

PSI



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INTRODUCTION

ROLEPLAYING IS A game of imagination, of turning thoughts into a shared reality. **PSI** takes this to the next level, allowing you to tell stories about people with the power to reshape their world and control their destiny with their mind.

This supplement introduces new rules for playing psychics using the **GENESYS** rules and advice for the GM on how to create interesting settings and scenarios based around psychics. It can be used for games that focus on psychics or to introduce psychics into other genres and settings.

It includes -

Chapter 1: Psychic Characters. This includes new Archetypes, Careers and Skills. This is where to head when creating a new psychic character.

Chapter 2: Talents. Here you will find new talents that specifically related to psychics, enhancing and changing the way their powers work.

Chapter 3: Rules. This chapter goes in depth into how psychic powers work within the **GENESYS** system. Each psychic power can be used in a number of ways, each explored here.

Chapter 4: Gear. This is a selection of equipment that psychics may find useful.

Chapter 5: Setting. This chapter discusses how the existence of psychics affects their world and what rules and as-

sumptions relate to them. You'll also find a section on how **Tone** can have a big impact on how psychic powers are represented.

Chapter 6: Adversaries. Psychic enemies and psychic entities are found here. These threats can be introduced into any campaign, even ones not specifically about psychic PCs.

Chapter 7: Factions. This chapter details the different types of groups and organizations which may have an interest in psychics, along with several examples and advice on how factions (especially those without access to powers of their own) may deal with a psychic.

Chapter 8: Example Settings. This chapter includes settings: **Mind War**, **Meltdown**, **The Academy**, and **The Divide**. Each setting provides an overview, themes and adventure seeds to provide you with enough material to run a campaign or give you the inspiration to create your own setting.



PSYCHIC CHARACTERS

THERE ARE MANY different forms a psychic character can take. Each person approaches their special abilities in their own way. Some can view it as a curse, some use it to the betterment of others, some abuse it to benefit themselves. They might be scared of it or have a deep understanding of it. Their power might make them feel that they aren't human or that they've unlocked a potential everyone holds.

Before creating a psychic character discuss it with the GM and the other PCs. Unlike your psychic characters, you can't read each other's minds so talk about your hopes for the game and your ideas about what type of characters you'll play. An idea you have might spark something for someone else or raise a concern that allows you to adapt and improve your original concept.

The character you will create will inform what type of stories you can tell, so this is usually the first place to start and why you'll want to do this collaboratively with the GM and Players. You can create a great character but if the only stories you can tell with them put you at odds with the stories the other PCs can tell no one will have any fun.

You also don't want to all create characters which can only tell one story. Luckily there is a great deal of variety that is available to psychic characters so even if you all select the same archetype, career and skills how you use them can be very different.

The setting can also impact what options are available to you when creating a psychic character. Psychics may look, act or be treated a certain way within a setting. For example creating a character who is essentially a classic superhero, proudly revealing the nature of their powers and using them to save members of the public, may not fit a grim setting in which psychics are hunted by the government and hated by the public.

The archetypes and careers below infer something about the setting but can be adapted to suit your needs. A psychic is not limited to just those presented here. Those presented in the **GENESYS** core rules are just as appropriate, although you'll probably wish to take the **Awakened** talent to gain **Extrasensory**, **Mind Over Matter** and **Projection** as career skills.

The existing Talents can also be used to reflect psychic powers. For example, **Quick Draw** could reflect that a character can telekinetically move a weapon into their hand more swiftly than they can move while **Rapid Reaction** could be a result of always mentally sweeping their immediate vicinity so they are difficult to surprise.

At the same time you don't need to make everything about your character relate to their psychic powers, which could make them seem one-note. Psychics can be complex, layered people and their background and personality will have as much impact on who they are as their mental powers.

ARCHETYPES

THE GHOST

THE GHOST ARCHETYPE does their best to go unnoticed, fading into the background and leaving as little trace as possible. They could be a fugitive, criminal, spy, someone with a dark secret or someone wise enough to know that they shouldn't draw the attention of the powers that be. Choose this archetype if you want an enigmatic character.

With a Cunning of 3, they are able to out-think and trick others. They are always planning one step ahead and always have an escape plan. A ghost's greatest defense is the mystery they weave around them. The price of always hiding who they really are is a Presence of 1. The ghost, by design, doesn't make an impression and so is lacking in certain social skills.

Your character's starting ability allows them to vanish when the circumstances are right. You may have to leave something behind (including your allies) but your character is very hard to pin down.

ARCHETYPE ABILITIES



- **Starting Wound Threshold:** 10 + Brawn
- **Starting Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100
- **Starting Skills:** The Ghosts start with one rank in **Perception** during character creation. They obtain this rank before spending experience points, and may not increase **Perception** above rank 2 during character creation.
- **Vanishing Act:** Once per session, your character may spend a Story Point, as an incidental, that creates a distraction, drawing the attention of anyone watching you. You may use this distraction to automatically leave your current location (as long as you are physically able to move and there is no barrier impeding you) and move into the nearby vicinity.



THE GIFTED

THE GIFTED ARCHETYPE represents a character who has great potential, most typically due to being a psychic. Not all who are gifted are psychic and not all psychics are gifted but this archetype plays to their strength, willpower. Regardless of their other abilities, the Gifted has a quality that makes them stand out from others. They might hide this gift, be unaware of its presence or revel in their superiority. Choose this archetype if you want your character to be defined by their special abilities.

With a Willpower of 3 and a Brawn of 1, this archetype is determined, disciplined and wilful but at the price of physical prowess. Not only is the archetype primed to get the most out of the Psi skills (which are all related to Willpower) they are can coerce others, use discipline to focus their mind and are more aware of their surroundings. Their Strain threshold is also increased. This helps to counter their lack of physical strength and lower wound threshold.

Your characters' starting ability allows them to show how special they are when they triumph when making a Willpower related check. It is at this moment that their gift shines brightest, leaving others in no doubt that they are meant for greatness.



ARCHETYPE ABILITIES



- **Starting Wound Threshold:** 8+ Brawn
- **Starting Strain Threshold:** 12 + Willpower
- **Starting Experience:** 100
- **Starting Skills:** The Gifted start with one rank in **Discipline** during character creation. They obtain this rank before spending experience points, and may not increase **Discipline** above rank 2 during character creation.
- **The Power:** Once per session, your character may spend a Story Point, as an incidental, when they generate a ☉. They may roll an additional ☀ into the pool and if that generates another ☉ then an additional ☀ is added into the pool again. They resolve all of the ☉ as usual. This is as per **Super-Characteristics** (Genesys Core Rulebook p251).

CAREERS

FUGITIVE

The fugitive is on the run from powerful people. They might have done something wrong, maybe they lost control of their psychic powers, maybe someone just wants them for what they can do. In order to survive, they must keep on the move, hiding in the shadows and doing whatever it takes to stay one step ahead of their pursuers.

One day a fugitive might be able to stop running. From time to time they can even find some small peace by living under a new identity but there is always the fear that the enemy is closing in. Until they can be free the fugitive can help others who are being pursued.

The test subject counts the following skills as career skills: **Coordination, Deception, Extrasensory, Mind Over Matter, Projection, Stealth, Streetwise, Survival.** Before spending experience during character creation, a Fugitive may choose four of their career skills and gain one rank in each of them.

MIND WARRIOR

The mind warrior uses their psychic abilities as just another weapon in their armory. They may be a specially trained psychic soldier, a vigilante or a monk dedicated to protecting the world from evil. Not only do their abilities make them skilled at fighting mundane threats they can also do battle with the monsters that lurk in the shadows of the collective Id.

The Mind Warrior counts the following skills as career skills: **Athletics, Brawl, Melee, Mind Over Matter, Projection, Ranged, Resilience, Vigilance.** Before spending experience during character creation, a Mind Warrior may choose four of their career skills and gain one rank in each of them.



PSYCHIC DETECTIVE

The psychic detective uses their extrasensory abilities to solve mysteries that others can't. They can peer into the past, read the minds of suspects and speak to the ghosts of murder victims. They might perform this role professionally, using their abilities as a selling point, while others might work within law enforcement and conceal the secret of their success. Some psychic detectives are amateurs, either investigating as a hobby or because their senses of responsibility won't let them ignore what they've seen.

The Psychic Detective counts the following skills as career skills: **Charm, Coercion, Extrasensory, Knowledge, Negotiation, Perception, Skulduggery, Streetwise.** Before spending experience during character creation, a Psychic Detective may choose four of their career skills and gain one rank in each of them.

TEST SUBJECT

The test subject has been experimented and studied by scientists attempting to understand their powers. In addition to any psychic skills that they may have developed or honed while undergoing study, the test subject picks up knowledge from the scientists around them. They can also build up a degree of resistance after enduring painful physical examinations.

The Test Subject counts the following skills as career skills: **Computers, Discipline, Extrasensory, Knowledge, Medicine, Mind Over Matter, Projection, Resilience.** Before spending experience during character creation, a Test Subject may choose four of their career skills and gain one rank in each of them.

REBEL

The rebel fights for psychics everywhere. They recruit new members, keep them safe and strike back against the forces that would capture or kill them. The rebel isn't afraid to get their hands dirty to bring down oppressive forces or to let people know what future they plan for psychics.

The Rebel counts the following skills as career skills: **Brawl, Cool, Extrasensory, Leadership, Mind Over Matter, Projection, Skulduggery, Streetwise.** Before spending experience during character creation, a Test Subject may choose four of their career skills and gain one rank in each of them.

SKILLS

Three new skills are related to being a psychic: **Extrasensory**, **Mind Over Matter** and **Projection**. All of these skills are excluded from the **Knack For It** talent (**Genesys** Core Rulebook p73).

It is possible to streamline these three into a single skill, combining their uses. This makes it easier to create a powerful all-round psychic but removes the nuance and variety among psychics.

EXTRASENSORY [WILLPOWER] MIND OVER MATTER [WILLPOWER]



Your character possesses a sixth sense. Their mind allows them to reach out and detect much more than an ordinary person can and at a far greater range. These can manifest as sudden flashes of insight, uncontrollable visions, disturbing dreams or glimpses that can be achieved with concentration.

Your Character Should Use This Skill If...

- Your character is attempting to read the thoughts of others.
- Your character is trying to read the aura of a person to determine their emotional state.
- Your character is trying to view things far away.
- Your character is learning the history of an object by touch.
- Your character is trying to locate a creature made of psychic energy.

Your Character Shouldn't Use This Skill If...

- Your character is trying to keep control of their powers. You use Cool or Discipline for that.
- Your character is attempting to find someone who is hiding. You use Perception for that.
- Your character is levitating a heavy object. You use Mind Over Matter for that.



Your character can reach out with their mind and mentally control physical substances. This can include objects but can also include liquids, gases, and primal energy. You can control, move and destroy anything that falls within your power, applying force equal to your mind.

Generally, a character has to be aware of something to control it. If they have ranks in Extrasensory their level of awareness (and thus the scope of this skill) increases.

Your Character Should Use This Skill If...

- Your character is throwing a car at an enemy.
- Your character is spontaneously creating fire.
- Your character is disrupting electrical signals.
- Your character creates a psychic barrier to hold back projectiles.
- Your character is forcing open a door.

Your Character Shouldn't Use This Skill If...

- Your character is trying to read the mind of others. You use Extrasensory for that.
- Your character is trying to resist extremes of temperature. You use Resilience for that.
- Your character is using their powers to bring a plane down safely. You use Piloting for that.

PROJECTION [WILLPOWER]



Your character can project their psychic energy where it needs to be and impose their will on others.

Your Character Should Use This Skill If...

- Your character is astrally projecting, leaving their physical body behind.
- Your character is communicating telepathically with others (but you'll need a rank in Extrasensory to hear their reply).
- Your character is throwing a bolt of pure psychic energy at an opponent.
- Your character is possessing the body of someone else.
- Your character is creating a mental illusion, changing the perception of those around them.
- Your character is altering a person's memory or giving them a mental command.

Your Character Shouldn't Use This Skill If...

- Your character is trying to sneak past someone who can see astral projections. You use Skulduggery for that.
- Your character is trying to get the person they are speaking to telepathically to like them. You use Charm for that.
- Your character is attempting to read a subject's mind. You use Extrasensory for that.

HOW DO YOU ... ?

This section gives you an overview of what each individual skill can do. When a character is trying to achieve something with their powers the player and the GM should agree on what specific skill applies, set the difficulty and away you go. This freeform approach should be enough for most situations.

There are certain iconic psychic powers that require more thought and so we go in-depth on them in Chapter: Rules.

Under Extrasensory you'll find out how to:

Establish Contact, Read Minds, explore the Mindscape, Remote View, Read the Past, establish a telepathic Network and see ghosts and other psychic entities with Second Sight.

Under Mind Over Matter you'll find out how to:

Fly, use Pyrokinesis, create a Telekinetic Shield, Heal and create items.

Under Projection you'll find out how to:

Astral Project, create Illusions, Control Minds, Possess others, Sooth and fire Psi Bolts.

WILLPOWER ONLY?

You'll note that all the psychic skills are linked to Willpower. This is because psychic powers are usually connected to strength of belief and discipline but you can change this.

The Talent Brain Power changes this, so that the Extrasensory, Mind Over Matter and Projection become linked to Intellect.

A GM may decide that it makes more sense for their setting that Intellect is the default attribute for psychic skills (in which case the Brain Power Talent switches it to Willpower).

Feel free to change the linked attribute to what feels right for your game.



TALENTS

TIER 1 APPRENTICE

Tier: 1

Activation: Passive

Ranked: Yes

Rather than learning or mastering a skill a psychic can just draw upon another person's expertise as if it was their own. A psychic can use this to bolster their skill or learn a completely new ability. Such learning is temporary and soon fades after the telepathic contact is lost.

When your character is in telepathic contact with someone you can add a number of skill ranks to your character's skill equal to your rank in this talent, as long as it doesn't exceed their total skill rank. The character does not retain this knowledge once the connection is broken.

DREAMER

Tier: 1

Activation: Active (Action)

Ranked: No

When a psychic is asleep their abilities make them receptive to the universe. Whether directed by an external force or the

psychics' own subconscious their dreams are shaped by their extrasensory perception. They receive visions, warnings, and glimpses of things that will have great importance to them. These can be frightening, confusing and disturbing but they are always useful.

Once per 24 hours, when a character is asleep, they may spend a Story Point to receive an insight or clue into a mystery, intrigue or other events that they are connected to. This is as if they had received an automatic success on **Extrasensory** but the GM will determine how this manifests and what it reveals.

GATHER

Tier: 1

Activation: Manoeuvre

Ranked: No

Rather than hurling an object telekinetically from where ever it currently is a psychic can instead draw it to their current position. This gives the psychic greater control and allows them to build up the sheer amount of objects that will be flung towards their target.

Your character gains ■ to telekinetic attacks by drawing potential makeshift missiles to them beforehand. Gain ■■

if they spend two rounds using this manoeuvre without throwing the gathered objects.

GESTURES

Tier: 1

Activation: Active (Action, Incidental)

Ranked: No

To focus their powers, some psychics need to gesture, whether it be clenching a fist to crush an item or lifting a hand to levitate an object. The more complicated the psychic maneuver the more grandiose the accompanying gesture. While a crutch they allow a psychic to strengthen the link between what their mind desire and the actions they need to achieve it.

When your character makes physical gestures when using a psychic ability add ■. If your character doesn't (or is unable to) they gain ■. This typically makes your character noticeable or at least allow people to make a connection between your gestures and the effects of your psychic powers.

MENTAL DEFENSES

Tier: 1

Activation: Passive

Ranked: No

Even non-psychics can be trained to defend their mind from attack or intrusion. This typically involves mentally reciting a nursery rhyme or being aware of any disruption to internal thoughts. This is usually only a temporary measure as once a psychic is aware of a mental defense they can begin to try to find a way around it.

When a character first attempts to make mental contact or make a mental attack against your character, add ■■ to their check if you resist. They must use ^^ to ensure that you were unaware of the intrusion.

NOSE BLEED

Tier: 1

Activation: Passive

Ranked: No

The human body was never meant to withstand the trauma of using psionic abilities. A psychic who pushes themselves are capable of great feats but can suffer exhaustion, memory loss, and haemorrhaging. The first signs of this trauma are usually bleeding from the nose, ears, and eyes.

Your character can add a ✨ to their result for each strain they take when using a Psi skill.

OPEN CHANNEL

Tier: 1

Activation: Passive

Ranked: No

By default, some psychics' minds are always open to the stray thoughts of those around them. The more people there are the more overwhelming it can be, a babble of voices with only a few words coming through loud and clear. While this makes them permanently aware when they aren't alone it can be distracting.

Reduce the difficulty to sense the presence of other minds and locate individuals in the character's vicinity using **Extrasensory** but take ■ when using **Discipline** to concentrate when there are more than 4 individuals in the area.

PARTY TRICK

Tier: 1

Activation: Active (Incidental)

Ranked: No

This is something magical when a psychic demonstrates their gifts to someone who has never seen a psychic or doesn't believe that psionic powers existed. With little effort the psychic has shattered their world view, filling them with wonder and awe. This can be useful when a psychic needs to find someone to believe in them, if only for a short time.

Once per session, your character can automatically convince an NPC that you possess psychic powers with a trivial display of their abilities. They might use extrasensory to guess which playing card they picked, use mind over matter to levitate small items (dice, match sticks, water droplets, etc) or use projection to create a spark of light.

Unless they are hostile to the character or have negative feelings to psychics they will react favorably to them for the remainder of the scene (providing a ■ to Presence checks against them) in the hopes of seeing or making use of their powers. They may ask favors or ask the character to demonstrate your abilities to their friends.

PERSONAL TOUCH

Tier: 1

Activation: Passive

Ranked: Yes

A psychic can achieve greater results by making physical contact with the focus of their abilities. It need only be a light touch to establish a deep link.

Your character adds a ■ for each rank in this talent to their roll when using a Psi skill against a subject they are touching.

NATURE SPIRIT

Tier: 1

Activation: Passive

Ranked: Yes

We share the world with a host of different forms of life. Some psychics do not restrict themselves to using their powers on just the human population. Instead, they share the sky with the birds, hunt with wolves and become one with the ancient trees of the forest.

Your character adds a ■ for each rank in this talent to their roll when using a Psi skill to summon, control, communicate and otherwise influence any flora and fauna. It does not apply if attacking or using telekinesis to move the subject.

QUIET MIND

Tier: 1

Activation: Passive

Ranked: No

Some people naturally contain their thoughts and psychic energy. While this could be because they are of low intelligence it can also be because they are reserved or disciplined. Psychics are more likely to train their minds to be quiet (since they are more aware of the advantages of this) but ordinary people can also be shown how to hide their thoughts.

