specific form can take whatever the player and Storyteller agree upon. Even if the target takes only one Health Level, she still suffers intense pain from the attack. The subject must succeed on a Willpower roll or lose her next action due to the agony inflicted. After all, having your heart burst even a little bit is enough to distract the most focused individual. At Storyteller discretion, your character can specify the physical harm he tries to cause, which may or may not have an impact on the attack's effectiveness. For example, a Morbidity assault on the heart of someone who recently suffered cardiac arrest might require fewer levels of damage than normal to have fatal results. It is extremely difficult to make death by Morbidity look like an accident. Even if a forensics expert didn't know what she was looking for when performing an autopsy on a victim of Morbidity, she could still be bright enough to bring the body to the local rex shop for examination, which could lead to some very interesting questions.

•••• **Premature Decomposition:** This grotesque power--generally just called "the Rot"--is disdained even by practiced Alge-sis specialists, due to its disturbing manifestation. With this technique, the vitakinetic stimulates a subject's bacterial and biochemical processes involved in the decomposition of dead bodies...while the target is still alive.

**System:** Spend three Psi and one Willpower point, then roll Psi at +1 difficulty. The subject loses one Health Level of Lethal damage for each extra success rolled. This damage ignores all armor, but instead of manifesting all at once, the Health Levels are lost at a rate of one each minute, accompanied by the horrific spectacle of the subject's rapid decomposition. Mundane and psionic healing attempts applied before the full Health Levels are lost have no effect. Only after the Rot has run its course may treatment be attempted. For every 2 levels of damage inflicted, the target suffers +1 Difficulty to Physical and Social actions until the damage is healed. Even after it is healed, scars and blemishes remain. Premature Decomposition does not directly affect Mental Traits, but survivors of the Rot do develop phobias about death, injury, or other psychological trauma.

## TELEPORTATION

**Basic Technique: Spatial Sense--**A sense that tells the psion exactly where they are in relation to other locations. The teleporter would have a general idea of where masses and voids are; a general schematic map of their area. If they have memorized locations then those locations and the distance to them would also be in the psion's mind.

**System:** Spatial Sense extends to a number of meters equal to the character's Psi score. Roll Psi if successful she becomes aware of solid objects in that space. She knows where they are and what they are touching based on the number of successes. One success indicates a vague sense of shapes--your character could tell an object was man-shaped, but not whether it was a human being or a statue, a rough rock or an alien. Three successes provide solid details--enough to tell human from alien, youth from adult, flesh from stone. Five successes are like running a hand over every centimeter of the area affected; your character differentiates between friends from strangers, know exact distances between different objects, and the like. Sensing for recent Teleportation use in an area also involves a Psi roll. Each success covers a six-hour time period. Your character registers any jumps made to or from the area during the time frame rolled. So with three successes rolled, your character sense any jumps

made within her Spatial Sense range over 18 hours. Sending current 'porting functions as an Attunement roll, since all psions can try to detect the subquantum flux. Spatial Sense provides your character with an extra number of dice equal to her highest-rated Teleportation Mode picking up on a teleporting jump ship or a warping Aberrant *doubles* the number of extra dice due to those techniques' comparative.

### **Translocation**

• **Spatial Integrity:** The first step to using Translocation is gaining the ability to sense the "locationness" of what's around you. Once a student has mastered Spatial Sense, she can begin to manipulate that space. The simplest application is not to change anything, but rather to *impede* change. Spatial Integrity, then involves preventing space from being warped or changed near the psion. A powerful Gifted can shield an area from Teleporation. It becomes more difficult to 'port in or out of that space--even Aberrant warp abilities are inhibited.

**System:** Roll Psi; each success increases the difficulty of teleporting into or out of the immediate area by one. Your character can shield an area 10 meters in diameter for every point of Psi she has "Tightening up" an area is location-specific: If your character shields an area and leaves, the effect remains where she first placed it. This effect lasts one hour per point your character has in Translocation. At 5 Translocation, each Psi point spent boosts the integrity's duration for an additional *month*. (The difficulty still depends on the successes rolled, through.)