Anyone using psychic abilities to locate your character add ✕ to their check, unless they are within line of sight.



TECHNOPATHY

Tier: 1

Activation: Passive

Ranked: Yes

The human body and machines are not so different. They are both controlled by electrical impulses and so a psychic can control and influence them as easily as they do humans. Psychics versed in technopathy are particularly adept at getting many forms of technology to do what they want.

Your character adds a ■ for each rank in this talent to their roll when using a Psi skill to operate, reprogram or scan machinery, computers or other electronics. It does not apply if attacking or using telekinesis to move the subject.

WHISPER IN YOUR EAR

Tier: 1

Activation: Passive

Ranked: Yes

An astrally projecting psychic can persuade someone that the voice they are hearing is their own mind speaking to them. Any new idea, observation or suggestion becomes their own. Unless what they hear is particularly disturbing or out of character for them they are more inclined to follow the instruction of this voice.

Your character adds a ■ for each rank in this talent to their roll when using **Projection** to influence the mind of a subject, as long as they are astrally projecting close enough to whisper into their ear. If the subject becomes aware of the characters' presence they receive no bonus.

WILD

Tier: 1

Activation: Active (Manoeuvre)

Ranked: Yes

When a psychic uses their gifts it can be like unleashing a storm. Rather than control it, they can simply let it rage and damn the consequences.

Automatically add a ⚡ and 🌀 to a result when using a Psi skill, up to your characters' rank in this talent.

TIER 2

ATTENTION GRABBER

Tier: 2

Activation: Manoeuvre

Ranked: No

A psychic can broadcast a subtle mental suggestion to those around them to either look at them or ignore them. This is usually a gentle nudge to the subject visual cortex, either making the psychic something that they find appealing or something that doesn't interest them. A psychic can use this to create a distraction for their allies or make it harder for people to find them.

When using this maneuver the character can achieve either of the following outcomes:

- Everyone within sight of the character gains ■ if they are looking for them and ■ if they are looking for any allies of the character or taking action against anyone other than the character.
- Everyone within sight of the character suffers a ■ if they are trying to see them or take action against them and ■ if they are looking for anyone else.

A psychic can translate this into a ■ to a **Projection** check if they are trying to compel a subject to either pay attention to them or to look away.

AWAKENED

Tier: 2

Activation: Passive

Ranked: No

A psychic can awaken to their gift at any time. Some are born with strange powers that can confuse and terrify their parents. Some develop them as they become teenagers while others gain them only as adults. Immense stress, exposure to chemicals or other outside factors can also ignite new mental powers. Once someone is awakened there is no going back.

Extrasensory, Mind Over Matter & Projection are now career skills for your character.

Note: This talent isn't mandatory for a character to be psychic. It is designed to allow characters who wish to select non-psychic careers to still be able to purchase ranks in the psychic abilities for a lower price. It can also be used for characters who become psychic during play.

Brain Power

Tier: 2

Activation: Passive

Ranked: No

The power of psychic abilities are usually determined by the sheer willpower of a psychic. Some individuals are instead so clever they can turn their intelligence into fuel for their psychic abilities, their genius demonstrated by their ability to read minds, control objects by thought alone or see things far away.

Extrasensory, Mind Over Matter & Projection are now Intellect based skills for your character.

CLARITY

Tier: 2

Activation: Active (Action)

Ranked: Yes

Everyone has a different view of the world but a psychic can see with clarity the truth. They can mentally share this view with others, either with the strength of their conviction or the influence of their mental powers.

Once per encounter a character can use this talent to make a number of allies (equal to their rank in Clarity) come to their senses, as long as they are able to communicate with them (verbally or telepathically). This removes the **Disoriented** status and allows them to see through mental illusions (as long as the character is aware that it is an illusion themselves).

CONFUSION

Tier: 2

Activation: Passive

Ranked: Yes

A psychic can cloud the mind of others, putting them in a confused and suggestible state. This can be a means in an end to itself but it is often used to soften up a victim for further mental probing or psychic attack.

On a successful Projection test your character is able to inflict a **Disoriented** status with a ▲. The duration of this status is equal to the rank in Confusion.

FLIP

Tier: 2

Activation: Active (Action)

Ranked: No

It is possible to plant thoughts in others' heads, to change where their loyalties lie but this usually takes time. With extreme effort, a psychic can use brute force to entirely switch a person's point of view, if only for a short time. In an instant, the psychic becomes their best friend and their former allies become the enemy.

Once per session, your character may use this talent to target one non-nemesis adversary and make an opposed **Projection** versus **Discipline** check. On a success, they are staggered until the end of their next turn.

Your character may spend a ☉ to have the adversary become an ally until the end of the encounter. This may end prematurely if the GM believes you are treating the target in a hostile manner or take any other action that would make them question their allegiance.

MAGIC BULLET

Tier: 2

Activation: Passive

Ranked: Yes

Using the power of their mind a psychic can adjust the path of a bullet while in flight. This can be a simple adjustment or it can allow impossible maneuvers, such as turning at 90 or 180-degree angles. It is rumored this technique has been used to assassinate at least one world leader.

When your character makes a **Ranged** test associated add ★ per rank of Magic Bullet, as long as it does not exceed their ranks in **Mind Over Matter**.

MULTITASKER

Tier: 2

Activation: Passive

Ranked: No

Using multiple abilities at once can strain a psychic's ability to concentrate. With time a psychic can learn to split their focus, becoming accustomed to using a variety of gifts at once. They can even make it seem easy.

Reduce up to ■■ caused by using multiple Psi powers at once or while carrying out another action.

PSYCHIC BARRIER

Tier: 2

Activation: Passive

Ranked: Yes

The mind can protect itself from psychic energy by forming a barrier. This can occur naturally, usually when someone has deliberately isolated themselves from others, but through meditation and practice, anyone can erect a psychic barrier.

Each rank of this talent provides a character with 1 point of Soak against strain inflicted by psychic attacks.

POWER DRAIN

Tier: 2

Activation: Active (Action)

Ranked: No

Using psychic powers drains electrical energy from the brain. A psychic can counter this by drawing power directly from the electrical grid, redirecting the power to their mind. While painful it can be a quick way to ensure that they have plenty of fuel for psychic abilities.

Once per encounter your character can siphon off electrical power to recharge themselves, recovering strain equal to their ranks in **Mind over Matter**. This will cause lights to flicker off, sparks to fly and may cause a temporary blackout depending on how much power is drained (and how dramatic it is). If there is no source of electrical power this talent can't be used.



SHIELD

Tier: 2

Activation: Passive

Ranked: No

A psychic who telekinetically gathers objects can use them as a makeshift shield. The objects can take the brunt of any force directed against the psychic, although they are damaged or destroyed in the process.

Character must have previously purchased the Gather talent.

Each ■ gained through the Gather maneuver may be exchanged for 2 soak if they are physically attacked.

SIZE MATTERS NOT

Tier: 2

Activation: Passive

Ranked: Yes

A psychic is only limited by the force of their will when levitating objects. A lack of confidence can mean that they only attempt to lift objects they believe they could physically move but they can train themselves to push past this mental barrier. The greater their condition the larger the objects they can move.

When your character is throwing Medium and larger inanimate object reduce the difficulty by 1 for each rank in this talent.

SUPPORTIVE THOUGHTS

Tier: 2

Activation: Active (Manoeuvre)

Ranked: Yes

Those skilled in projection can send psychic energy directly to others, bolstering their abilities. In this way, psychics can act as a power source for weaker, less experienced psychics. This can make a group of psychics a dangerous thing indeed.

Once per turn, your character may use this talent to direct additional psychic energy to a number of allies, equal to your rank in this talent, that they are in mental contact with. This adds ▲, equal to your rank in projection, to any psychic checks they make until your character's next turn.

TECHNOPATHY, ADVANCED

Tier: 2

Activation: Passive

Ranked: Yes

Man and machine virtually merge when a psychic uses technopathy. They know the machine as they do themselves, it responds to their every thought and desire. Computers give up their secrets, any flaws in a device reveal themselves and vehicles act as an extension of the psychic's own body.

*Character must have previously purchased the talent Technopathy. When your character makes a **Computers, Driving, Mechanics, Operating** or **Piloting** test add ★ per rank of Technopathy, Advanced, as long as it does not exceed their ranks in **Projection**.*

TEMPERATURE CONTROL

Tier: 2

Activation: Passive

Ranked: Yes

A psychic can alter the temperature immediately around them, ensuring that it is kept at a comfortable level. This allows them to walk through a blazing inferno and only feel a warm breeze or travel across a snowy wasteland without feeling a chill.

The character soaks 2 damage caused by extremes of temperature (either extreme heat or cold) for each rank in Temperature Control.



TIER 3

BURST

Tier: 3

Activation: Passive

Ranked: Yes

A psychic can project so much psychic energy to a single point that it explodes outwards, enveloping everyone within its vicinity. A psychic can unleash psychic bolts that explode, telekinetic strikes that send shockwaves outwards or insidious illusions that affect everyone caught in the blast zone.

Any psychic attack made by the character gains the **Blast** quality (**Genesys** Core Rulebook p86) and is activated with ▲ The blast quality rank is equal to the Burst rank +2.

ELECTRIC SOUL

Tier: 3

Activation: Active (Action)

Ranked: No

Those truly as one with machines can inhabit their cold, unfeeling shells, something unthinkable for most psychics who crave the fleshly warmth of a living host. This can be an opportunity for psychics to become the technology, to explore digital highways and feel the road under their tires.

*The character must have previously purchased Technopathy, Advanced. A psychic can now possess a machine as if it were their own body. It is an **Average (◆◆) Projection** test to possess most machines. This may be decreased if the machine is simple and raised if the machine has any form of artificial intelligence.*

The possession lasts 1 hour for each success. During this time the Agility and Brawn of the host machine are used, instead of the psychic's own attributes. If they choose a psychic can use **Athletics** and **Coordination** instead of **Driving**, **Piloting** or **Operations** while in control of a vehicle.

GHOST COMPANION

Tier: 3

Activation: Passive

Ranked: Yes

The trauma of death can create a sentient imprint of a person, manifesting as a ghost. These restless spirits can form a bond with a living person, especially if they are a psychic and so are able to easily see and communicate with the dead. Ghosts can become their companions, watching over them. This can be for entirely altruistic reasons but they can also request something in return.

A ghost has bonded with your character. They will generally follow them around, keeping an eye on them and helping them out when they can. At least one rank in **Extrasensory** is required to see a ghost automatically, otherwise, the character must depend on the ghost to manifest to know that it is there (or seek confirmation from a psychic with extrasensory ranks).

The ghost will usually have some motivation for bonding with the character. Either they were protective of them in life or they believe that the character can help them move on. This is usually enough for them to keep checking in on them, even if the character is hostile towards them. They can be driven away or destroyed, however.

The ghost is an NPC but your character can spend a maneuver to command a ghost to carry out one action and one maneuver during their turn. If and how they fulfill these commands is up to the GM.

For each rank in this talent, a character can have an additional ghost attached to them.

HIGH VELOCITY

Tier: 3

Activation: Passive

Ranked: Yes

In theory, the only limit to the velocity of an item thrown with telekinesis is the will power of the psychic (and the resistance of the item to the stress it is put under). This added force can allow missiles to punch straight through whatever protection a target is wearing (and their fleshy body).

When the character succeeds in telekinetically throwing an object at a target they ignore 2 Soak for each rank in High Velocity. This can be used in conjunction with the Magic Bullet talent, bestowing extra speed to the missile attack.

MENTAL LEECH

Tier: 3

Activation: Passive

Ranked: No

Psychic energy is a valuable resource for a psychic. They can drain emotional and mental trauma from their victims by inflicting harm upon them. This vampiric ability can make a psychic sadistic, willing to torment others just to benefit themselves.

Your character regains 1 strain for every 2 strain they inflict.

MENTOR

Tier: 3

Activation: Active (Action, Incidental)

Ranked: Yes

Psychic powers don't come with an instruction manual. They must either be mastered through trial and error or someone must instruct the new psychic. A mentor is able to pass on their own wisdom, allowing their students to avoid mistakes and achieve the results they are seeking.

When your character is able to instruct another in the use of their psychic abilities they automatically gain ★ per rank in Mentor, as long as your characters' psi rank is at least 1 higher than the person they are mentoring.

MIND & BODY

Tier: 3

Activation: Passive

Ranked: Yes

Unifying both mind and body a psychic can enhance their physical actions with psionic power. This gives them a greater deal of strength and resilience. It also means that their body is infused with psychic energy, allowing them to interact with beings on the astral plane.

When your character makes a test associated with Brawn add ★ per rank of Mind & Body, as long as it does not exceed their ranks in **Mind Over Matter**. This also allows physical contact to be made with incorporeal psychic entities.

PUSH

Tier: 3

Activation: Passive

Ranked: Yes

When trying to influence others a psychic can make their words have more weight by giving their audience's mind a little push. This is a mild form of mind control, making others more receptive to what they have to say. The surest way to win friends and influence people.

When your character makes a Social Skill test add ★ per rank of Push, as long as it does not exceed their ranks in **Projection**.

REGENERATION

Tier: 3

Activation: Passive

Ranked: Yes

The mind wants to survive. A psychic can tap into this desire to quickly and effectively heal their own physical form. They can become a boiling cauldron of healing and regrowth, their physical form closing wounds and regrowing limbs even when they are on the verge of death.

When your character uses **Mind Over Matter** to heal themselves they automatically remove 1 wound per rank in Regeneration.



RICOCHET

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

By slowing missile attacks a psychic can gather a collection of floating ammunition (whether it be bullets or arrows) which they can then fire back. Similarly, if they are wearing armor which deflects a missile attack they can redirect the ammunition back towards their opponent.

Character must have at least 1 rank in **Projection**. When your character absorbs soak from a missile attack they may spend ☒ or ☒☒☒ from their opponent's roll to automatically apply that damage against them. The character may divide this damage among any other opponents within medium range by taking 1 strain for each additional target.

The character can accumulate soak damage to ricochet, as long as this talent is activated by the end of the round. For example, they are attacked by three opponents, soaking a total of 6 damage but only activating this talent on the third attack.

SLOW

Tier: 3

Activation: Active (Action, Incidental)

Ranked: Yes

With supreme concentration and exertion of will a psychic can slow the movement of all people and objects within their field of effect (radiating outwards from their current position). The air ripples as things slow, as if underwater or in slow motion. The effect is brief but lasts long enough to shift the balance of power.

Once per encounter your character can slow all non-allies within the effective range of this talent, reducing their initiative order equal to your characters' rank in **Mind Over Matter** + their Slow rank.

The effective range of the talent is based on the rank. Rank 1 affects those within Short range, at Rank 2 it affects those at Medium range and at Rank 3 it affects those at long range.

SPEED OF THOUGHT

Tier: 3

Activation: Passive

Ranked: Yes

A psychic can take control of their own body, guiding their movements. This enhances their natural sense of grace and co-ordination making their body achieve exactly what they want it to. They can run faster, jump higher and, with enough determination, dance between raindrops.

When your character makes a test associated with Agility add ✨ per rank of Speed of Thought, as long as it does not exceed their ranks in **Mind Over Matter**.

THOUSAND EYES

Tier: 3

Activation: Passive

Ranked: Yes

By casting a wide net a psychic briefly links with every mind in the area they are searching. In an instant, they see, hear and sense everything that is being experienced. They instinctively filter this mass of information to find the one thing they are trying to locate. Few can escape the notice of a psychic with a thousand eyes.

Once per session the difficulty to **Remote View** an area is reduced by ♦ for each rank of Thousand Eyes, to a minimum of **Simple** (—), as long as there is some form of life within it.

TIER 4

BANISH

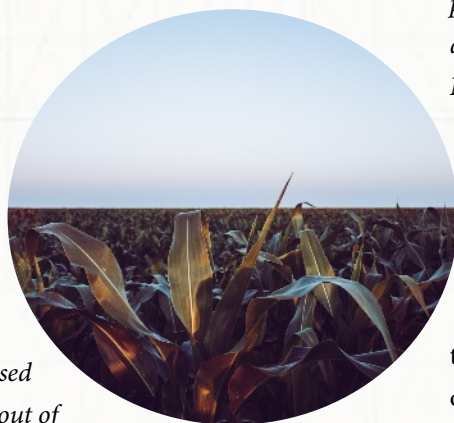
Tier: 4

Activation: Active (Incidental, Out of Turn)

Ranked: No

When a psychic is displeased with someone or has run out of patience they can simply wish them away. In a blink of an eye, their victim is disassembled at a molecule level and reassembled elsewhere. A psychic can never be entirely sure where they are sending people but out of sight is out of mind.

When your character uses **Mind Over Matter** against an opponent they may spend △△ or ☸ to teleport them randomly a number of miles away equal to their rank in **Mind Over Matter**. The character does not get to decide where they appear.



They are not harmed by the teleportation and appear at ground level (so they don't appear in solid objects or in mid-air) but it can be inconvenient.

When targeting a group of minions, everyone in the group is banished at the same time and will arrive at the same location.

HEAD POPPER

Tier: 4

Activation: Passive

Ranked: No

Psychic energy usually only inflicts mental and emotional stress, assailing a victim's mind. While it can invoke fear, sorrow, madness, and unconsciousness those targeted usually recover. Psychics can redirect the psychic energy directly into the nervous system, rather than the mind, of their opponents. The energy burns through the system, raising blood pressure, causing veins to throb and heads to explode. This is horrific to witness and much more difficult to recover from.

Projection can now inflict wounds.

MIND BULLETS

Tier: 4

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

There is nothing more powerful than a thought. A psychic can weaponize their ideas, turning them into bullets composed of pure psychic energy. The gun that fires the bullet shapes the amount of damage it can do ranging from a pistol to missiles. Not only does this make the psychic's powers more devastating but allows firearms to be used against psychic creatures which are usually immune to physical attacks.

Character must have at least 1 rank in **Projection**. Your character can create a bullet composed of psychic energy either manually loading the ammunition or having it appear within the gun itself. It does strain damage equal to the damage value of the ranged weapon being used. Using a gun in this manner requires the use of the **Ranged** skill.

1 rank in this talent allows damage up to 8. At rank 2 this increases to a maximum of 20. If ammunition runs out it is an **Easy** (♦) **Projection** check to reload.

SHUTDOWN

Tier: 4

Activation: Active (Action, Out of Turn)

Ranked: No

All psychic abilities are still dependent on the brain and the brain can be interfered with. With the right degree of exertion a psychic may shut down the areas of their opponent's brain which is responsible for psychic abilities, robbing their victim of their use.

When your character uses **Projection** against an opponent, they can use **AA** or **⊗** to shut down one psi skill (**Extrasensory**, **Mind over Matter** or **Projection**) for a scene, as long as your rank in that psi skill exceeds their own.

The opponent may use **AA** or **⊗** to reactivate a shutdown psychic ability before the end of the scene.



TELEPORTATION

Tier: 4

Activation: Active (Action)

Ranked: No

Through the sacrifice of their original form, the mind of the psychic is free to be reborn where ever it desires. This allows a form of teleportation, letting the psychic go anywhere in the world they desire.

*This requires a rank in both **Mind Over Matter** and **Projection**.* When astrally projecting the character disintegrates their physical body and resembles it at the location they astrally project to from nearby material (transformed in a perfect, organic duplicate of the original and anything they were wearing or carrying).

TIER 5

ALPHA STATE

Tier: 5

Activation: Active (Manoeuvre)

Ranked: No

A psychic is able to send out a mental command, putting brains into an alpha state. Those affected immediately relax, entering a restful, dreamless state.

By spending a story point the character sends a 'sleep command' to any living mind that surround them. This affects any non-shielded or psychic (someone lacking any psi skill) as long as their will doesn't exceed the characters. This affects 2 x Will rank people in the engaged to medium range. The character can't specify which individuals are affected.

Those affected will sleep for one hour unless disturbed (which includes being attacked). This will awake rested but in a state of confusion.

DOMAIN

Tier: 5

Activation: Passive

Ranked: No

A powerful psychic can create their own reality, where they are god. Within their domain, they control all things. Some use this to create their own piece of heaven, others use it as a safe haven and others use it as a prison for their enemies.

The character mentally creates a domain that exists between the physical and astral plane, a pocket dimension. This domain does not exist in the real world but the character may establish an anchor point in the real world that can be connected and disconnected at will. When connected anyone can enter or leave via the anchor point.

The dimension is made up of raw psychic energy and can be shaped by the psychic to resemble anything they desire. The pocket dimension has a half-mile radius per rank in Will.

A psychic may enter and leave their domain, without using the anchor point, once per day. Psychic entities and other astrally projecting may find the domain if they search where the anchor point is in physical space but entering is usually **Daunting** (◆◆◆◆) unless let in by the psychic who owns the domain.

A psychic can use the **Banish** talent to teleport people to their domain.

FORESIGHT

Tier: 5

Activation: Active (Incidental, Out of Turn)

Ranked: No

The future is usually difficult to foresee but a psychic can sub-consciously process the thoughts and plans of those around them, gaining an idea what is about to occur (if they take no action). Just how accurate this vision is varies.

If a player spends a story point the GM must tell them what is shortly about to happen to them. If the character uses this information to their advantage they gain ■ to their roll.

Once per session when an action is declared, but before dice are rolled, this Talent can be used to roll back time to just before the action took place, allowing the character to try to influence the outcome or avert it entirely.

MIGRATE

Tier: 5

Activation: Active (Incidental, Out of Turn)

Ranked: No

Death is not always the end. A psychic can linger in the astral plane and find a new living body to inhabit. They only have the briefest of time to find a viable new form to take and their options may be limited. Still, any physical form is preferable to oblivion.

When your character would die, as long as they have at least 1 rank in Projection, they can automatically astrally project. They have 1 hour per Will rank to find a new body to possess. Upon successfully possessing a target ♠♠ or ☯ must be spent to permanently overcome the host mind. Rather than a temporary possession, this becomes your characters' new body.

WORLD MIND

Tier: 5

Activation: Passive

Ranked: No

An experienced psychic can keep their consciousness linked to every sentient mind on the planet. They have the discipline to prevent sensory overload, letting every sight, sound, taste, smell and touch play out in the back of their mind but when they need to they can direct their attention to anything that is occurring.

Your character has a constant link to the senses of all non-psychics in the world. Once per scene you may ask the GM to tell you what is happening in any inhabited part of the planet or where a specific thing, person or event is. If no one is currently witnessing what you are trying to find you can still find out where it was last seen.

Your character can stay alert for anything that could potentially pose a threat to them. The GM may allow you to make a **Hard** (◆◆◆) extrasensory check when someone conspires against you or if a source of danger is in your vicinity. If you fail you are still aware that there is a reason to be alarmed but you don't know the source.





RULES

MULTIPLE POWERS

A psychic can use as many of their psychic gifts as they can concentrate on. In theory, they could fly while rendering themselves invisible to observers and using telekinesis to throw bricks at their enemies but in practice, this is difficult to co-ordinate.

The GM may impose a ■ when a psychic is using several powers at once. If they are using a lot of powers and/or they require a lot of attention additional ■ can be added (to a maximum of 4).

A GM may rule that some powers are passive and so don't impose a penalty. A character who astrally projecting or remote viewing might not suffer a penalty when they read the mind of subjects in a distant location.

These rules also apply if a character is doing something else that requires concentration while also using a power. For example, a character who is driving would have a ■ if they were also using their extrasensory powers to locate someone.

COMBAT ENCOUNTERS

It is natural that psychic will, at some point, use their abilities offensively. Player characters can also find themselves

under assault from those who possess psionic abilities. This section explores how best to deal with these situations.

The two offensive psionic skills are **Mind Over Matter** and **Projection**.

The former is a physical attack either when directed against the subject themselves (such as crushing or tearing them apart using telekinesis) or when hurling objects or energy at them. Such an attack always inflicts wounds.

The latter is pure psychic energy, either overwhelming a subject's mind or formed into a bolt that can be fired. Psychic energy inflicts strain.

Most of the time these are treated as ranged attacks, using **Table 1.6 – 1; Ranged Attack Difficulties** (Genesys Core Rulebook p102). **Extrasensory** means that the range band is determined from a character's perspective, rather than their physical location.

If contact is made with a target the range is engaged. If the subject was unaware of the psychic they will be alerted the moment a psychic attack is made (whether it succeeds or not), allowing them to begin trying to resist.

When using telekinesis to hurl objects use **Table 1.6 – 5: Improvised Weapons** (Genesys Core Rulebook p109), re-

membering to automatically apply  to the check. When throwing cumbersome items use Will instead of Brawn. A psychic is able to hurl items bigger than Large. **Table 1.6- 6: Silhouettes and Characters** (*Genesys* Core Rulebook p109) can be used to determine each size category adding +1 to damage and +2 to the Cumberstone value for each step up from Large (generally silhouette 1).

Soak only applies to external attacks. A psychic can ignore this by concentrating their telekinetic attack directly on the subject. This has a Critical rating of 5, by default.

SOCIAL ENCOUNTERS

When a psychic is trying to influence NPCs their powers can give them an advantage. **Extrasensory** allows a psychic to read their minds (see below) in order to gain information that might be useful when bargaining, charming or otherwise cohering them. Using this insight will usually provide a .

A psychic can use **Projection** to control the mind of a subject. In this case, they will be trying to inflict enough strain (which is applied directly to the Wounds of certain NPCs) to make them compliant.

EXTRASENSORY RULES

ESTABLISHING CONTACT

One of the most frequent things a psychic will want to do, especially if they have ranks in **Extrasensory**, is connect their mind to that of someone else. When the psychic is aware of where the intended subject is (either because they can see them or because they are using remote viewing to locate them) and the subject is unaware this should be automatic.

When a subject is trained to resist psychics, is panicked or otherwise attempting to prevent contact this requires an extrasensory check. This is an opposed **Extrasensory** versus **Discipline** check.

Once contact has been established a subject can continue to actively resist, making an opposed **Discipline** versus **Extrasensory** check. If they succeed the connection is broken and the psychic must make another Extrasensory check to re-establish the link.

READING MINDS

When contact has been established a psychic can use **Extrasensory** to examine the subject's memories, and thoughts. The depth of information is divided into levels.

Level 1: Surface thoughts, what they are thinking or feeling at that moment. The words they are just about to say.

Level 2: The motivation and deeper thoughts that lie beneath the surface (subconscious instincts and urges that the subject is unaware of). Memories of recent events they have no reason to hide and their dreams.

Level 3: Long term memory of non-traumatic or incriminating events. Recent memories which the subject doesn't wish to reveal to others.

Level 4: Dark memories of traumatic events and acts. Repressed memories which the subject no longer consciously recalls. The subject's earliest memories.

Level 5: The deepest core of the subject. A boiling cauldron of their most basic instincts and inner voice. This is the most primal aspect of a subject, shaping their entire character. Memories of the moments that shaped the subject are found here.

These are the equivalent of range bands (*Genesys* Core Rulebook p106). Traveling one level is **Easy** (◆), two levels is **Average** (◆◆), three levels is **Hard** (◆◆◆), four levels is **Daunting** (◆◆◆◆) and five levels is **Formidable** (◆◆◆◆◆).

A psychic may choose to slowly probe a subject's mind, descending through the levels of their mind. They maintain their current progress as long as they maintain their contact. If contact is ended or lost they will need to begin again.

A subject who is aware their mind is being probed can try to affect a defense (this can be triggered if a psychic fails a check to read their mind). The psychic then needs to make an opposed **Extrasensory** versus **Discipline** check. In this case the psychic gains a  for each additional level they want to descend after the first (so a psychic descending three levels gains  .

A psychic is always faced with the tactical choice of whether to slowly probe a subject (which is easier and less likely to draw attention but takes more time) or dive as deep as they dare (which is quick but difficult).

THE MINDSCAPE

The mindscape is a way to visualize the inner mind. Pure thought and information are transformed into a shifting realm of images, sounds, and symbols. When a person is asleep, unconscious or deep in thought the realm resolves into a cohesive environment that can be explored and interacted with.

A psychic, rather than reading a mind directly, may instead decide to enter a subject's mindscape. The psychic creates a mental avatar, shaped by both their image of themselves and the mindscape itself (so a psychic in a medieval mindscape will find themselves in period-appropriate clothing).

While in the mindscape the psychic can use their Will in the place of any other attribute by spending a story point. Projection functions the same way as Mind over Matter (because there is no matter in the mindscape).

The psychic can now explore the mindscape, interacting with the environment and its imaginary residents to gain the information or influence as they desire. Proceeding into deeper levels while in the mindscape reduces the difficulty by 1 but they must find a portal to get there. These portals usually represent something, someone or somewhere important to the subject. A psychic can automatically ascend levels by retracing their steps.

Mindscales can take a multitude of forms but the level determines its general shape.

Level 1 is virtually identical to the real world of the subject experiences. It is usually shaped by events they have experienced in the last 24 hours although with a drifting sense of dream-like logic. Unimportant people might be faceless, buildings the subject haven't entered are empty shells, time skips over boring events and the Sun may flicker across the sky.

Level 2 is a dream, shaped around the subject's fantasies and fears. It is close enough to reality that the mindscape will appear, at first glance, to be cohesive. If the subject imagines themselves a brave space pilot there will be a military structure, gleaming starships and evil aliens to fight. It is only when the surface is scratched that any illogical inconsistencies are revealed.

Level 3 combines both distant memories and dreams. Here the past is repeated, with different scenarios explored. The subject may speculate what would have happened if they did things differently or if they had occurred in a different setting (such as a jungle inhabited by dinosaurs). The memories which exist here always have great important or emotional resonance for the subject.

Level 4 is where the deepest desires and fears of the subject manifest. The environment gives the subject what they want in its purest form while creating monsters and demons to destroy everything they hold dear.

Level 5 is a chaotic, shifting realm of symbols and flashes of long-forgotten memories. The subject is represented by a boiling avatar of ego and id, a virtual god within this realm of self.

As each person reinvents themselves they lay to ruin the mindscape of their previous self. This primal hunting ground is dangerous for psychics to explore, due to the difficulty of finding their way back, but can be worth the risk for the treasure that can be found and the chance to influence the core being of the subject.

When exploring the mindscape the psychics only draw attention to themselves when they directly disrupt the environment. A psychic who starts a fight in a fine restaurant is likely to raise alarm but a psychic fighting in a battlefield won't.

If a psychic does draw attention then the mindscape will initially move against them, trying to eliminate, confine or eject them from the scenario. If this doesn't work the subject will be alerted, leading them to break the contact (as discussed above in **Establishing Contact**). If the subject awakens they automatically (and unknowingly) try to break the connection, gaining a ■ for each level a psychic had descended after the first (to a maximum of 4).

Should a psychic be ejected they suffer strain equal to the level they were on -1 (so a psychic on level 4 would suffer 3 strain). This is temporarily disorienting as the psychic must come to grips that they are back in reality.

If a character disconnects willingly they take stress equal to their current level -2.

Psychics who wish to be subtle, gain a deeper understanding of the subject, gain a lot of information or to have greater influence on the subject choose to infiltrate the mindscape. They plan them like a bank heist, bypassing security, winning confidences and getting out before the alarm is raised once they've achieved their goal.

Due to the length of time an adventure in the mindscape can take, it is best done only when most (if not all) of the player characters are involved. If this isn't possible then the GM may selectively edit such expeditions, concentrating on the most exciting parts.

REMOTE VIEWING

As the name implies **Extrasensory** means a psychics powers ability to perceive goes beyond that provided by their five senses. Their mind can reach out and show them what is occurring far away, translating this into sight and sound. The psychic just needs to know where to focus their attention.

The difficulty to view a specific place depends on how much a character knows. Viewing a location that the psychic knows, even if it just a map reference or from a photo (as long as the

image has a geographical context) is **Simple** (□) as is viewing a general area (such as a city or country).

Finding a specific location or person in a small area (like a building) is **Easy** (◆).

Searching a city block or district is **Average** (◆◆).

Searching an area the size of city is **Hard** (◆◆◆).

Searching a province, state or territory is **Daunting** (◆◆◆◆).

Searching a country is **Formidable** (◆◆◆◆◆).

If the psychic has an item from the person or place they are trying to find they gain ■.

If successful the psychic perceives events at that location as if they were there in person. They can look around and move a short distance. They can use any of their psychic gifts (that don't require a physical body) as if the range was their perceived location, not the location of their actual physical body.

A failure with a △ can mean that the psychic has narrowed down the search. This makes subsequent attempts to Remote View easier. ⊕ could mean that they find something important they didn't even know they needed to look for.

While remote viewing they are unaware of things around their physical body. Their extrasensory abilities allow them to hear those around them but otherwise, they see and hear only what they are receiving from the remote location.

If they are disturbed (should they be touched or struck) they must make a **Discipline** check to continue their remote viewing. The difficulty is determined by the force used against them. If they fail they awaken, taking 1 stress. They can instead choose not to make a **Discipline** check and just come to their senses.

A psychic can terminate the connection at any time themselves and reconnect as a **Simple** (□) task.

When a psychic establishes a remote connection they are not aware of how their mind reached that location. The search is entirely subconscious. For example, a psychic who succeeded in searching for a person in a city would just find themselves at that person's location. If this was a windowless room they still wouldn't know where that building was exactly.

This can require them to find clues that give them the exact address or at least narrow down subsequent searches. Once they know where a location is they can pass this information to other psychics, making it a **Simple** (□) task for them to remote view there (as long as they have Extrasensory ranks).

READING THE PAST

Even non-psychics imprint thoughts and emotions on their surroundings but it takes a psychic to actively read them (as opposed to gaining a flash or impression from an imprint). To make a connection the psychic's mind must be present at the location they wish to read or holding an object that acts as a link.

The difficulty of finding a particular event of interest to the psychic begins at **Average** (◆◆), assuming this is something that happened recently or involved heightened emotions.

The following factors each increase the difficulty by +1:

There weren't strong emotions involved

It was more than 10 years ago

It was more than 50 years ago

It was more than 100 years ago

There are other important events imprinted in the area

If the psychic is familiar with the event they are trying to locate they gain a ■.

Each day that they make an **Average** (◆◆) Discipline check while getting in tune with the area reduces the difficulty by 1 (to a minimum of 2).

A failure with △ can indicate that the psychic experienced read another event imprint. Not only might this event be of interest to the psychic (although a threat or despair could indicate that it is a traumatic experience) but it makes it easier for them to read the area, reducing the difficulty by ◆ (to a minimum of ◆◆).

A psychic searching for a particular event will need to spend time investigating, shifting through other imprints until they find what they are looking for. If trying to piece together a larger story this will often require moving from location to location, following a trail from the past.

Not every moment leaves an imprint, or if they do they can fade over time. This prevents a psychic from seeing the entirety of the past, rather the edited highlights. This can make following a trail more challenging but there are usually enough clues to point a psychic to where they can pick it up again.

A psychic reading the past may become more aware of the possibility that another psychic will attempt to view current events, which they may wish to keep private. A psychic can use **Projection** to erase any imprints with a blast of psychic energy. This is

an **Average (◆◆) Projection** check, which increases the difficulty of reading the area equal to the number of their successes. A skilled psychic can eventually piece back together the imprint but this takes time and effort.

READING THE FUTURE

A psychic able to look into the past may wonder if they can look in the other direction and see what is to come. Despite those who claim the gift of clairvoyance this is impossible. This isn't to say that there aren't those who have successfully predicted the future.

When a psychic has a vision of some future event, that appears to happen, this often because they are reading the minds of those who are instrumental in those events occurring. Often people have already decided the future and make it come into existence. A criminal might think of their crime before they commit it or a perceptive individual might have worked out for themselves that there is a disaster just waiting to happen. A psychic can unknowingly read the mind of these individuals, believing them to be events that will occur.

Sometimes there is not a single source but many. The psychic's powers cast a wide net, their subconscious putting together the different factors in play and creating a vision of what will be if the psychic does nothing.

There are psychic entities that have an unusual relationship with time and can provide indicators about what will happen. These entities are often unreliable enough that anything they reveal can be assumed to be set in stone.

The conclusion of this is that a psychic can not actively predict the future. Only the GM can decide if a character receives a vision and these future events can always be changed by the actions of the psychic.

NETWORKING

Once a character has at least one rank in **Extrasensory** and **Projection** they can establish a telepathic network with one or more characters. If the network includes other psychics, as long as one character has a rank in extrasensory and one character has a rank in projection, everyone can freely communicate (the extrasensory establishing the link and the projection relaying messages).

It is assumed player characters can automatically do this and so they should be able to freely communicate without requiring a roll. The GM may impose a setback if a character is performing a task that requires concentration while still part of a network. In this situation, a character may wish to drop out.

At certain dramatic moments, the GM may require a check to be made before a network can be established. This is particularly true when the person establishing the network doesn't know where the other characters are or if there is any form of psychic interference. In this case, the difficulty is based on distance, with a ■ added if there is anything blocking the connection.