•• **Jump:** This is a short range Teleportation hop, allowing the psion to go to any point she can see clearly with the naked eye, or perceive with Spatial Sense. A psion can also bring any objects she's carrying as long as they have her psi print (hence the Upeo saying "never jump first thing in the morning"). There are limits, of course; Even if a psion's print is all over a VARG, for instance, it's going to be too big to bring along unless she also use the Tranmassion Mode. As a general rule, a psion can jump with enough inanimate mass roughly equal to her own body's mass.

**System:** Spend one Psi, declare your character's destination, and roll Psi (Remember, your character can't go where there's solid matter). If successful, she arrives without mishap. Your character normally takes five turns to transfer herself through the subquantum stratum; this time may be reduced by one turn per extra success rolled. If the time is reduced to zero, she manifests at the at the very end of the turn (or at the top of the next one if done at the end of that turn). Your character cannot carry living things using Jump unless she uses Tranmassion at the same time. There's an important limitation on what it means to be able to "sense" a particular destination. For these purposes, the hopper must be able to see her destination on a human scale--roughly a meter or two in diameter. Anyone can see the Moon from the Earth's surface without aid. But they cannot see a two meter segment of the Lunar surface! As a rule of thumb, the limit is about a kilometer on a clear day. Rain, fog or darkness can restrict this quite a bit. Similarly, visual enhancement devices can increase it, although the further removed the psion's senses are from the actual area the more difficult it is to register the destination clearly. The Storyteller may impose a +1 Difficulty to the Psi roll for every additional five kilometers of distance involved.

••• **Shimmer:** Shimmer allows the psion to flicker randomly around in her immediate area (dictated by the limits of her Spatial Sense). This is primarily a defensive power, but the teleporter decides the last place she lands, just alike a standard Jump. The Intermediary "blinks" can be haphazard or with a little more concentration, the Upeo can decide where to pop in at each point.

**System:** Spend one Psi if your character randomly flickers, two Psi for controlled shimmering. Roll Psi; your character hops once for each success rolled before stopping at her final destination (The final blink doesn't count toward this total.) These successes also translate into the difficulty others make to use ranged attacks on your character

while she shimmers. (Thus with three successes, she blinks three times before stopping, and anyone shooting at her adds +3 to their Difficulty.) This Difficulty is halved in close combat (round down), since it's easier to strike a target who pops in next to you than it is to try and spot the correct corner she appeared in. Shimmer lasts a single turn after your character triggers it, allowing her to take an action in the same turn she's blinking. However, if she shimmers randomly, the action (whether performed after she lands at her final destination, controlled flickering allow your character to perform one action between blinks, at any position. In a single turn, splitting them between hops. A shimmering character may gain an advantage to attack, at the Storyteller's discretion. (It's a plus to appear behind a target, but the flash of light and loud bang usually spoil the surprise.)

••• **Long Jump:** With this power, a psion can instantly travel to any familiar location, no matter how far away it is. "She can 'port from Far Nyumba to her childhood home in Detroit as easily as walking to the corner grocery. There's a catch, however: The location must be very familiar. Going *back* to Far Nyumba after 'porting to Detroit could be impossible if the psion didn't first develop a strong mental picture of the colony. Since the location's familiarity is what's important, Long Jump can be used to visit "portable locations"--a certain spaceship cabin, for instance. The psion can jump between the ship and home (or any other sufficiently familiar place), while the craft is moving toward its destination, without dealing with the tedious travel time in between. The psion can also use the craft as a jumping point to visit other places.