SECOND SIGHT

A psychic is able to see things that are invisible to others. This includes beings composed of psychic energy (such as ghosts) and astrally projecting psychics. They are not as clear as things on the physical plane but they can perceive them as faint, misty figures. Once noticed they can focus on them, making them easier to spot.

This is an opposed **Extrasensory** versus either **Stealth** or **Projection**. A success with a ☒ can mean that the psychic mistakenly believes the entity is visible to everyone. This can cause them to think that a ghost is a living person until evidence of their incorporeal nature presents itself.

In situations where a psychic doesn't want to see these beings (especially if they are overwhelmed) they can make an **Average (◆◆) Discipline** check to ignore them, at least for a short time.

MIND OVER MATTER RULES

FLIGHT

Mind Over Matter can allow a psychic to move physical items with their mind so it is a small leap to realize that they can also move themselves, bestowing upon them the power of flight (see **Genesys** Core Rulebook p100). This is not quite as simple as it might seem. They have no internal propulsion or any degree of aerodynamics. They are mentally moving themselves and should they become distracted they will plummet.

1 rank of Mind over Matter allows a psychic to move at half their normal pace, slow and tentative. At 2 ranks they can move at their normal pace, a speed that their mind is comfortable with and that allows them to react quickly. At rank 3 they move at twice their normal speed able to move to long-range in a single round. At rank 4 they move quickly enough to move to extreme range in a round. At rank 5 they can travel a mile a minute.

In theory, there is no upper limit to how high a psychic can fly but it is worth remembering that the higher they go the more they will be vulnerable to low temperature and thinner atmosphere. The latter is especially a concern, as this can affect their ability to concentrate, let alone stay conscious.

When a psychic is moving at speed (at rank 3 or above) and they stop using their power they continue to have forward momentum. This can be unfortunate if they are moving towards a solid object but if they are high enough this can allow them to arc downwards, rather than plummet, giving them time to begin flying again before they hit the ground.

A psychic can counter forward momentum, using their powers to either slow or stop their movement, but the GM may rule they automatically take a wound if they come to a complete halt after moving at speed.

Maneuvers using flight should require a **Mind Over Matter** check but just beginning to fly should be automatic, when a character is at ground level. When a psychic is stepping into the void and hoping that their powers will keep them aloft things become much more challenging. The fear that they are going to fall works against their ability to keep them in the air.

When at Short range to the ground the difficulty is **Easy** (◆), Medium is **Average** (◆◆), Long is **Hard** (◆◆◆) and Extreme is **Daunting** (◆◆◆◆).

This power can also be used on others, allowing allies to fly (although their actual movement is controlled by the psychic). The psychic could also use these powers to throw opponents or simply ensure that they hover in place. This would be an opposed **Mind Over Matter** versus **Athletics** check.

If a psychic lifts and then drops someone else remember to apply falling damage (**Genesys** Core Rulebook p112).

PYROKINESIS

By agitating molecules a psychic can spontaneously create fire using **Mind Over Matter** (for rules regarding fire see **Genesys** Core Rulebook p111). If there is already fire they can cause it to spread and grow. If there is no fire the difficulty is **Hard** (◆◆◆) but this is reduced to **Average** (◆◆) if there is an open flame. Each success increases the rating of the fire by 1. If the fire is to manifest on a particular spot (such as an enemy) a ■ is added.

If the fire is created or agitated it is not under control of the psychic, nor are they immune to it. They can continue to use their power to cause it to intensify or make a ranged attack by hurling fire at opponents.

They may use their powers to diminish the fire. This an **Average** (◆◆) difficulty **Mind over Matter** check, with each success lowering the rating of fire until it reaches 0 and is extinguished. If the fire is particularly big (filling a room or a house) then an additional ■ may be applied by the GM.

The reverse of this ability is cryokinesis. It works the same in principle as above, removing heat. Each success pushes the rating into the negative, dealing a positive number of damage to anything within the cold zone (so -2 inflicts 2 wounds). The difference is that the heat will naturally return, using increasing by 2 each round. The cold also will not spread. The exception to this is when the environment is already cold.

TELEKINETIC SHIELD

As a manoeuvrer, a character with at least one rank in **Mind Over Matter** may erect a telekinetic shield that slows any incoming blows or projectiles. This allows them to soak (**Genesys** Core Rulebook p105) damage equal to their Will. This stacks with any other armor the character is wearing and their natural soak.

The psychic must be aware of the attack so it is useless against attacks made from behind them or from concealment. It also can't hold back invisible gaseous attacks (although visible gases are affected).

If the psychic is aware they are in a hostile environment they can project a bubble forcefield, allowing them to keep out everything. This slows their movement rate by half and only light and sound can pass through, meaning they can't fire outwards.

HEALING

With the right push, a psychic can accelerate the healing process, even reforming missing limbs and organs with sufficient organic material. The key is knowing how the body works. This requires the psychic to have at least 1 rank in Medicine.

It functions the same way as a **Medicine** Check (**Genesys** Core Rulebook p61) but using **Mind over Matter**. Each ✨ removes 1 wound point. The same can be done to treat Critical Wounds (**Genesys** Core Rulebook p116).

If the character has made a successful medicine check to examine a patient's wounds or examined a medical report they gain a ■ to their roll.

ITEM CREATION

Using raw materials from around them a psychic can mentally construct an item using **Mind over Matter**. The difficulty is based on the rarity of an item (**Genesys** Core Rulebook p82) +1. As the item is constructed from existing matter the rarity modifiers also apply (**Genesys** Core Rulebook p83), as it is easier to construct items in a shopping mall than it is in a field.

To construct items with electronics or moving parts the psychic must have at least 1 rank in Mechanics. Having similar items to either copy or salvage adds a ■ (for example constructing a new car from the shells of old cars).

These items are mostly held together by the will of the psychic. Once they are no longer concentrating on them they will typically fall apart, returning to their raw state. Close examination of any constructed item will usually reveal that they are poor copies.

If the constructed item is supposed to fool others to think it is the real thing the player should make an opposed **Skulduggery** versus either **Perception** or **Knowledge** (related to the object) when it is scrutinized.

This same power can be used to repair items. Use the same difficulty set out in **Item Maintenance** (*Genesys* Core Rulebook p89) but the repair happens instantly. As with created items these repairs will be undone once the psychic stops concentrating on them.

PROJECTION RULES

ASTRAL PROJECTION

A psychic is able to have their mind almost entirely leave their body, forming an invisible form of psychic energy. This form can fly (at their normal rate of movement) and pass through solid objects. They can teleport to specific locations, as when Remote Viewing, but they use **Projection** to determine success.

Once at a location, they can't disconnect and can freely move around their new surroundings. While they can't personally interact with the physical plane (although they can still use their powers to do so) they can with psionic beings and others who are astrally projecting.

Despite being visible to beings on the physical plane they can be sensed by other beings on the psychic plane and those with **Extrasensory**. Avoiding detection by others is an opposed **Projection** versus either **Vigilance** or **Extrasensory**. Once seen they can be targeted by psionic abilities and physically interacted with by other psionic beings.

While projecting their body falls into a coma. After 24 hours their body will need medical attention or fall into a decline. It is for this reason that a psychic will need to limit their time projecting and return to their body. There is no innate connection with their body, no silver thread leading them home, so if their body is moved they will need to find it before they can wake up.

ILLUSIONS

A psychic can project images, sounds, and other sensations into the minds of others to make them believe they are experiencing something they're not. This is an opposed **Projection** versus **Discipline** check.

If the illusion is something that is very believable or something that the subject is expecting (if psychic shoots them with a gun the subject will expect to see a gunshot wound, even if the gun fired a blank) then the psychic gains an ■.

The more unlikely, improbable or impossible the illusion the more ■ the psychic receives. For example no matter how convincing the illusion most subjects will doubt that a dragon has appeared in front of them.

A cunning psychic will influence the subject beforehand or learn more about what they believe so that they are more greatly influenced by an illusion. A subject told that an armed felon is on the loose is more likely to believe an illusion of someone holding a gun for example.

On a success, the subject will believe the illusion exists for a round for each ✨. If the psychic wishes to the subject to permanently believe the illusion (or at least until the end of the encounter) they instead inflict strain with each ✨. Once their threshold is exceeded they will believe completely in the illusion.

If a subject is successfully fooled by an illusion of an injury and their strain (or wound) exceeds their threshold they will fall unconscious, but they will not die. With the permission of the GM a psychic could have a subject who exceeds their threshold accidentally kill themselves, for example creating an illusion that someone is on fire leading them to throw themselves into deep water to put out the flames only to drown.

When affecting a group of people (so they all see the same thing) use **Table 1.7-1: Difficulties Based on Group Size** (*Genesys* Rulebook P121). Rivals and Nemeses should still check individually, even if they are part of a group.

MIND CONTROL

A psychic can force ideas, memories, and commands into the mind of others. This is done by inflicting enough Strain (or wounds in the case of Minion and Rivals) to overcome their threshold, at which point the psychic can compel them to do or think what they want (at which point they recover any strain). This is an opposed **Projection** versus **Discipline** check. Each success applies strain to the subject.

If the suggestion or command is made to appear as if it will benefit the subject then the psychic gains ■. If it will be detrimental to the subject a ■ is added, with a further one added if the subject will be seriously hurt or killed.

A psychic who is in mental contact with the subject gains an additional ■. If they are in their mindscape they reduce the difficulty by 1 for each level they descend after the first two (so a psychic on level 4 reduces the difficulty by 2).

As with Social Encounters, the subjects' motivation can be a big influencing factor. Knowing it can allow a psychic to better

motivate the subject or it can pose an obstacle. Of course if a psychic is successful they could alter a person's motivation.

Only if a  is achieved can changes to a subjects' mind be made permanent. Otherwise, they fade after a command is followed or if the subjects' beliefs are challenged. A psychic may layer several commands, waiting to be triggered to overcome this limitation.

A psychic can use **Projection** to undo implants placed by other psychics by undoing each alteration, one by one. Unless the change is obvious they will normally need to read their minds or explore their mindscape to find what damage has been caused.

The difficulty is equal to the Projection rank of the person who implanted the thought + the level of the mind where the idea was implanted. If the implant was made permanent the difficulty is increased by 1.

For example, removing a false memory implanted by a psychic with 2 ranks in Projection Level 1 would be **Hard** (◆◆◆).

The difficulty can be reduced by a psychic infiltrating the mindscape level where the implant was placed. In the above example, this would reduce the difficulty to **Average** (◆◆).

POSSESSION

Using a combination of Astral Projection and Mind Control a psychic can assume control over another person's body. As with Mind Control, this is a **Projection** versus **Discipline** check but upon exceeding an opponents' threshold they assume control of that character while their own body becomes comatose (as when they are astrally projecting).

While possessing a person the psychic uses their hosts' Agility and Brawn. They can use any Talent related to the hosts' physical attributes but not any other Talents or skills. They use the host's wound threshold but maintain their own stress threshold.

Possessing someone is not only a good way to neutralize them but to get to people and places only they can reach. A character meeting with someone familiar with their host will likely need to make an opposed **Deception** versus **Perception** check but they gain  to .

Each hour the host can try to regain control. This is an opposed **Discipline** versus **Discipline** check. If the psychic maintains control each  adds a further 30 minutes (over the additional hour) before another check is required. If they lose control the psychic suffers strain for each failure.

If the host body wound threshold is reduced to 0 the psychic must make an **Average** (◆◆) **Projection** check to successfully vacate it otherwise they fall unconscious and may die.

A psychic can decide to relinquish control at any time, automatically assuming an astral form (until they can return to their body). If they leave voluntarily they can decide if the host remembers what occurred during their possession. If they were kicked out then the GM decides.

A psychic isn't limited to human hosts. They can possess animals. This is usually easier but an animal host was never meant to hold a human mind and so their minds quickly burn out. A large animal (a horse, ape, large cat or elephant for example) can last a day. An animal the size of a dog or house cat can last 12 hours. Small birds can last around an hour. After this time they are rendered brain dead, forcing the psychic to vacate the dying body.

This risk is acceptable for psychics who enjoy the freedom that possessing an animal affords them. It can be a good way to hide from those who are able to see those who are astrally projecting as unless they turn their extrasensory abilities on their animal host they will be virtually invisible. Some animals also have physical abilities that can be useful to a psychic. Some with this ability just like to spend in the form of a beast.

SOOTH

A beneficial consequence of being able to order others to follow mental commands is that a psychic can compel people to let go of their stress. The psychic makes a **Simple** () **Projection** check on the subjects' behalf, healing 1 strain for each . This has per the rules for **Recovering From Strain** (Genesys Core Rulebook p117).

PSI BOLT

By focusing on their raw emotions or the power of their own mind a psychic can create a bolt of pure psychic energy that can be fired at an opponent. This is most useful when astrally projecting (especially if they lack Mind Over Matter to attack through other means while incorporeal.)

A psi bolt always does strain damage, inflicting emotional or mental trauma on those it strikes. It inflicts 1 strain for each success and has a Critical rating of 5.



GEAR

CRYSTALS

Crystalline structures are particularly suited to containing psychic energy. To a psychic who possess extrasensory abilities can see crystal change color when exposed to strong emotions. This allows them to see the aura a person projects, giving them a sense of their current emotional state.

They can also be used when healing others. Passing a crystal over an individual can reveal where on their body the pain is the most intense. The crystal then acts as a focal point, allowing a psychic to directing waves of healing psychic waves into individual areas of the body.

Crystals react to the psychic energy contained within ghosts and other psychic entities, lighting up when such beings are near. Psychics may place crystals around an area so that they are aware when there are unseen intruders.

DOWSING ROD

These simple rods (which can be made from wood, steel and glass) allow a psychic to divine the location of something they are seeking. This has been used to locate water, ore and individuals, the rods twisting and turning to point in the direction of the target.

The true work is done by the psychic (using their extrasensory ability) but the rod allows the subtle sense of direction the user receives to manifest more clearly. The closer they get to the target the more dramatic the effect on the rods.

ISOLATION CHAMBER

This sound-proof, human-sized pod allows the user to float in salt water closed off from the world. This can be just what an overwhelmed psychic requires. It allows them to concentrate only on themselves, improving their discipline and putting themselves in a state where other psychics will have difficulty locating them. The sensory deprivation allows a psychic to disengage from their own body, giving them better control when astrally projecting or remote viewing.

The greatest disadvantage of an isolation chamber is that the user is completely unaware of what is happening in the physical world directly outside the chamber. This can make them vulnerable to attack, so it is a good idea to install it in a location that is secure, difficult to find or both.

LIMITER COLLAR

This collar scrambles the wearer's psychic abilities, usually via a low voltage electrical charge. A psychic may willingly wear such a collar if they can't control their powers. In most cases a limiter collar is used to control a psychic and so

there are security precautions put in place (such as a lock) to prevent the psychic from removing it.

This adds a number of ■ equal to the power of rating of the limiter collar. This is usually set to match the power level of a psychic but this isn't always clear. A psychic can also improve their power levels over time so with effort they can still manifest their powers, despite the limiter collar.

PSI CROWN

This metal headwear, cradles the skull and delivers targeted jolts to the neural path ways. It is designed to mimic how a psychic's brain works, allowing ordinary people to use Extrasensory, Mind Over Matter and Projection. A character can attempt to use these powers untrained but for the best effect they still need to gain skill ranks.

A psi crown means that more people can potentially become psychics. In some settings this could be the only way that a psychic can exist, in others it could be a tool for a faction to gain equal footing when dealing with psychics. In some settings psi crown's could be commercially available.

Primitive psi crowns can be large and bulky. They could require high levels of power, reducing the mobility of the wearer as they would either need to be linked to a large battery or connected to a power cable. In contrast a highly advanced psi crown could be so small as to be unnoticeable or implanted beneath the scalp.

RECEIVER CROWN

Similar in design to a psi crown this headwear is designed as a psychic antenna, collecting ambient psychic waves and focusing them into the mind of the wearer. This makes them more acutely aware of their surroundings and boosts the range at which they can remote view or astrally project.

This does have the same downside as the **Open Channel** talent, in that the user can be overwhelmed by the flood of information. It can also make them vulnerable to mental attacks or mind control.

SPIRIT GLASSES

These rose-colored spectacles allow a psychic to more clearly see psychic emanations, ghosts and entities. They have the additional advantage of hiding where the wearer is looking, which can be convenient when they are gazing at something no one else can see.

The drawback is that that since they make everything appear in the same reddish hue that it is more difficult to tell if what they are seeing is there or not unless the person is either non-human or shows clear evidence of their death.

ITEM	ENCUMBRANCE	PRICE	RARITY
Crystal	0	20	3
Dowsing Rod	1	50	3
Isolation Chamber	6	600	4
Limiter Collar	1	80000	7
Psi Crown	1	1800	6
Receiver Crown	1	5000	7
Spirit Glasses	0	250	3



SETTING

When creating a setting based around psychics there are many options available. The choices you make will create settings that feel and play very differently. The GM should make choices that they feel the most excited about while working with the players to ensure that it will create stories they are interested in telling.

This section explores the components of a psychic setting and what impact they have.

ERA

The simplest time period to set a game is the modern-day. It is a period that is instantly recognizable to the players, so the only suspension of disbelief required is the presence of the psychics themselves. This aspect of the game requires the least work, leaving everyone free to focus on how psychics would change things.

Earlier time periods within the 21st and 20th century have the same advantage but have other benefits. Psychics are more special when they are one of the few people who can communicate instantly over vast distances, search for information anywhere and do so invisibly. If they do happen to use their powers in public it is less likely that footage of their activities will spread as quickly as it would today.

Psychics work well in the context of the Cold War, where paranoia is rife. Even if the psychics aren't directly involved in that conflict it can still cast a long shadow, as can the

threat of nuclear war. The uncertainty of the present day and dread for the future are themes that work well alongside psychics, who could be the potential future of humanity or its doom.

Historical settings require more research but as long as players are not expected to be experts on the period they can be fun to explore with psychics, whether it be using their powers to sure the Allies win World War 2, becoming renowned mesmerists in Victorian London or avoid being persecuted by the Spanish Inquisition.

Rather than looking backward, you can look forward. A game could be set in the near future, allowing a game to focus on how society would change if psychics began to emerge. In the future gene editing might allow anyone to become psychic if they are willing to pay the price. This might be just one way that people modify themselves in a cyberpunk setting.

You could reach further forward, embracing the science fiction genre as psychics begin exploring space. There could be colonies of psychics, working with or against humans. There could be invading psychic aliens, forcing humanity to learn how to duplicate their enemies' powers. You might explore a future in which psychics have formed an interstellar empire that lives in perfect harmony but only by ruthlessly eliminating dissenting thoughts.

A game does not have to be limited to the past, present or possible futures. A game could take place within a fantasy setting. Psionics would usually replace magic in such a setting, although it might still be considered such by simple peasant folk. In this setting magic items are those items that have been imprinted by a powerful psychic, allowing those who wield them to harness an echo of their power while monsters are psychic entities able to assume a fleshy form.

ORIGIN OF THE SPECIES

It can be beneficial to think about why psychics exist even if the player characters don't know themselves. If there is a single origin then all psychics have something in common. This can be important if the origin leads a way to identify, limit or eliminate the creation of psychics.

It could be evolutionary, a new subspecies of humanity that has just begun to emerge (although there may have been the occasional outliers in the past). This just happens to be when psychics are more prominent. Their survival can be linked to their bloodline or it could be that given enough time all humans will eventually be born with psychic powers.

A bloodline of psychics could form the elite of a society, either openly or in secret. If psychics aren't given equal rights then their bloodline could be carefully controlled. How psychics are regarded with determines if someone would want the bloodline to merge with their own.

Outside factors could cause otherwise ordinary people to become psychics. This could be exposure to radiation (especially in a post-apocalyptic setting), pollution or consuming tainted food or water. Once the cause is identified others can avoid this outside factor or the authorities can ensure that no one else is exposed. This leaves a comparatively small group of psychics to identify and contain. If someone wishes to become a psychic they would need to find a way to duplicate the circumstances which transformed others.

It could be that these outside factors can't be controlled or stopped, at least not easily. This can create an ever-escalating number of psychics if drastic measures aren't taken to stop people from being affected. PCs could be placed in the role of campaigners, warning others of the danger of doing nothing.

People could be deliberately turned into psychics through artificial means. This could be a drug treatment or a surgical procedure. This could be the unexpected result of an experiment or the desired outcome. It could be a carefully guarded secret, with only specially chosen subjects undergoing the

process or it could be a freely available transformation that people can purchase.

This transformation might not be carried out by humans. Aliens might abduct humans and turn them into psychics for their own, insidious purposes. Psychic entities could also transform humans, perhaps needing agents who can act on their behalf in the material world.

In these settings, it is important to think about the motives of those transforming the psychics. Do they have a larger agenda? Do they expect something in return? If they can change people into psychics can they undo the process?

The trigger for the creation of psychics could be something unique, or extraordinarily rare. It could be that only people on certain regions of the Earth were affected during a solar eclipse or those caught in a freak storm. It could be the result of an accident where those transformed were bathed in unstable chemicals just as they were electrocuted. These once in a lifetime incidents would make the psychics created a rare and valuable.

You can have a mix of origins. For example, there could be a unique genetic bloodline that leads to psychics but a corporation is able to analyse the DNA of those with gifts and duplicate it in others. Combining and adding origins gives new ways that psychics might occur.

In addition to the origin being responsible for bestowing psychic powers, it could also alter people in other ways. A psychic might outwardly look entirely human but it could also mark people, make them easily identifiable as a psychic. They could lose all their body hair, their craniums might be enlarged or their brains could be exposed. The more noticeable it is the harder it will be to conceal they are psychic to the casual observer (but mental illusions can certainly help).

The origin of psychics can be an ongoing mystery for PCs to investigate but other campaigns can treat it as background details, just accepting that someone people in the setting are psychic and others aren't. What you choose will depend on how much the origin impacts the setting and how much the players want to find out why their characters are special.

PSYCHIC POPULATION AND AWARENESS

The number of psychics in the setting and the public's awareness of psychics are inexorably linked. After all, the more psychics there are the more likely it is that people be aware of them. There are exceptions to this. There could be a small number of psychics who gain a lot of attention with displays of their powers while there could be a conspiracy of

hundreds of psychics who take careful steps to make sure they are not discovered (a task made easier when you can alter the memory of witnesses).

The fewer psychics there are the more special the PC psychics are. They may believe that they are the only ones or that they are at least rare enough that they are unlikely to meet others. If not all of the PCs are psychics then their abilities are just a useful tool, rather than something which changes the whole campaign. For example, the psychic could help the police solve crimes, with the other PCs being detectives and forensic scientists.

In such a setting the presence of an NPC psychic is an important event. It is a chance for the PC psychics to compare notes, to find out how these other psychics cope with their powers and possibly learn what they can do with them. An enemy psychic is also more of a threat, as it removes the advantage that a psychic usually has against mundane opponents.

A small number of psychics make them more vulnerable. If the authorities or factions learn of their existence then there is a real possibility that all psychics could be eliminated. PCs would have few psychic allies they can turn to and for all their power their enemy has the advantage of sheer numbers.

As you increase the number of psychics in the setting, even if there are only a few per city, news of their existence will spread. Even if psychics are doing their best to keep their presence secret rumors and whispers might start to circulate. In some settings, the public might know that psychics exist, even if they haven't seen them personally.

When psychics become common knowledge then it becomes part of the **Knowledge** skill. Whenever someone wants to work out how a particular psychic ability works or something about psychics, in general, they can now just make a **Knowledge** skill check.

Once there are enough psychics in a setting that their existence can't be hidden or denied then society will need to decide how it will react. Do the public feel they are in danger or do they welcome them among them? The actions of psychics can influence this. People will feel differently if there is a history of psychics abusing their powers than if they are known for saving people and uncovering crimes.

New laws would need to be made around the use of psychic powers. They might have to consider whether psychics are human under current laws and what their rights are. Psychics might need to be licensed, imprisoned or kept contained to specific areas of a city.

You may decide that the majority of the population are psychics. All facets of society would be shaped by the fact that everyone has access to one or more psychic abilities. Traffic might be minimal due to the fact that people can fly telekinetically (although there may be serious injuries from mid-air collisions), communication could be done entirely through telepathy and the legal system could identify the guilt through mind-reading or post-cognition.

In this setting those without psychic abilities are special. They would exist in a society that no longer caters to those without psychic powers. Would they be pitied, shunned or eliminated? Players may enjoy the challenge of surviving, if not thriving, in a world of psychics.

tone

Once you have established the general facts of the setting you can determine the type of stories you will tell. This establishes the tone. Tones are; **Horror, Intrigue, Mystery, Pulp, Romance and Drama, Superheroes**. These tones are discussed in more detail in the next chapter but they will have an impact on the feel of the setting. You may decide that there are psychics with incredible powers in your setting but there is a world of difference between how this plays out in a setting with a horror tone to one with a superheroes tone.

A setting can have a mixture of tones. Each session might always have this mix or it could focus on just one of the available tones, lending a sense of variety. You could take a break from intrigue to spend a session investigating a mystery for example.

putting it altogether

For examples of how these different options can be used, we've provided a chapter of **Example Settings**. This section not only gives you campaign setting ready to play but illustrates how no two games about psychics need be the same.

It should be remembered that a campaign setting isn't static. It will and should change due to the actions of the PCs and the machinations of the GM. A game could start with low powered psychics on the run from a powerful conspiracy but as they master their powers they become superheroes, exposing their enemies and rallying support for psychics everywhere. It could start with pulp heroes fighting cultists around the world only for them to fail to stop a ceremony which unleashes demonic psychic entities, plunging the Earth into darkness.

These changes should come naturally. While bait and switch (intriguing players with one campaign premise only to change to something completely different) can be surprising if the players were tricked they might resent this tactic.

TONE

HORROR

A horror game involving psychics can emphasize that the abilities of the characters are as much a curse as a gift. They hear and see things that they'd prefer not which can lead to stress, emotional turmoil, and trauma. Every person they meet and every place a psychic goes could have a dark secret or terrible past that can disturb or distract them. In short, it turns the real world into a horror show.

This can require a **Discipline** check, the difficulty based on the disturbing the insight the character receives. If they fail the character could create a disturbance, be disoriented (suffering a ■ until they've got their head together) or cause them to flee their location. The GM may wish to make use of the rules for **Fear** (Genesys Core Rulebook p243) and **Sanity** (Genesys Core Rulebook p244).

Seeing the hidden horror of the world can motivate a psychic character to combat it if only to put their mind at rest. Exposing the truth or punishing the wicked can be a means for them to make peace with their own psychic abilities. They will never be able to vanquish darkness from their world but they can push it back, if only for a short time.

Being a psychic can be horrific in its own way. The characters have the potential to do terrible harm to others and they can struggle to control their abilities. When they use their psi skills and there is a ☹ or ☠ in the result, the GM should have innocent people hurt or collateral damage caused. The horror is what the PC is capable of.

By definition, much of what psychics can do is more frightening than wondrous. They can remove the freewill from others,

kill with a thought and reorder reality. That these powers can be uncontrollable and near-limitless only makes them more terrifying. The responsibility of wielding such power can be unbearable.

Players may embrace this, playing their characters as anti-heroes, or they may try to strike a balance, fighting for their souls as they struggle against external forces. The GM can establish that the public fear psychics, even if their motives are good. The more the PCs exhibit the powers the greater the hysteria will be.

NPC psychics can be a living embodiment of these fears, demonstrating what people with their special skills are capable of when they have no morality. Evil psychics can be good antagonists as they have the same capabilities as the PCs (putting them on relatively equal footing) and their terrible actions make life worse for them by giving the public justification to hate and persecute their kind.

It is entirely possible to run a horror campaign where only the psychics are NPCs and the normal PCs must find a way to stop them. The fact that their foe is almost human makes them relatable, while their growing powers make them something otherworldly and nightmarish.

PCs can encounter the paranormal in the form of psychic entities from the minor terror to ancient godlike beings. The most relatable are ghosts, the psychic imprint of the deceased, but there are stranger and more terrifying creatures out there. Primal fears, demons, and insanity given form which hungers for humans and survives on their fear and hate.

Psychics have the ability to see, locate and destroy these paranormal beings but the public will be largely unaware of their activities. PCs can wage their heroic crusade while still being persecuted and hunted, the rest of humanity perceiving them as unstable individuals ranting about monsters only they can see.

INTRIGUE

Any game that involves psychics immediately establishes two important groups in the campaign world, those with powers and those without (the rest of humanity). This is prime material for a game that involves intrigue. The question becomes how are these two groups going to interact? Can they co-exist or is conflict inevitable?

PCs should be key to answering these questions. If humans are hostile do they hide, fight back or find allies within humanity to change public opinion? Who can they trust? Will they be exposed and will those close to them be placed in danger?



The simplest game of intrigue is where there are just these two factions. The PCs could be members of a psychic underground, keeping others of their kind safe, recruiting new members and stopping rogue psychics from inciting tension while at the same time keeping an eye on the humans, finding out if they are taking any action against psychics and stopping them before they put their plans into action.

Each side can be broken down into further factions, both within the campaign world at large and in the localized area where the PCs live. The human faction can include governments, corporations, the military, criminal organizations, and anti-psychic hate groups. Psychic factions can include those who want peace, those who want to wipe out humanity, those who want to find a way to remove their powers and those who do the bidding of psychic entities.

To avoid overwhelming the players the GM can introduce these factions and subgroups slowly, always taking care to make it clear how these groups relate to each other and how that impacts the PCs. These groups should have agendas and plans that they carry out without the PCs knowing, shifting their alliances and suffering setbacks and enjoying successes. This ensures the landscape is constantly shifting, forcing the PCs to re-evaluate their relationships with them.

The PCs' psychic powers give them a great advantage in plots of intrigue. They can read the minds of others to discover if they are telling the truth, use remote viewing to find out what a faction is hiding and even influence faction members to become their allies. Factions aware of the existence of psychics might rightly fear them for these advantages and seek ways to counter them.

Factions may wish to have psychics on their side or at least working for them, so they can share these advantages. The military might train psychic soldiers, governments can employ psychic spies to obtain confidential secrets from foreign powers and large corporations might invest funds into finding a way to produce their own psychics before their rivals can beat them to market.

PCs could be part of the same faction, working together for a common goal, or join different groups, which can be more difficult to keep track of but give more insight into how those different groups function. During the course of play, PCs might change alliances, as they reconsider their position or are swayed by other groups.

These intrigues can be kept in the shadows, with the public largely unaware of what occurs, but they can also happen in broad daylight. Rather than maintaining the status quo the actions of the factions and the PCs can change the campaign set-

tings, heightening tensions and pushing everyone to a final confrontation, the outcome of which can have lasting consequences.

In games of intrigue involving psychics, paranoia should be rife. PCs can read the minds of other characters but this shows that they are fundamentally unable to trust them. They can not always trust the thoughts they read, as a subject might be trained to resist or have their thoughts or memories altered. Any allies the PCs do have could be influenced and turned by enemy psychics.

Reality itself might not be what it appears to be. The PCs should be aware that anything might be a psychic illusion and that those with mind over matter know that things can be twisted and changed at a moment. They know they don't live in a world of hard facts and that reality can be transformed to suit the ideology of others.

MYSTERY

Psychics have talents that other sleuths would be envious of. They read the mind of suspects to find out if they are lying, they can peer into the past to see what exactly happened and they can even speak to the deceased in a murder investigation. This makes them ideally suited to a mystery game but present their own challenges.

PCs will indeed have new tools to solve mysteries but they need to know how to use them. Even if they are able to successfully use their gifts they receive only part of the puzzle. A psychic using **Extrasensory** to witness how someone was murdered might not get a good look at the killer or the murderer might have disguised themselves. A ghost might not have seen who killed them but they can provide insight into who might have wanted to kill them. Reading a suspect's mind might reveal they hold themselves responsible for the murder but this is just because they are burdened with unreasonable guilt about something they couldn't have prevented.

Each clue provides a lead for the PCs to follow, allowing them to make connections and build up the bigger picture. Their psychic powers can make any new piece of evidence much more valuable. Finding a witness they can see what happened through their eyes, giving them a new perspective while recovering a murder weapon allows them to gain psychic insight into the killer who used it.

Psychic powers can give the PCs an advantage but in most settings, the legal system will still need hard evidence. If the PCs receive a vision that reveals the identity of who committed a crime they still need to find a way to prove it to the police.

Players may signal that they are interested in mystery games by creating a psychic detective. If they work with the police non-psychic PCs could take the role of the detectives, district attorneys and forensic scientists that help them secure convictions.

PCs could be private detectives, either all with abilities or just one or two. They would likely be hired by clients who want them to investigate mysteries which the police aren't interested in (such as whether a spouse is cheating) or more serious crimes that have gone unsolved.

Any psychic character with ranks in **Extrasensory** can become involved in a mystery. No matter what their profession is or what their life is like they can run into a person, place or object that has a tie to a mystery which only they can solve. This is usually a tantalizing vision that just begs to be understood.

A mystery doesn't need to relate to a crime. Sometimes it can be just an intriguing story. Maybe the PCs elderly neighbor is in the grip of depression and when the psychic probes their memory they find it is because their true love jilted them at the altar. They can use their powers to investigate and find out what happened to this person and maybe bring some joy back to their neighbors' lives.

A mystery can lead to other tones. Finding out why the subway fills the psychic with dread can lead to the discovery of tormented souls on the underground, kept there by terrible events that they need the psychic to uncover and make public in a game that combines mystery and horror.

Intrigue and mystery also make a good combination. PCs investigating the actions and motives of a faction are often solving a mystery. Learning more about enigmatic members of factions, delving into their memories and past, can give the PCs the leverage they need to sway the person to their cause or at least predict what they're going to do.

The psychics themselves can be the source of mystery. How and why people manifest psychic abilities can be the ongoing mystery that a whole campaign is built around.

PULP

There are many pulp and comic book characters who possess psychic abilities, meaning that psychic fit easily into this tone. Setting the game in the early part of the 20th century the PCs can globe-trot around their world, fighting evil cults, gangsters and rival psychics with only their quick wits, two fists, and psychic powers to keep them out of trouble.

You may decide that deep in the prehistory of humanity psychics established far-reaching empires. Ruins of these once great kingdoms can still be found in overgrown jungles, icy tundra, boiling deserts, and deep underground. The secrets of

these empires and their relics of power can be worth more than any treasure to a psychic and there are people who will stop at nothing to obtain them.

Combined with the horror tone there could be indescribable alien psychic entities descending on our world or dimension. Psychics can be the only ones to sense their approach and have the ability to push them back into the void. Their defiance might be hopeless but they might just delay Armageddon for another century.

In a pulp game psychics can be more flamboyant. Rather than being feared a psychic could move more in the upper circles of society, a minor celebrity of the age. They could be fascinating entertainers, scientists of the mind or pioneers into the unexplored realms of the astral planes. Some might wear elaborate costumes to disguise their identities and terrify criminals.

The over the top action and loose connection with reality found in some areas of the pulp genre can be perfectly emulated in the mindscapes of certain individuals, especially when they sleep. The PCs might be psychiatrists or therapists, entering the minds of their patients to help them battle their demons and unlock hidden memories in a landscape that can change from a dinosaur infested tropical island to a WWI battlefield (complete with dogfighting pilots) and the mist-filled streets of a New York that never was. Each night is a pulp action-adventure for heroes willing to risk it all for their patients.

ROMANCE AND DRAMA

Any dramatic game can be enhanced with psychics. Drama is about difficult choices and psychics are presented with these daily. Whether at their workplace or at home psychics with extrasensory powers can learn the secrets of those around them, even tell when they are lying. What do they do with this information? Is it ethically right for them to exploit this knowledge? They might not have meant to pry but this is still an invasion of privacy. What happens if they don't act?

This can be a means to let a psychic know that something is wrong. Their child might seem fine but a psychic flash reveals they are being bullied at school. A work colleague's stray thoughts could reveal they are being sexually harassed but won't report the perpetrator. A sibling's new partner seems great but when the psychic accidentally read their mind they discover they're a con artist. Dramatic storylines can drop into a psychic's lap, no matter how mundane their life otherwise might be.

Mind over Matter and Projection can be useful ways to solve a psychics problem but in a setting where psychics are feared, persecuted or illegal the drama comes from whether they will use those powers and what happens if they get caught.

In a romantic game, psychic's with both Extrasensory and Projection can engage in long-distance relationships with each other. While they might be physically apart they can still be together in their minds. This can be a good way to explore two distinct locations, comparing and contrasting how they affect each other's lives.

In settings where there is a reason the characters can't be together, they can be star crossed lovers. This combines well with games of intrigue, where the characters are members of rival factions. This could be a setting where humans and psychics are not allowed to mix or if there are two factions of psychics who hate each other.

This forces the lovers to keep their romance a secret, with dire consequences if they are caught. Through their romance, they can learn important information about the activities of the others faction but this can lead to feelings of betrayal or that one partner is just using the other. Can they ever find a way to be together? What happens if the relationship is discovered? Does someone in their faction already know and hoping to blackmail the couple or use the relationship to advance the cause of their faction?