**System:** Spend two Psi, declare your character's destination, and roll. A Difficulty may be imposed, depending on how familiar your character is with the location; transit time may also fluctuate. If the Psi roll is successful she arrives without mishap. Both the familiarity range and general transit time scale are listed below. The more familiar and area, the larger the "location's " parameters. A very familiar place might include every room in a house and parts of the land around it. A vaguely familiar location might be a single room. An unfamiliar place might be a single perspective (about a meter square of floor space) in one room. You may want to make up a list of locations your character can Long Jump to easily, just to avoid future questions by the Storyteller. To start, most hoppers know two or three "very familiar" locations, and an equal number of "familiar" ones. Generally speaking sense impressions (the infamous "psi coordinates" or other telepathic, sensory images) your character may receive qualify as "vaguely familiar" unless the Storyteller indicates otherwise. Also, the transit time may vary somewhat at the Storyteller's description. However long the objective time spent traversing the subquantum stratum, though, your character feels like the trip only took a few seconds.

•••• **Bilocality:** With this power, the psion can partially be in two places at once--but is fully in neither. Part of the jumper's mass, attention and psi field is sent to a new location, while the remanender stays put. Both "selves" look solid, but the bodies are light and fragile. The Upeo's psyche is similarly fractured, as it is very distracting to be literally in two places at once. Although there are perils to Bilocality, there are significant advantages as well. It's used most commonly when a jumper is currently at an unfamiliar location and needs to communicate with someone or to retrieve something at a familiar place. One self is sent to the known locale while the other remains anchored.

**System:** Spend three Psi and roll at +1 Difficulty. If successful, your character forms a double at any location she could already reach with Jump or a "very familiar" Long Jump. Upon the split, your character's Attributes must be divided between the two "selves." If your Character has only one dot (or fewer) in any Attribute, she cannot use the Trait: She simply lacks the mental or physical wherewithal to the two things of that sort effectively. The only exception is Appearance, which stays the same for both. You can split allocated dots between the selves once per turn. This represents your

character's shifting attention, as well as the shifting of his actual body mass. Both selves also draw from the same Psi and Willpower Traits. They also share a single set of Health Levels--so a bilocated character may become injured more easily due to a lowered Stamina. And any damage that one self takes is immediately apparent on the other! Since clothing and gear with your character's psi print get teleported as well, such equipment may also "split." However, technological devices become highly unreliable when their mass is divided. Electronic and chemical devices (computers, lasers, radios etc.) just won't work when they're divided. Simple mechanical devices still function, and bioware works only half the time. normally, a jumper must use Transmass or Transportal to move things other than herself. At this level of skill, though, the psion is talented enough to wrap his own neotic aura around small targets. In game terms, a bilocated character can transfer an object or person from one "self" to the other as described in the Relay Object and Relay Person techniques (see below). No Psi is spent, but your character must succeed at any rolls required by those powers. The division lasts until your character decides to recombine, at which time he shifts automatically into either location. If your character is dazed or falls to incapacitated in either form, roll Willpower. If successful, your character reflexively recombines at the locale away from the last attack; if failed he consolidates at the same place. On a botch, he may suffer backlash or even become lost in subquantum space.

### **Transmassion**

• **Relay Object:** With this power the psion can summon and inanimate object to himself or send one away. The main restriction is that the object must either start or finish touching the psion. So a teleporter could bring a minicomputer to his belt from across the room or send it from his belt to a shelf, but he couldn't simply move it from the shelf to somewhere else. To do that, he'd have to use Relay Object. As with the psion himself, Relay Object cannot 'port an item into a solid. Furthermore, this simple use of Transmassion only operates on items the psion can see with his naked eye, or can detect with Spatial Sense. As with a Jump, the practical limit is about a kilometer at most---much less for small objects, since they're harder to see. This technique is more difficult if the object is in contact with another person's psi field: So taking a gun from a table is much easier than pulling a gun out of an enemy's hand. Also, the faint psi aura common to all bioware makes it as difficult to 'port as an item within a person's psi field is.

**System:** As long as the object has your character's psi print--and is within his visual or sensing range--simply roll Psi to use Relay Object. (The effect is instantaneous.) Otherwise this technique also requires one Psi point for each use. Furthermore, an object with someone else's psi print, and/or held by someone else may add +1 Difficulty to the roll. Moving bioware automatically involves a base +1 Difficulty. Thus, teleporting your character's gun from his holster to his hand costs no Psi. Teleporting a datapad lacking a psi print costs one Psi, and rolls at +2 Difficulty. The total mass your character can hop is equal to five times his Psi score in kilograms. To "quick draw," use Relay Object before Initiative is determined for a new turn. If successful, your character's Initiative increases by one and he's assumed to have the weapon ready immediately. On a failure, his Initiative drops by one as he pauses expecting a weapon that doesn't arrive. Relay Object may "deflect" a projectile to avoid damage--by 'porting the item into his hand, your character negates the momentum. Still, your character must see the object *and* be able to track its motion--bullets and shrapnel move far too quickly. The power works as normal, with a difficulty depending on the item's speed (as determined by the Storyteller). As a guide, something at about human running speed might be +1 Difficulty, a thrown knife +2 Difficulty and a dive bombing bird +3 Difficulty.

•• **Relay Person:** This technique works much like Relay Object (including having to touch the target), but the psion can apply his talents to a living creature. Anything on the target that has her psi print moves with her when she's 'ported. It's worth noting that the target's mood may influence this power's effects. A person who desperately wants to get out of her particular situation hops easily, while a person unwilling to be 'ported can resist the move--somewhat.

**System:** Spend one Psi and roll; if successful, the subject moves instantly from another location to touching the character (or vice versa). Add two dice to the Psi roll if the target wants to move (say, if your character's pulling her from an Aberrant's stranglehold). The roll is standard if the subject is indifferent to being moved, unconscious, or doesn't expect to be Transmessed. In contrast, if the subject does *not* want to be moved, your character make a resisted Psi roll against the target's Psi, Taint or Willpower (whichever is highest). Your character must get more successes than the subject for Relay Person to work.

••• **Transmit Object:** Though similar to Relay Object at first glance, this power is qualitatively different since the psion needn't touch or even see the object involved. At this level, the powers of transport are also substantially stronger, enabling the teleporter to move larger objects. There are limits, of course. The points of departure and arrival must be clearly visualized; not a problem if either (or both) are within the jumper's visual field. But if the Upeo can't see the object, his mental picture of its starting location must be accurate to within one meter. In other words, a psion can't think "My minicomp is in my house. I'll bring it here." She has to know that her minicomp is on the corner of her bedside table."

**System:** Spent one Psi and roll. Unlike Relay Object, this power does not distinguish between psi-printed objects or objects that are in someone else's psi field. However, the difficulty modifiers for Long Jump locations (see above) are applied on both ends of the jump--trying to move something from a familiar place (+1 Difficulty) to a place that's only remembered (+3 Difficulty) creates a total Difficulty of +4 to the Psi roll. Your character's current location adds no Difficulty. This amount of mass your character can transmit depends on his Psi score, as shown in the chart below. Your character can temporarily increase this mass limit by spending Psi points. Each point spend moves your character's mass limit up to the chart by one (above 10 Psi, increase the previous rating by 50%).

<b>Psi</b>	<b>Mass Limit</b>	<b>Psi</b>	<b>Mass Limit</b>
1	15 kg	6	250 kg
2	25 kg	7	400 kg
3	40 kg	8	750 kg
4	75 kg	9	1.25 metric tons
5	125 kg	10	2 metric tons

If a TEAR bioapp is used, the mass limit increases dramatically (Stellar Frontier page 117).

•••• **Transmit Person:** As Transmit Object is a qualitatively different process from Relay Object, so too is Transmit Person a dramatic shift from Relay Person. With Transmit Person a dramatic shift from Relay Person. With Transmit Person, a psion can teleport a subject across the stars, bringing someone to him or sending someone far away. Still, moving inanimate objects is. The psion must have a firm sensory impression of the subject and the destination--at least partially simplified if either the person or her destination is right next to the psion. This is the most common skill for moving nonjumper personnel interstellar distances. Additionally, if two or more people are being 'ported, only one must be familiar to the jumper, as long as there's an unbroken chain of contact between each person sent.