These types of scenarios are myriad and can easily be mixed with other tones. No matter what else is going on in their lives it can make a character more human by placing them in these dramatic situations, where what is important to them personally becomes more evident.

SUPERHEROES

Psychics already have a form of superpowers so it is not difficult to lean into this. A setting might have psychics don costumes and give themselves exciting code names but it is also possible to keep things more rooted in the real world, with psychic battling things out in clothes people would actually wear but still capable of inspiring awe from the public.

In a superhero toned campaign, the psychics should be much more powerful than ordinary humans. This can be achieved by using the **No Mere Mortal: Puny Minions** rules (*Genesys* Core Rulebook p251). Psychics will be more easily deal with mobs of angry citizens, police, thugs, soldiers and anyone else the GM classifies as a minion.

To make them more effective in battle psychics could deal base damage equal to twice their Will.

To really give their psychic powers a boost use the **Super-Characteristics** rule (*Genesys* Core Rulebook p251), applied against their Will. If using the **Gifted** archetype change **The Power** so it relates to their Intellect or Presence.

In such a campaign only other psychics and psychic entities will be a real threat to the PCs. There can be clear, moral division with Good and Evil psychics placed in direct opposition. The different ranks in the three Psi abilities and the talents available should allow a wide range of different psychics, who can theme their powers around a particular concept (such as illusions, animals, plants, fire and so on.)

Rather than keeping to the shadows (although this is still possible) these conflicts can be big and exciting. Whole city blocks can become battlefields as psychics telekinetically throw vehicles at each other, explode buildings and use mind control to turn innocent bystanders into their personal army.

Instead of setting this comic book action in a world much like our own (where the heroes spend much of their time maintaining the status quo), they can be given a big bad threat to overthrow. They could be psychic rebels fighting against an evil regime that wants to exterminate their kind, they could be the last hope of humanity fighting against alien invasion or the chosen who set out to free the minds of those enslaved by an immortal ancient evil.

This tone can be combined with horror if the escalating power levels of psychics are contrasted with the devastation they cause. Each psychic could be a ticking bomb, capable of killing thousands unless stopped by the PCs, who themselves are weapons of mass destruction if they ever lose control. It becomes a question whether it is possible for psychics to be defused or if it is only a matter of time before one of them unleashes their full power and potentially destroys the world.



ADVERSARIES

ANTI-PSI

Either through training or technological augmentation, the anti-psi is resistant to psychic influence. Their purpose is to hunt down psychics and either apprehend them or neutralize them. They can work alone, assigned to a team of other anti-psi or be given command over a squad of soldiers.

Their resistance to mental powers robs psychics of one of their most insidious offensive attacks and makes it more difficult for them to conceal their presence through illusion or mind control. It is hoped that without this the anti-psi can defeat them with superior combat skills.

It is usually instilled in the anti-psi, if they didn't believe so before, that psychics are dangerous and can't be trusted. Just giving them the opportunity to speak is giving them a chance to take over the listeners' mind. An anti-psi will try to take them down as quickly as possible.

While resistant to mind control or influence they are still vulnerable to physical attacks, whether it be telekinesis or pyrokinesis. They are, at least, aware of this and can try to prepare for such attacks. They use ambush tactics and distractions, allowing an unseen anti-psi to move in which the psychic focus their attention elsewhere.

The write-up below reflects an average anti-psi. They may receive additional training to fill specific roles (such as the driving skill for those anti-psi intended to either transport others or pursue psychics) and additional defenses (gaining the Psychic Barrier talent).

Anti-Psi, Rival



Skills: Brawl 2, Perception 1, Ranged 2, Vigilance 2

Talents: Mental Defense, Quiet Mind

Abilities: Jammer (Each Anti-Psi within medium range of a character adds a ■ to any psychic task checks, unless rendered unconscious)

Equipment: Bullet proof vest, pistol (Ranged, Damage 5, Critical 4) sedative, photos of wanted psychics.



APEX

The Apex believes that their psychic powers make them superior to others, that they are the next stage of human evolution. They demand respect and servitude from others, acknowledgement of their status. They will seek to gain vengeance on those who wronged them or who would try to control them. They are often narcissists, unwilling to even entertain the thought that they might be wrong.

An Apex might be a bullied teen, now getting revenge on their tormentors, an arrogant jock who never achieved anything after school and is now making up for lost time, a fanatic anti-human activist or a costumed super villain. In each case they are difficult to physically restrain.

The Apex uses their power to boost their natural abilities. They are stronger and faster than others, preferring to physical deal with obstacles than just using their powers at distance. While they are capable of using telekinesis to throw a car they are more likely to pick it up and hurl it themselves (subconsciously using their psychic powers to achieve this feat).

They thrive on spectacle, making public displays of their abilities. If they do think in the long-term the fact that their actions could draw a hostile response doesn't bother them, it would just be a chance to show how powerful they are and dissuade others from the foolish notion of defying them.

The more success an Apex achieves the more overconfident they become. They rarely back down from a challenge (unless they think it is beneath them). If defeated they will become obsessed with gaining revenge. Mere destruction isn't enough, they must humiliate their opponents.

It is possible to manipulate an Apex playing exploiting their ego. Just praising the Apex can be enough to keep someone in their good books and allow someone to make helpful suggestions which could direct their actions. In this way others could use the Apex to further their own agenda.



Apex, Nemesis

4	3	4	2	2	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	WOUND THRESHOLD	STRAIN THRESHOLD	M/R DEFENSE		
4	12	14	0	0	0

Skills: Athletics 2, Brawl 1, Coercion 2, Coordination 2, Mind Over Matter 3, Projection 2

Talents: Brain Power, Mind & Body 2, Speed of Thought 2

Abilities: Reckless (for each uncanceled resulting from an attack inflict damage to the surrounding area that puts people in danger or causes the PCs a complication.)

Equipment: None

DOMINATOR

When you can make anyone do what you want you can anything you desire, as long as you don't care about the free will of others. Dominators are psychics who specialize in mind control, with enough talent in extrasensory to enable to read the minds of their subjects, invading their privacy and finding the best way to control others.

Dominators can view others as less real, mere puppets dancing to their tune. They are users, getting what they want from someone and then discarding them. Meaningful relationships are impossible for the dominator and so they feel that they are always missing something important.

Their contempt of others and the belief that they are superior also tend to make many dominators narcissists. They love praise and hate criticism. Their powers make sure they only hear what they want, feeding their own ego. This can make them very unstable when they encounter those who are able to resist their influence. They can become obsessed with convincing others of their greatness.

An undisciplined dominator follows their immediate desires, leaving a trail of broken lives behind them. While they can influence someone in the short term once outside of their presence their victims, confused and disturbed, can alert the authorities. A dominator will need to learn to cover their tracks, either altering memories or kill their victims' (often using suicide to throw suspicion away from them).

Other dominators are more sophisticated, bolstering their natural charm with their psychic powers. They can become celebrities, business CEOs, politicians and cult leaders without anyone realizing that their ascension is due to mind control. Such dominators can feel untouchable, which is often why they make mistakes, indulging themselves in the belief that they can cover up any crimes they might commit.

A dominator might not believe that there is anything wrong with what they are doing. They might initially be friendly to other psychics, glad to encounter equals. It is only when they realize that the other psychics don't approve of their methods that they will seek to eliminate these rare dissenting voices.

As a user, a dominator won't get their hands dirty directly. They will have minions who are either on their payroll or who have been mentally enslaved to put pressure on PCs or attack them. They may investigate the PCs, finding vulnerable people that they can exert their influence over, turning close allies into allies or turning others into willing hostages.

When forced to confront a PC a dominator will attempt to isolate them, allowing them time to trying and mentally dominate their opponent (and getting close enough to use their Personal Touch talent). Rather than trying to destroy an enemy, the dominator will always try to flip them, turning them against their friends.

Dominator, Nemesis



Skills: Charm 3, Coercion 2, Extrasensory 2, Negotiation 1, Projection 3,

Talents: Personal Touch 3, Push 2

Abilities: Human Shields (Once per scene the GM may spend a Story Point to have mind-controlled NPCs come to the Dominators rescue, put themselves between the PC and the dominator or threaten do themselves harm unless the PCs stop them).

Equipment: None



GHOSTS

There are two types of ghosts; Echoes and Wanderers.

Echoes are imprints left by the living, usually during emotionally charged or traumatic moments. They are most active shortly following the imprint before becoming dormant. Strong emotions or the use of psionic powers in the vicinity can cause them to become active again. Echoes are not truly sentient, acting on impulse and repeating past actions (usually the event that caused the imprint).

Wanderers are people who astrally projected at the moment of their death. The person didn't need to have been psychic during their life, this one moment of stress allowing them to do something they would never otherwise have been able to do. It is their death that changes them, allowing them to survive as a psychic entity even though their physical body is dead.

While an Echo is just trapped in an eternal loop (at least until they fade) the Wanderer may need to find the will power to let go, if they wish to end their torment. For some, this requires them to accept their condition and have the bravery to let go and embrace oblivion. Others need to finish unfinished business or gain revenge before they can move on. Their undead state can make this more difficult.

A ghost, when it is visible, can appear as they did in life (usually if they haven't yet grasped they are dead) but typically there are signs of their death, either in evident wounds or signs of decay. Ghosts whose existence is wearing thin can appear as little more than shades, shifting two-dimensional forms while others are defined by death, rotting mounds of meat or skeletons.

Being an invisible spirit can be boring and frustrating, which can cause them to lash out at the living. Echoes can mistake the living for someone involved in the event they are trapped repeating and try to involve them in their endless cycle. If victims survive the experience they will spread tales of their haunting, drawing others into the ghosts' sphere of influence.

Psychics with the extrasensory skill have the most contact with ghosts, based on the fact that they can actually see them when a ghost is in its discorporate form. Ghosts who learn about a psychic with this skill may seek them out, hoping to be finally heard. They may just want company or they may need help to complete their unfinished business.

Psychics with the projection skill may encounter a ghost while astrally projecting since there is little difference in this state between them and the ghost. Psychic energy is a reliable way to combat all types of ghosts.

Ghosts are rare enough that they tend to be singular creatures. Multiple ghosts are usually encountered when a large group makes enough of a psychic impression at the same time to create an echo or multiple people die in the same area (either at once or over a period of time). Ghosts that aren't tethered to a particular haunt site may gravitate to each other.

Minions are generally echoes or wanderers of limited power. These can manifest only for brief periods and have limited influence. They typically restrict themselves to frightening anyone who disturbs them but can prove dangerous to the vulnerable.

Rivals consist of strong echoes (usually made by very traumatic events) or wanderers who have a strong sense of purpose. They have agendas and enough power to influence others into doing what they want.

A ghost **Nemesis** is usually a powerful wanderer, motivated with a burning passion. They typically have had time to perfect control of their ghostly form, putting them on par with a competent astrally projecting psychic. It is rare for an echo to achieve this level of threat but those that do are supernatural black spots, destroying those who are foolish enough to enter.

Ghost, Minion



Skills (group only): Coercion, Extrasensory, Mind Over Matter, Projection

Talents: None

Abilities: Incorporeal (By default a ghost isn't solid and invisible. As a manoeuvrer they may make themselves visible. They are not vulnerable to physical attacks unless the attack is imbued with psionic energy).

Equipment: None



Ghost, Rival



Skills: Coercion 2, Extrasensory 1, Mind Over Matter 2, Projection 3

Talents: Gather

Abilities: Incorporeal (By default a ghost isn't solid and invisible. As a manoeuvrer they may make themselves visible. They are not vulnerable to physical attacks unless the attack is imbued with psionic energy). Terrify (once per scene a ghost may gain ■ to Coercion attempts to frighten others).

Equipment: None

Ghost, Nemesis



Skills: Coercion 3, Extrasensory 2, Mind Over Matter 3, Projection 4

Talents: Confusion, Gather, Wild 3

Abilities: Incorporeal (By default a ghost isn't solid and invisible. As a manoeuvrer they may make themselves visible. They are not vulnerable to physical attacks unless the attack is imbued with psionic energy). Terrify (once per scene a ghost may gain ■ to Coercion attempts to frighten others).

Equipment: None

LEECH

This psychic entity feeds on strong emotions. Composed of psychic energy they are normally invisible to anyone that isn't astrally projecting. A psychic may sense an elusive presence and hear their animalistic growls and snarls. It may briefly become visible, usually to provoke the emotions that it feeds on. In their natural state, they appear as worms with slimy appendages in a variety of shades of red, blue and green.

While an entity can feed on any emotion they prefer negative ones. A leech may gain a taste for a specific emotion, such as despair, fear or anger. They drift through astral space, mentally probing sentient beings for the desire emotion and when they find it they latch on, feeding. Their hunger is never sated and when the emotion runs out they will mentally provoke the host into feeling that emotion again.

A leech may seek to isolate a host so that other people can't influence them. If they are feeding on depression they don't want the hosts' friends trying to cheer them up or getting them help. They will push the host to keep away from others, sucking them dry and move on only once there is nothing left to feed on (usually when the host is dead or comatose).

The parasite knows that humans are an empathetic species and so can use a host to incite emotions in others. A leech that feeds on anger may push their host into promoting hateful ideas in others, creating angry mobs it can feast upon. A parasite that feeds on fear can turn a host into a serial killer, making a community terrified.

If it finds a rich source of emotions a leech may burrow into them, establishing a hook. Usually, the only safe way to remove such a leech, without harming the host, is to enter the mindscape. Here the leech will latch on to the memory or thought which is the source of the emotion it seeks. It can take the form of this emotional focus, allowing it to better provoke the emotion it desires.

While a leech is mostly a parasite there are a few that feed on positive emotions (such as happiness or love) but even these can pervert these feelings, making a host hedonistic or stalk the object of their desire. Only in rare cases does the leech establish a symbiotic relationship with the host, provoking positive emotions without undermining the well-meaning of the person.

Leech, Rival



Skills: Brawl 2, Extrasensory 2, Projection 3

Talents: Personal Touch, Mental Leech

Abilities: Hook (Any strain or wound inflicted on the leech is also suffered by their host, unless inflicted in a mindscape). Incorporeal (By default a leech isn't solid and invisible. As a manoeuvrer they may make themselves visible. They are not vulnerable to physical attacks unless the attack is imbued with psionic energy.)

Equipment: None



MEDIUM

A medium finds themselves acting as a bridge between the living and the dead. If they don't learn to control this ability it can send them insane. Most still become a little strange due to their exposure to spirits. The worst thing a medium can do is ignore their power as the dead don't take kindly to someone trying to silence them.



A medium may act as an agent of ghosts, trying to resolve their unfinished business so they can move on. This can range to solving a mystery (such as the ghosts' own murder) to gaining revenge on someone who wronged a ghost when they were alive. A ghost may give these directions in person or through dreams.

Strong-willed mediums can force ghosts to do her bidding (usually in exchange for small favors). These mediums not only become very well-informed but they have a ghostly army to do with potential threats against them. There is no end to the mischief an unscrupulous medium can get into.

A medium can use their insight to help law enforcement. In some worlds, they are legally recognized, with many law enforcement agencies having a medium on staff. On other worlds only factions aware of psychics make use of them, both to protect themselves and to hunt down enemies. In settings where the existence of psychics isn't publicly acknowledged those wishing to help the law have to find a believable cover story for how they obtained their valuable information or become vigilantes.

Medium, Rival



Skills: Charm 2, Cool 1, Discipline 2, Extrasensory 3, Perception 2, Projection 2

Talents: Dreamer, Ghost Companion 3, Open Channel

Abilities: Ghost Sight (receives ■ to the roll when using second sight to locate a ghost)

Equipment: religious paraphernalia, scented candles, tarot cards

PSI ASSASSIN

The psi assassin carries no weapon and looks just like anyone else. They could be the little old lady standing next to you in the shop queue, they could be the child playing in the park, it could be the homeless man at the bus shelter. With a thought, they can crush your throat or make your head explode.

How they kill varies depending on the psi assassin. Some prefer to make their kills appear to be accidents. They can crush someone's heart just enough that it appears they've suffered cardiac arrest, mentally shove them into the path of a moving vehicle or constrict their lungs until they suffocate. Other psi assassins kill in ways that would be impossible without psychic powers, to send a message about who was responsible.

Their anonymity is their greatest advantage to avoid apprehension. They strike either when there are no witnesses or when they can blend into a crowd, allowing them to slip away in the panic since there is no indication that they were directly responsible. Linking them to an assassination requires a psychic using second sight to see where the psychic energy emanated from or to read their mind. It is also possible that someone investigating several such assassinations may notice that the assassin is presented at each death.

A psi assassin can just be a psychic who uses their power to murder who they please but they are often trained by covert forces. They are assigned targets, provided with cover identities and whatever equipment or money they need to get close enough to the target to make the kill, before being spirited out of the country. Even the most loyal psi assassin is eliminated before they can go rogue or defect.

Psi Assassin, Rival



Skills: Deception 2, Extrasensory 1, Melee 2, Mind Over Matter 1, Projection 3, Skulduggery 2, Stealth 2, Vigilance 2

Talents: Head Popper, Unremarkable

Abilities: Out of Nowhere (when the assassin has killed someone without warning all opponents must make a **Hard** [◆◆◆]Discipline check or be momentarily immobilised in confusion.

Equipment: None

PSI SNIPER

The psi sniper uses their psychic abilities to make them an efficient, long-range killer. They might be trained by a faction, a mercenary or a fanatic. They are usually cold, methodical and ruthless. Their abilities allow them to gain a reputation as being capable of making impossible shots.



When assigned a target they will find the best vantage point to make their shot. They seek both elevation and concealment. They don't need a clear line of view, as they are able to use their extrasensory abilities to acquire the target and their telekinesis to guide the bullet to where it needs to go. If they have no choice they may use their telekinesis to fly, although this requires them to use several of their powers at once.

Once they pull the trigger they become the bullet, guiding its flight and giving it enough acceleration that it can punch through most forms of protection. With enough skill, they can weave the bullet around other obstacles, able to hit one target out a group of people (allowing them to bypass any bodyguards).

If need be they can get closer to a target, usually when the only way to get to them is when they attend an indoor public event or social occasion. A silenced pistol is the most effective means to kill them but if smuggling a weapon in is impossible they can impose using any thrown object or attack them directly with a psi bolt.

A psi sniper can also be hired to provide protection. They may watch over a specific person, using their combat skills to shoot anyone that attempts to do them harm, or they may be assigned to a property, eliminating any trespassers. The element of surprise is key and they are less effective against sustained assaults.