**System:** Spend two Psi then roll. This roll may be modified by both the destination and by the target. The destination is subject to the requirements listed under Long Jump (Stellar Frontiers page 73). The target also falls under these requirements--a person your character has worked with for six months is considered "familiar," while someone he met briefly is "pictured" at best. A destination in your character's immediate are obviously qualifies as "very familiar," as does a subject within your character's normal sensory range. Your character can transmit more than one person, as long as they're all touching. To do so, he need only focus on the most familiar one; and additional person may be 'ported for each extra success rolled. An unwilling subject may resist this effect, as described in Relay Person (see above). Each resisted roll is handled separately. Finally, if your character has Long Jump, she may travel to the same destination automatically.

•••• **Selective Transmassion:** Teleporting one apple, or even a bushel of apples is far easier than teleporting only half of an apple. Every object in the four-dimensional universe has an intrinsic shape, and that shape can usually only be changed or divided by four dimensional effects. Using Teleportation to cut something is unwieldy and inefficient, but it can be done--often with devastating effects. With Selective Transmassion, a psion can 'port the grenade out of a grenade launcher, hollow out an asteroid...or remove a person's hand from her body! In order to use this technique, the jumper must be aware of the target: For living creatures, he must be looking at it or sensing it with Spatial Sense. For inanimate objects, he simply has to have a firm mental picture, as is required for Transmit Object.

**System:** The technique functions differently depending on whether your character uses it against inanimate matter ,or living beings. When used to break inanimate matter (rock, plastic, metal), spend two Psi and roll at +1 Difficulty. If successful, your character 'ports away an amount of mass up to his mass limit (as listed under Transmit Object, above). Specific object connected to other objects can be removed more easily than undifferentiated matter can be parted from a larger mass. So a power cell may be 'ported out of a laser carbine, but a chunk of rock can't be "carved" into a detailed shape. The best your character can hope for is a large sphere or rough cube. Even so, it doesn't matter if the object is within a person's psi aura: Breaking apart a gun is just as easy if a person is holding it or if it's on a table. Warping away part of someone is *much* more difficult. Your character can't teleport away anything he can't see--so no tearing out a heart or brain unless he gets at least five successes on Spatial Sense. Furthermore, a living being's psi field actively resists being ripped apart. Still, even if your character isn't entirely successful at 'porting something away., he can still seriously injure and opponent. Your character may specifically try to remove a body part. To do so, spend three Psi and one Willpower, then roll Psi at a difficulty as listed on the chart below. If successful, the body part is removed and the victim suffers the effect listed below.

Result	Difficulty	Damage Effect
Superficial surface laceration	+1	1 lethal level/success
Remove a hand or foot	+2	4 lethal levels
Remove an arm or leg	+3	6 lethal levels
Remove a head or large part of the torso	+5	10 lethal levels

This may not be soaked unless the victim can somehow soak lethal damage with his natural Stamina (Lethal Levels are soaked as if you had 1/2 of your Stamina, round down). Note that if the character cannot naturally soak lethal damage, the final category results in the victim's immediate death.

## Warping

• **Minor Flux:** This technique involves adjusting the space between a hand (or foot, or knife) and the opponent, making it very useful in close combat. Being able to halve the distance between the psion and his enemy at the moment he strikes makes for faster (and much less predictable) blows. Also, lengthening the distance between the psion and an enemy just as the opponent strikes can make it difficult for the teleporter to be hit. There are some non-combat applications to this ability as well. Since the spatial adjustment only lasts for an instant, the most obvious use is to reach jars down from high shelves.

**System:** Spend one Psi and roll. Your character manipulates space, gaining a number of turns equal to his Warping rating for a single combat action each turn. The effect lasts a number of turns equal to the successes from the Psi roll. This may be increased by one turn for each extra Psi point spent. During each initiative, decide whether your character concentrates on attacking or avoiding. The extra dice may then be used for a single appropriate close combat maneuver. At 4 Warping, the extra dice may be split between different actions in a single turn, and each additional Psi point spent increases the effect by two turns.

•• **Spatial Divergence:** This is similar to Minor Flux, but it affects an area beyond the psion's immediate vicinity and lasts longer. It allows the jumper to modify a target's effective velocity by expanding or contracting the space in front of it. This adjustment is entirely linear, so Spatial Divergence cannot be used to change a moving target's course. Any speed change is, in a significant sense, only virtual. If space contracts, the target (whether person or vehicle) covers physical distance in a shorter time, but its actual speed doesn't increase--it just seems to because *space itself* shrinks. This rule also applies to expanding space. As a result, the target doesn't suffer from the effects of wear and tear or heavy acceleration.

**System:** Spend one Psi and roll. Each success allows your character to effectively modify a target's speed up or down by 10 km/hr (This translates to 6 meters per combat turn or 2 m/s.) Every additional Psi point spent allows for another level of adjustment. Your character can affect any target he can detect through normal vision or Spatial Sense (including himself or the vehicle he's in, obviously). This effect lasts for a number of turns equal to your character's Psi score.

••• **Fading:** This ability allows a psion to divorce most of the matter in his body from its physical location. Put another way, the psion translates some of his mass into noetic energy. The matter still *exists*--it just isn't exactly *there*. It's become part of the subquantum universe. The psion's body doesn't interact with the physical universe as it normally does. He maintains some physical presence, but looks dim and transparent--under the surface of his hazy flesh, organs veins and bones can be seen vaguely (Since only one molecule in a hundred is still "in phase" with the experiential universe, a great deal of light passes through the psion's body.). The teleporter can pickup and manipulate objects with great difficulty. The most spectacular use of Fading allows the Upeo to pass through solid matter. The psion must push hard (a faded teleporter remains somewhat solid, which is why the floor beneath his feet still supports him), and some matter is inevitable left behind. Not just extremely painful (likened to "walking through a sieve"), moving through an object also leaves a residue of blood and tissue on and *through* the phased matter.

**System:** Spend one Psi and roll. Your character can remain phased for one minute per success rolled. Each extra Psi point spent increase this fade time by one minute. At 5 Warping, the duration increases to 10 minutes per success and Psi point spent. Your character's mass returns fully at the end of this time--if he's in a solid at the time, his death is immediate and gruesome. While faded, your character's Strength and Stamina are both reduced to one dot, and his mass drops to 10% of normal. His Appearance becomes 0 except for intimidation purposes, in which case it acts as if a 5. He gains

two extra dice on all Stealth--related rolls, and can survive in hostile conditions (extreme temperatures, vacuum) for 10 times the normal duration. Since your character is divorced almost completely from physical reality, he cannot soak any damage. But anyh personal combat attack that scores damage successes is automatically reduced to one lethal health levels equal to half the weapon's damage add, rounding down (See Trinity page 247). Your character takes a bashing damage level from phasing a limb through solid matter--pulling his hands from manacles, reaching through a door to unlock it. Pushing his faded head or torso through results in a lethal damage level. (Your character takes only one lethal damage level from moving his entire body through a solid object.) Your character can also fade any new gear that has his psi print on it (clothing, minicomp, etc.). However, *no* electronic devices work while faded. Biotech functions if it affects your character only--a beam from a faded biolaser simply disperses into the subquantum stratum, since it contains 90% of the bilaser's mass. Simple mechanical devices function normally when faded, but they have a tendency to phase through solid matter if forced. As a result, your character can never do more than one damage level with a faded weapon--however, the attack acts as lethal damage and ignores armor. A character may let go of an object while faded. The object does *not* snap back to solidity, however. Instead, it is absorbed by the subquantum stratum and disperses harmlessly in a wave of psion particles. Faded individuals have their own resonances; therefore, they pass through each other just as they would through solid matter.