Psi Sniper, Rival



Skills: Athletics 1, Brawl 1, Extrasensory 1, Mind Over Matter 2, Projection 1, Ranged 3

Talents: Magic Bullet 2, High Velocity

Abilities: None

Equipment: sniper rifle (Ranged, Damage 9, Critical 2), pistol (Ranged, Damage 5, Critical 4), disguise

PYROKINETIC

Finding that they can manipulate fire a psychic can become obsessed with it. It makes them feel special and gives them the means to destroy their enemies.

Their power is all about control, which is often reflected in their personalities. A pyrokinetic will fall into one of two extremes. Either they will be a loner, unwilling to obey others, or they will be in a position of power, where they can command others. Still, they desire more and this is where their need to control fires comes into play.

While a pyrokinetic is able to spontaneously create fire this is a slow process. Pyrokinetics prefer to use an accelerant to create an inferno, which they can then take control of. This usually disguises the fact that as psychic has been involved, only giving themselves away if they have the fire spread in an unnatural way.

A pyrokinetic who desires admiration may play the hero, saving others from the fire they started (with or without their powers). Some pyrokinetics join the fire service for just this purpose (of course there are those who join so they can genuinely use their powers to help others).

A pyrokinetic is a dangerous adversary. What they lack in other psychic disciplines they more than make up with sheer ferocity and intensity. The best way to counter a pyrokinetic is to extinguish the source of their power, putting out their fire with water or smothering them by removing the oxygen. Reducing the temperature can also make it more difficult for a pyrokinetic to spontaneously create fire.

Pyrokinetic, Rival



Skills: Deception 2, Discipline 1, Leadership 2, Mind Over Matter 3, Skulduggery 2, Stealth 2

Talents: Burst, Temperature Control 2

Abilities: Too Hot To Handle (If someone makes physical contact with the pyromancer they can take 2 Wounds for each Wound they inflict on their opponent due to heat).

Equipment: lockpicks, fire accelerant, lighter, matches



TECHNOPATH

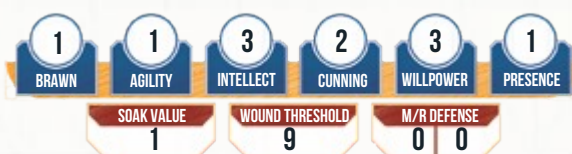
Some get on better with machines than they do with people. While a technopath can probe the minds of others they find them confusing and difficult to control. Machines have a stability and order that they find reassuring.

A technopath might always had an affinity for machines, whether they were a mechanic or hacker before their powers manifested, and so it was only natural that their abilities allowed them to interface with technology. Others may lack technical knowledge but find that machines just help them when they need it.

Benign technopaths just give machines small nudges, changing crossing lights or holding elevator doors open. They fix machines more easily and find information on computers quicker. Other technopaths exploit their power, causing ATMs to spit out money and stealing data. Some turn it into a weapon, causing planes carrying their enemies to crash and stopping pace makers.

Typically a technopath is a loner, using their powers to conceal their existence from surveillance cameras and deleting themselves from databases. Other technopaths form small communities, working together to pull off hacks that a single technopath couldn't alone. Mercenary technopaths hire themselves out to factions willing to pay for the best in technical support or corporate espionage.

Technopath, Rival



Skills: Computers 2, Driving 2, Extrasensory 2, Mechanics 2, Mind over Matter 1, Projection 3, Stealth 2

Talents: Technopathy 3, Technopathy, Advanced 2

Abilities: Machine Friend (When a task involves a machine or technology of any kind add ■ to the roll)

Equipment: Tool kit, stolen bank card, mobile phone





FACTIONS

In a game centered around psychics, there will be factions that have strong opinions about them. This particularly true in Intrigue games, where the actions of these individual factions are the main focus, but any game can be enriched by introducing organizations that can be allies or opponents of the main characters.

A faction can only have a minor presence in a campaign, appearing in just one or two adventures. These peripheral factions work best when the focus of the campaign is elsewhere, such as the personal lives of the psychics or if they mainly spend their time fighting against individual psychic entities or solving crime. Having a peripheral faction pop up every now and again just reminds the characters they are part of a larger world or gives them someone to turn to or a group to avoid.

Factions can be much more important, with agendas that can't help but involve the PCs. In some cases, a faction might be dedicated entirely to dealing with the main characters. In some campaigns, it is mandatory that the PCs be members of a particular faction. This is when you want to tell stories that are just as much about the fate of these factions as it is the PCs.

To get the most out of a faction their existence should say something about the PCs. If they are an ally then they are a

representation of what the PCs think and believe. When they deviate from the characters' core beliefs it pushes the PCs to either compromise or change the faction to match their philosophy.

When a faction exists in opposition they represent the opposite of what they believe. This conflict of ideologies allows each side to prove who is right, at least within the narrative. Their stakes are not just for survival but proving which idea wins.

Factions don't stay the same during the course of a campaign, particularly if there is a focus on them. Their members, leadership, and goals should change and evolve, preferably as a result of the characters' actions. Factions are also affected by each other. Factions with similar beliefs might merge, those in opposition might destroy each other and subgroups might splinter off from the main faction.

In a campaign that isn't based around psychics, but where they still exist, these factions can still appear. Their actions might not impact directly on the PCs but the main characters might still have an opinion on psychics and so find themselves finding they agree or disagree with the goals of faction.

The following are the type of factions that the PCs may encounter.

RECRUITERS

There is an arms race between the world powers, each seeking to obtain and weaponize their countries psychics. These are usually secret military organizations but some corporations have realized the potential of psychics and have established similar projects.

Recruiters seek out those who display psychic abilities. Subjects are either contacted by a recruitment agent or captured. If the offer is rejected the psychic can not be given their freedom, there is too much to lose if they are recruited by another country, and so this leads to either imprisonment or execution. Sometimes the psychic is given no choice in the matter. They either meet the demand of the recruiters or they are never seen again.

Recruiters study their psychics and train them to use their gifts for the benefit of the organization. Psychics may be treated well, praised for their work and rewarded for a job well done but they should never forget that they are simply a tool for the organization. Other psychics are treated little better than prisoners, guinea pigs or slaves. They obey their new masters or face punishment.

Psychics are turned into soldiers, often pitted against psychics in the employ of other recruiters. This can be a noble task, one that keeps the country safe. All too often they are simply cannon fodder, expected to sacrifice themselves for the greater good.

A country may have more than one recruitment organization, receiving funding and authority from different branches of the government. Competition between such agencies can be almost as fierce as with other countries.

EXTERMINATORS

There are those who believe that psychics are one of the greatest threats to humanity in the modern age. Exterminators hunt and eliminate psychics. They believe that their acts are righteous and necessary. It is true that there are psychics who abuse their powers but exterminators see no difference between the acts of an individual and every psychic. All must be killed.

Exterminators can be lone vigilantes, small groups of concerned citizens or highly trained and well-funded organizations. They could have recently formed, alarmed by recent events, or they could be an ancient order that has been eliminating psychics since they first arose.

In many cases, exterminators know that they are out-classed by psychics and that they would likely not survive a direct attack. Exterminators, therefore, study their prey, ascertaining the extent of their abilities before they strike. When they do attack

they ensure they have the advantage. This may mean drugging their target, ambushing them, striking when they are sleeping or holding their friends hostage.

There are exterminators who are quite charismatic, convincing others to join their crusade in uncovering and eliminating the psychics hiding in their midst. In defending themselves a psychic often proves the exterminators' concerns about their abilities are correct. This means that even if a psychic is able to defeat a group of exterminators their actions will inspire others to rise up against them.

PRO-PSYCHIC

This faction believes that psychics are the next stage in human evolution. Not only do they try to keep psychics safe they seek to help them achieve their enslavement or eliminate humanity. These factions are largely run by psychics who face persecution and have lost too many of their brethren.

There are human pro-psychic groups who idolize the abilities of psychics and have lost faith in humans. Psychics in the setting could be vulnerable, making the need for sympathetic human allies more vital. In other situations, these pro-psychics wish they could become more than human and hope that by helping psychics they will find a way to unlock that power.

These groups usually operate in secret. They seek out psychics, teach them how to use their powers and keep them out of the clutches of both the recruiters and exterminators. They seek to recruit psychics to join their ranks. While some can accept rejection (although they'll still watch over such psychics) there are some who see this as a betrayal and dealt with as an enemy.

Pro-psychics will hamper the activities of the other factions. They will attempt to weaken them and go as far as to try and destroy them. They spread psychic propaganda in an attempt to gain support from the public. Most worryingly there are pro-psychic groups that take steps to accelerate the extinction of the human race, such as engineering terrorist attacks.

Not all pro-psychic groups are so fanatical. There are many who do a lot of good. This is largely down to the leadership of such factions. Unfortunately, leaders can change, transforming a group that can provide sanctuary to a dangerous terrorist organization.

SCIENCE

A science faction sees psychic abilities as a way to expand human understanding. They seek those with provable psychic abilities who can become test subjects. Not only do they try to find out the cause of a psychic's gifts but they run experiments to test their limits.

Such factions can be quite benign, ensuring that their test subjects are never in any real peril. There are others who will go to any lengths to achieve results. Their subjects can be little more than lab rats with about the same rights. Should a psychic die they will be dissected to see if their body can give up the secret of its fantastic power.

There is also the danger than the most well-intentioned science faction will go too far in their experiments, unleashing something they have no hope of containing. Should the worse happen they may recruit psychics to help them deal with the problem or take more lives in order to cover up their mistake.

Should a science faction discover the secret of what makes a person psychic there is always the possibility that their discovery will be used to replicate the process, putting great power in the wrong hands. This can lead them to deal with corporations, military powers and intelligence services. If enough people get the information it can become a new arms race, with each side finding ways to improve the formula and customize the type of psychics they can create.

Science factions compete with their own and other factions over the knowledge they gather. Psychics can often be caught in the middle, as the factions fight to learn the secrets they hold.

FACTION GROUPS

ALARM

Type: Exterminators

Originating as a right-wing anti-communist organization Alarm's goal was to wake America up and make them realize that the red menace was in their midst. The group took an interesting turn when they discovered that the USSR was recruiting psychics. Alarm became very concerned that these powerful agents could be sent to America to wreak havoc.

To Alarm, if a person possessed psychic abilities they were automatically a communist spy and should be treated as an enemy of the state. Most Alarm members are armed and willing to take the law into their own hands. They believed this is a war only they can fight and are willing to kill to protect their country.

Alarm propaganda could be found throughout the west and mid-west, where they hand out pamphlets, put up posters and take out newspaper ads to warn people to be vigilant about their neighbors. Due to poor communication skills, it wasn't always clear to the casual reader that Alarm was concerned about actual psychics rather than just communists. As a result, their psychic hunting activities largely went unnoticed, aided in

no small measure by the fact that several members of law enforcement are members of Alarm.

The government heard rumors of their activities but found it useful to keep the group around to ferret out possible communist infiltrators, whether or not they have psychic abilities. Those within the government who were aware of psychics were willing to turn a blind eye to their activities.

Over the years Alarm has changed the focus of their hate, from communism to other religious ideologies. They hate whatever the main right-wing groups hate while ensuring that it all ties to psychics, in increasingly bizarre conspiracy theories.

In the last decade, Alarm has gained a sizeable online presence, using online media and uploaded videos to recruit more people. While the majority of the public view them as an unstable group they have successfully radicalized the youth of a nation. Hardcore followers are let into the inner circle, by this point happily accepting that Alarm hunts psychics.

There are many small far-right groups springing up, which are not affiliated with Alarm but nonetheless follow their radical ideology. If their illegal activities are discovered (typically the beating and murder of suspected psychics) there is nothing that can tie them to the leadership of Alarm, leaving the faction free to inspire another generation with hate.

BLACK VIPER

Type: Recruiters

A CIA black ops, Black Viper was a project to continue America's policy of disestablishing their enemies, in this case using psychics. In addition to providing money and weapons to rebels opposing their enemies, particularly in Nicaragua, Black Viper sent psychics to support these groups.

This was dangerous work, with the psychics they recruited being provided with military training. Few were expected to make it back alive. It was found that the combat conditions allow a psychic to rapidly hone and expand their gifts. Those who didn't die and little of value was lost.

Black Viper frequently made use of something they called the Judas protocol. In this scenario, a psychic was sent into enemy territory to gather classified information that could be passed to the rebels. Once sufficient information is gathered the psychic makes it appear as if an enemy official is responsible for the leak, even going so far as using mind control to carry out further treasonous acts (including assassination). This covered the tracks of US involvement and further destabilizes the enemy government.

Those involved in the running of Black Viper were well-aware that the operation is illegal and they could face lengthy prison time if their actions were discovered (not to mention the political embarrassment the US faces). It is for this very reason that several Black Viper psychics were positioned in Washington DC (the likely site of any investigation) with orders to use their powers to mentally kill any called to testify, their deaths made to appear to be the result of a brain embolism.

The masterminds of Black Viper retired from the agency, becoming rich by setting up their own mercenary groups using former Black Viper agents. They renamed and rebranded themselves but they were still the Black Vipers at their heart. While they kept their methods secret they proved they would be ruthless and effective whether they were providing security, carrying out acts of sabotage or simply eliminating the enemy.

At the same time, the Black Vipers were continuing their mission to destabilize other countries, planting sleeper agents to one day assume control. At some point, the inner circle of the Black Vipers decided that America was now the enemy and started to plan a takeover.

Today the Black Vipers are nearly ready to assume control. They will trigger a series of terrorist attacks, moving their mercenary groups in to restore order even while their agents are assassinating anyone who might stand against them. They have people poised in government, military and police in every city to be America there own.

The greatest threat to the faction has been the dawn of the information age. Due to the size and age of the faction, they can't protect all of their secrets. Online word has spread of shadowy military organization and from time to time classified information about Black Viper has surfaced. So far only the fringe conspiracy theorists have only guessed at the true goal of the group, thanks in no part to agents eliminating those who got too close, but it can only be a matter of time before someone learns the truth. The only question will be will it be soon enough to stop the wheels which are already in motion.

THE DEFIANT

Type: Exterminators

This organization believes that an evil force, usually called demons, has taken over the government and is plotting to enslave or slaughter good people. The Defiant are preparing themselves for this apocalypse, setting up remote camps that they can fortify and arm themselves to repulse their enemies.

The group mistakenly believe that psychics represent this demonic conspiracy. The Defiant does not actively seek out psychics but any they do encounter will be considered the enemy.

It is the paranoia of the group that makes them dangerous and unpredictable. Their suspicious behavior, such as isolating themselves and purchasing a large number of weapons, only invites investigation from government agencies, which can trigger an armed stand-off.

PCs may encounter the Defiant in rural regions. If they accidentally trespass on their property they will be treated as spies for the government, resulting in their capture, torture, and eventual execution.

THE FIRST

Type: Pro-Psychic

At the dawn of the human race, there were already individuals who were manifesting psychic abilities. These were the First. Shunned by the kin and threatened with extinction the First retreated into the depths of the Earth, building fantastic cities and perfecting advanced technology that harnessed and enhanced their gifts. This is the story that is told to new initiates of the First. Those who do well are promised they will eventually meet their masters, deformed dwarfs who reside at the center of the planet.

The First gain most of their membership from psychics who have some form of physical deformity, with the majority living rough. To support their claims the First make use of stone records, simple rock imprinted with the psychic history of the organization. In addition to recruiting new members, they strive to bring down the elite of society so that the First might rise up and take their place.

Years of torment and abuse have filled the First with a thirst for revenge. They frequently torture those that they despise, which often leads to either death or maiming. The First make their lairs in sewers, abandoned tunnels, and empty buildings. This only fuels their feelings of resentment for those who live in luxury.

GAIA'S WILL

Type: Pro-Psychic

This is a radical environmental group that takes extreme measures to prevent deforestation and pollution going as far as committing sabotage and setting traps for their enemies. This group of psychics believes that the planet Earth is possessed of an intelligence and further claim that they've used their gifts to make contact with its mind.

It is through this contact that they gained their mission. Only by stopping harm to the planet can humanity ensure its survival. They believe psychics are a direct response to the harm that

humanity has caused the world. They are the only ones who can hear Gaia and act in her defense.

Not just any psychic can make contact with Gaia and her mind is so vast and alien that only a select few can interpret her wishes. Gaia's Will believes that the planet is capable of communicating through crop circles, sending agents to any such events so they can be photographed and the symbols deciphered.

While the organization undoubtedly well-meaning they have blood on their hands. It is also far from certain that they are indeed making contact with the living planet.

GALAXIZ

Type: Recruiters

The US government's experiments with psychics revealed that there were ways to awaken their abilities through various means. In the 80s, years of research by the US air force led to the creation of galaxiz, an arcade machine designed to trigger psychic gifts.

Casting the player as a spaceship pilot they need to fight hordes of aliens through psychedelic hyperspace tunnels. In most people, it only induced nausea and headaches. For a psychic, the game is designed to activate the areas of the brain which control their gifts. The US air force toured the galaxiz machines, observing the effects on the players.

Players are kept under surveillance until the air force is satisfied they are normal or that manifest a gift. Those who are shown to be psychic are recruited into the air force. The hope is that their abilities can be harnessed for aerial combat and espionage.

Galaxiz was responsible for awakening dormant gifts in teenagers and the air force is not always able to deal with the powers that they unleash. The arcade machine has gained a bit of a reputation among game players. The reports of the side effects of playing do not deter those who desire to play this elusive game.

HUMAN CIRCUIT

Type: Pro-Psychic

During the occupation of France in WWII, a group of psychics with the power of technopathy formed a resistance cell that proved very successful at hampering and sabotaging the German's efforts. Realizing the potential of their gifts they formed the human circuit, a group dedicated to accelerating the development of technology and ensuring that it was introduced into all aspects of life.

For decades the members ran successful technology companies, spreading out across the world. People wanted to see their lives intertwined with machines more and more and so the human

circuit now includes normal humans who dream of a cyber-punk future, when they can transcend their flesh and blood with the implantation of machines.

The more society uses technology, especially computers, the more control human circuit has. Already they've been able to influence election results by using their gifts to affect the computers tabulating early votes. Human circuit has also used their powers to successfully create self-aware robots, functioning computer AIs and turn people into cyborgs.

While these results would not be possible without psychic powers it does show that the technology is at least viable for development.

INSTITUTE FOR THE STUDY OF EXTRAORDINARY MINDS

Type: Science

This institute was set up to determine what makes a person a genius but gradually developed to include those who exhibit psychic gifts. They hope that by identifying, verifying and understanding psychic gifts then they give everyone similar powers.