••• **Extrusive Crumpling:** With this technique, the psion can adjust a segment of space--expanding it in all directions or contracting it down dramatically. A germ could be extruded up to macro (perceptible) size, or bookshelf crumpled into a wad the size of a softball. In either application, there's no actual structural change. The power's tricky to comprehend due to her complicated interactions between normal space and crumpled space--it's just an optical illusion in many without harm. Pacifist Upeo have been known to crumple opponents into balls and leave them that way until the effect wears off. The body remains undamaged: Only the space it occupies is altered--turning the head, arms and legs inward and pushing them against the stomach. An Upeo could expand a gap between cells, put his hand clean through a target's body, grab an object on the other side and pull it back through. Again, the subject's body is unchanged and functions as if nothing was wrong. However, if the psion leaves something in the gap and shuts the extrusion, the object slides harmlessly from the hole as the subject is restored. In contrast, when touching something in crumpled space, the person's hand slides through the interface and contracts what would be the exterior in normal space. A psion couldn't actually remove an opponent's armor via extrusion--the defense is still there, it only *looks* like it isn't. (This can be handy to expose a subject's internal organs, although they would have to be lit from the inside somehow since exterior light still hits the skin just like the hand of a person touching the subject.) Still, a crumpled person is held by the warped space, and is therefore unable to dodge or attack.

**System:** Spend two Psi and roll. When expanding, each success allows your character to expand something by a factor of 1. One success makes something temporarily appear twice as large; two successes make it look 10 times as large; three successes make it seem 100 times as large. Shrinking or contracting things is less efficient. The target's size is reduced by half for each success rolled. Through size changes, *mass* does not! A horse crumpled into a fist-sized ball retains all of its weight! The effect's duration depends on the nature of the target. Inanimate objects (including bioware or unicellular animals) are affected for 10 times your character's Psi score in minutes. Living things (animals, plants and sentients) stay altered for a number of turns

equal to his Psi. Your character can affect an area up to two meters in diameter. The object can be touched and manipulated through the interface, but not changed.

•••• **Transportal:** This is most famous Upeo power, and the most important in the long term. With Transportal, a psion can move everything within a targeted area--no matter how much mass there is--from one physical location to another. Unlike most Teleportation abilities, Transportal is fairly gradual. The sphere grows out from the jumper himself, and takes about one minute to coalesce. The 'portal's size doesn't matter; instead the Upeo spends the time to concentrate on bringing the entire area in phase with the subquantum stratum. The psion is completely immersed in this process, oblivious to anything around him. Others can move into (and out from) the sphere during this time, though depth perception suffers and electronics experience odd fluctuations. Once the psion reaches the proper resonance, the spherical area begins to ripple with light. Beings within the transportal sphere feel a tingling sensation throughout their bodies. The 'portal then triggers, giving off a brilliant flash as it transports everything inside and dissipates. The flash is duplicated at the destination as the 'portal's contents resolve themselves. Objects that aren't completely in the sphere when it triggers are sliced cleanly.

**System:** Spend three Psi and one Willpower. Roll Psi after one game minute. Your character must have at least a "vaguely familiar" sense or impression of the desired destination, as listed under Long Jump (see *Stellar Frontiers* page 73); clairvoyant scans qualify. If successful the 'portal's contents are transferred into subquantum energy and routed through. While the sphere forms, all actions performed in (or affecting something inside) are at +1 Difficulty (except for the Psi roll to trigger the effect). If your character loses concentration before the translation is complete, he loses the Psi points spent and the sphere collapses, but nothing else happens. Transportal is not subject to mass requirements of any kind. The sphere expands around your character, with a final diameter equal to 10 times your character's Psi score in meters (A WEAR can substantially increase the size see *Stellar Frontiers* page 117.) Whatever's crammed inside can be jumped. In vacuum for two reasons. First, the neotonic flux can cause backlash in those around the sphere. (people within the 'portal are shielded.) Second the dramatic mass change and displacement from both arrival and departure can create massive weather disruptions, and noises loud enough to be dangerous to unshielded bodies. The exact effect of in-atmosphere transportal uses are left up to the Storyteller's devious imagination.