The institute has a number of scientists and test subjects living on the grounds. The young age of the subjects gives it the feel of a university campus. They've made some amazing breakthroughs but they've also had to cope with numerous unexpected problems.

Controlling test subjects can be difficult, especially when raging teen hormones are paired with barely controlled gifts. Disobedience, pranks and property damage are common.

The institute receives funding from the military who are looking for results that can be used on the battlefield. The institute finds it difficult to please the military while blocking their attempts to turn test subjects into soldiers. The institute has also come under attack from extermination factions and has had test subjects head hunted by recruiter factions.

This makes the institute a hive of activity, where something is always happening. Yet they persevere because they truly believe that their finds could revolutionize the world.

JANUS

Type: Recruiters

Named for the two-faced Roman god this organization specializes in turning anyone into a double agent. Following the success 20 Bureau in turning every German spy in Britain during WWII an enterprising secret agent, Brandon Thorne, established Janus.

Janus operated as an independent intelligence agency, turning agents in every country and selling information to the highest bidder. In the 1960s Janus learned about the existence of psychics and began to recruit those with telepathy and mind control. Now agents could be turned without their knowing. Entire new personalities could be implanted making Janus more effective than ever.

Janus requires recruited psychics to turn important figures, establishing assets who can act on behalf of the agency and be used to collect information. Most operatives of Janus have had their own personalities and memories changed several times. This maintains secrecy and fosters an atmosphere of doubt. No one can be certain quite who they are and what they've done in the name of Janus.

Janus played both sides of the cold war, selling information to the highest bidder. Their usefulness and accuracy of their information have so far prevented either side from trying to eliminate them.

MELOVINGIAN

Type: Pro-Psychic

The Melovingian bloodline stretches back to the 1st century. Blessed with psychic gifts they became powerful rulers and landowners in Europe. Their power was a sign of a divine blessing. For centuries their gifts have ensured they've remained part of the elite of society.

There were those who were jealous of their power and over the ages there have been many attempts to eliminate or ruin the family. This has forced them to conceal their existence from history and spread far and wide. In the modern-day Melovingian can count royalty, politicians and business leaders among their number. They live a life of privilege, something they can only maintain if they keep their grasp on power.

Many psychics are directly or indirectly related to the family. Agents working for the family seek out such people to establish if they are the sort who are worthy to join their ranks. Those with the required refinement are welcomed into the family. Being bestowed with great wealth is usually enough for most new psychics to swear loyalty to the Melovingian family.

Unsuitable psychics (the unsophisticated and most minorities) are eliminated to keep the Melovingian bloodline pure.

The Melovingian family is filled with intrigue. Members are always looking for more wealth and power, jealous of whatever their siblings have. They play games with people's lives, using others as pawns. At times this leads to open attacks and outright murder.

These conflicts can threaten to disrupt the unity of the family. On such occasions, the more level-headed members have to take steps to restore order. This has ensured that the family endures, becoming increasingly rich and powerful at the expense of all others.

MEMORY RECOVERY

Type: Science

This well-meaning, but misguided, organization uses hypnosis to allow patients to uncover hidden memories, to find the source of their mental trauma. Members are usually psychiatrists and psychologists but a few are psychics with telepathy (aura reading and empathy are also prized).

The organization is unaware that their therapy is flawed and the 'recovered' memories are not always accurate. Memories are easily distorted and under hypnosis, the therapist can unintentionally influence the patient. This leads to many patients remembering incidents of abuse, satanic cults and alien abduction that never happened.

Psychic can provide much more accurate results, as their gifts can allow them to enter the patients' mindscape. This can be useful to expose flaws in the organizations' therapy and discover what really happened. Yet psychics can still be fooled by false memories and should be careful not to take anything for granted.

MOTHERS AGAINST STRANGE THINGS (MAST)

Type: Exterminators

This group was formed by concerned mothers to protect their children from the threat of moral corruption. Initially, they targeted rock music, role-playing games, and Saturday morning cartoons. They organized protests and made sure the press knew that they were fighting for the souls of the nation.

When this wasn't enough they hounded and exposed those they felt were unwanted in their community, usually those who didn't fit into their simplistic view of who people should be. By chance, MAST discovered the existence of psychics. They believe their powers can be directly linked to the devil and caused by immoral lifestyles.

When the authorities refused to listen to their claims members of MAST took things into their own hands, setting fire to properties, assaulting psychics and in extreme cases lynching them. So far their crimes have gone unpunished as local law enforcement is willing to turn a blind eye if the local weirdo goes missing.

Emboldened with their successes MAST has spread their membership across the country, keeping members up to date via

newsletters sent in the post. Members are given advice on how to check if their children have been corrupted and encouraged to alert the organization if they believe anyone in their neighborhood possesses strange powers.

They have become quite adept at covertly keeping suspects under surveillance and picking the best time to deal with them. The number of actual psychics who have been targeted is still relatively low but the last thing anyone with powers needs is to be the subject of a witchhunt led by MAST.

Their members may lack experience but they remain dangerous due to the fact they honestly believe that their actions are necessary to protect their children.

THIRD OPTION

Type: Pro-Psychic

This organization believes that the public is being forced into a false duality by the government. Left or right, good or evil, east or west, war or peace. This organization wishes to give people a third option.

Presenting themselves as a political activist group, they challenge politicians on both sides and attempt to make the general public aware of the facts they aren't told and what other options are available to them. Behind closed doors, the organization believes that only psychics have the power to make a difference. That their gifts make them the only people suited to make unbiased decisions and to police the actions of those in charge.

They keep psychics safe and encourage them to accept the awesome responsibility of safeguarding the world. Using their gifts they obtain classified information and spy on the thoughts of politicians and world leaders to ascertain their true motives. These fact-finding missions can take members all round the world. This poses a lot of danger since their actions could be construed as spying.

The Third Option has had to intervene in several important events to prevent the wrong political choices being made. This has included mind-controlling politicians to vote the right way, calming diplomatic negotiations to prevent a war and sabotaging machinery to prevent the launch of nuclear missiles.

The average citizen typically views the Third Option as political wackos but those in power are becoming suspicious of their activities and are placing them under ever tighter scrutiny.

FACTIONS VS PSYCHICS

Given all the power of a psychic, you may wonder how any faction can hope to deal with them. In many cases, they can't. Factions can be overconfident, not truly appreciating the extent of the psychic's gifts. Such factions tip their hand early and rush in without a plan. These factions are rarely successful in their plans. The factions which pose a threat to psychics are those who think tactically.

A faction can try to use superior numbers. Most psychic powers require focus and attacking from multiple directions can make that harder for a psychic. There is also a limit to a psychic's power so the hope is that at least a few of the faction forces will be able to get through.

A faction may depend on the element of surprise. A psychic can't be scanning for danger all the time so a faction may strike when they are surrounded by crowds or when they are sleeping. Along these lines they might attack remotely, planting bombs or other traps to subdue the psychic.

Physical violence, or just the threat of it, can be used to subdue a psychic. This violence need not be directed at them. A faction can take a hostage to force a psychic to do what they want.

Drugs or gas can disorient, diminish their abilities or knock a psychic out long enough for a faction to deal with them. Drugging their food or drink usually can't be done in their presence, the psychic might read the server's mind, but a faction could break into their home and drug the psychics' own food and drink. Gas has the advantage it can be pumped into an area, so even if the psychic does detect the thoughts of those pumping in the gas they have a limited time to escape the area before they are affected.

If a psychic is vulnerable to overwhelmed stress then a faction may bombard them with bright lights or loud noises. This usually only slightly diminishes their abilities but can be the advantage a faction needs in order to bring them down.

A faction can place a psychic under surveillance to learn more about them, discover vulnerabilities and who they care about. The information gathered allows them to craft a strategy for a specific psychic. If a psychic is vulnerable to exposure a faction can threaten to reveal them to the public and if they are vulnerable to oppression, they may exert their authority over them.

All of these tactics are usually only short term measures. It becomes a battle of will between the faction and the psychic, determining just how far each side will go. A psychic can almost always defeat a faction but not without unleashing more chaos.



EXAMPLE SETTINGS

This chapter contains a number of settings that can serve as the basis of a campaign. Each setting includes; **Tone**, **Premise**, **Overview**, **Characters**, **Themes**, **Adventures** and **Inspiration**.

The **Tone** indicates which of the six tones the setting is suited to.

The **Premise** is a quick indication of what the setting is about.

The **Overview** explores the setting in greater depth.

MIND WAR

Tone: *Horror, Intrigue, Romance and Drama*

Premise: In the 1980s psychics are a much sought after asset during the Cold War, hunted and forcefully recruited. Psychics are either pawns of larger powers or on the run. Their only hope is a burgeoning psychic underground that has their own ideas about how the war should end.

OVERVIEW

In the 1960s both the East and the West began experimenting with the use of psychic powers. By the 1970s they had not only verified the existence of psychic abilities but successfully trained many agents. Their psychics were able to gather classified information remotely and even carry out

Characters indicate who the player characters will be in the setting.

Themes covers the ideas that will form the basis of any adventures that take place in the setting.

Adventures are examples of the type of stories that can be told in the setting.

Inspiration suggests various forms of media that best encapsulate the themes and ideas of the setting.

virtually undetectable assassinations. The problem was that such agents were prone to rapid burnout.

Psychics made up less than 1% of the world population and less than half of those had any appreciable powers. Both East and West searched the globe for anyone with potential, setting up shell organizations to recruit those with gifts and investigating reports of strange events that could be caused by a new psychic. The wishes and well-being of these psychics were unimportant in a conflict that would determine the future of the free world.

In the 1980s the number of psychics is slowly increasing, both due to the increasing pressure of the modern world and due to a number of illegal operations introducing drugs into the wider population that increase the likelihood of

psychic abilities. While not officially recognized by modern science the public is becoming aware that there are those among them with unnatural abilities.

Newly awakened psychics are soon approached by agents working for either the East or the West. Those who don't come willingly are abducted. Within the slowly growing psychic community, there is an awareness they are being hunted and that their kind is going missing. To avoid this fate many go underground, living rough or in subterranean safe houses.

Those who are recruited find the realities of spy work far from glamorous. Handlers turn them into weapons, lying to them and risking their health (both mental and physical) to achieve mission goals. Often they don't know what side they are working for, as it is not uncommon for Russian agents to pretend they represent the CIA and visa versa. Pitted against other psychics, who equally used as disposable tools, it soon becomes apparent to those caught in this situation that the only way to survive is to escape.

CHARACTERS

Psychic characters are either on the run, hunted by factions who want to recruit them, or they are working for one side or the other (although that may change). If they are on the run they might be alone or part of the psychic underground.

The **Nose Bleed** and **Wild** talents can help to create psychics who aren't in complete control over their powers and are dangerous to be around.

Non-Psychic characters can be those who are helping the psychic from being discovered or the psychic's handler, ensuring that they complete their missions.

THEMES

Paranoia. Psychics are always being watched and they never know who to trust. Some people are actively watching for anyone who displays powers. When they are out in public anyone on the street could be an agent or someone who could report them, just for looking suspicious.

Players should never be entirely certain of anything. Even their friends could be undercover agents, tasked with getting close to them. If they've been recruited a psychic can't know for sure who they are really working for and what the true goals of their missions are.

Pawns in a Grand Game. As powerful as they might be the psychics are just being used by the East and West in their conflict. What they want, what they hope for, is unimportant to the powers that be. The psychic underground might grow in power



during the campaign but can their leaders be trusted not to just use psychics as well?

Counting Down To Doomsday. The future is not certain. There is no guarantee that history will play out the same way as it did in reality. During a campaign, the psychics will witness tensions continue to increase between both sides. The use of psychics has only accelerated the conflict. Without the PCs actions, there is a real possibility that this could lead to a nuclear exchange.

This can be reflected in the setting, with the public aware that any day now they could face nuclear Armageddon. People buy bunkers for their homes, arms themselves for the inevitable fight for survival and the government issue pamphlets about what to do when, not if, the bombs begin to fall. It can feel like it is the end of the world.

Urban Decay. Time has not only run out but it has also hit a brick wall. While on the verge of the advances of the electronic age, with early home computers and basic internet, everything is old, dirty and decaying. There can be a stifling sense of claustrophobia in urban settings, where sensitive psychics are besieged by the unwanted thoughts of others. Technology breaks down and the smell of urine pervades most public spaces.

Psychic Powers Are Dangerous. Psychics haven't existed long enough or in large enough numbers to fully understand the powers they possess. Most psychics either end up brain dead or hopelessly insane. Reports of psychics accidentally causing seizures in others or accidentally creating a raging inferno around them are common. Yet a psychic can't simply shut off their powers or decide not to use their gifts. Holding back the rising tide of psychic energy often makes things worse.

PCs should never be entirely confident in their abilities, always aware that they might unleash something that they can't con-

trol. Gaining the experience and confidence to use their powers responsibly can be a major journey for a psychic character to undertake.

Fight For the Future. If the psychics want to have a life they have to be willing to do something to achieve it. This can mean bringing the Cold War to an end, one way or another, or it can mean finding somewhere they can hide from those who hunt them. This could be a haven just for themselves or other psychics. They might take control of the Psychic underground and find a way to make sure they come out on top, even if that means that humanity loses.

This theme asks the characters to question what is important to them and what they willing to sacrifice to preserve, protect or achieve it.

ADVENTURES

The Flare. One of PCs or another psychic is discovered by agents (East, West or both) either due to them noticeably using their powers or through someone reporting their suspicious activities. They become aware they are being followed, their telephone line taped and otherwise placed under surveillance. They might be approached or an attempt could be made to pick them up.

The psychic either needs to decide if they will agree to be recruited or if they are going to try to escape. PCs could be in a similar situation or simply help the targeted psychic make their decision. Either way, it means saying goodbye to anyone they are close to and deciding what personal belongings they are going to take with them before they let their old life go.

Hideaway. Psychics need a safe place to hide. It can take several attempts to find somewhere that offers shelter. This can mean dealing with some problem at their potential hiding spot, whether it be fixing an abandoned house so it can be lived in or dealing with an aggressive street gang that makes the area unsafe. They can help others to gain allies in the area and make improvements to make their chosen hideaway a better place to stay.

When their enemies get too close they will have to find a new hideaway, repeating the above steps in a new location with new problems. Should they manage to keep their location secret they can still help other psychics find a place of their own.

Wet Work. A defecting Russian scientist is scheduled to be assassinated, due to the knowledge he possesses about psychics. Recruited psychics are assigned the job but free psychics may also learn of the hit. What does the scientist know that others want him dead for and who has ordered the assassination? PCs

must decide whether to allow his death, if they want to help him escape and if they use their mind-reading powers to find out what he knows.

The Conspiracy. Psychics can investigate the drug company that has created many of the new psychics, tracing its origin to the government. Following the trail of evidence and identifying the players in this conspiracy is difficult but if they can expose their activities it can go a long way to swaying the public to the side of the psychics.

What Price Freedom? Members of the psychic underground are plotting to attack members of the public, to highlight their plight. Worse the leaders of the underground are either willfully turning a blind eye or secretly endorse the plan. Do the end justify the means or will the PCs decide they have to turn against their fellow psychics and stop the attack?

The Traitor. A captured psychic escapes their government captors and reaches the underground. The PCs are tasked with determined if they are still loyal to their cause or if they have been turned. If they can't be trusted they must be eliminated.

One Minute To Midnight. Both the East and West seem on the verge of launching their missiles, with nuclear destruction almost insured. With tensions never higher and the public panicking the PCs find the end of the world is being orchestrated by psychics on both sides, using mind control and illusions to push things over the edge. With less than 24 hours the psychics must gather their allies, defeat powerful psychics and defuse tensions.

INSPIRATION

American Werewolf In London, The Conversation, Dead Zone, Scanners

MELTDOWN

Tone: *Horror, Intrigue, Mystery, Romance and Drama, Superheroes*

Premise: A nuclear meltdown unexpectedly psychic powers on the residents of a small town, uncovering dark secrets and causing them to re-evaluate their place in the world.

OVERVIEW

It was the worst-case scenario. The nuclear power station experienced a meltdown. It was contained but not before radiation was vented affecting the nearby town of Green Deer. It happened so suddenly that there wasn't time to evacuate the population in time. Miraculously the levels of radiation seemed to be within safe levels and the locals were not adversely affected.

In the following weeks, residents began to experience persistent headaches and some reported both visual and auditory hallucinations. Gradually these symptoms passed but these were the first signs that some of those affected were beginning to develop psychic powers.

Green Deer had always prided itself on being a quiet community but this was maintained by adherence to conformity and secrecy. They didn't want the attention of the outside world and so when people displayed unnatural gifts they kept it to themselves. If there was a problem they would deal with it themselves.

This pattern of behavior has come back to haunt the town. The crimes of the past are being uncovered by mind readers and those who can see into days gone by. Affairs and betrayals are discovered and the restless spirits of those who died in the town want to be heard. Green Deer's carefully arranged facade is beginning to crumble.

The town was not free of crime and things have become worse now that some of those criminals have psychic powers of their own. With local law enforcement ill-equipped to deal with it they turn to local vigilantes who use their powers to keep their community safe.

These occurrences haven't gone unnoticed with a team of FBI agents sent to investigate just what is happening within the small town and discover if the incident at the nuclear power plant was an accident or the prelude to something far more sinister.

CHARACTERS

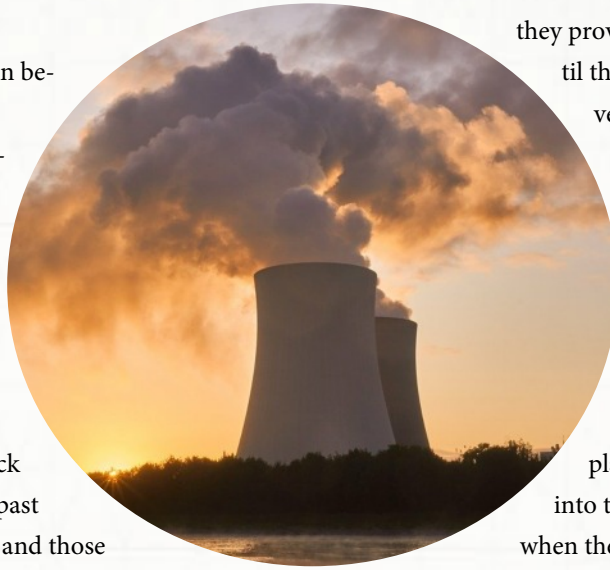
Psychic characters are all residents of Green Deer, exposed to the mysterious radiation. Until then they were ordinary members of the community, whether they were students at Green Deer high school, workers at the lumber mill, housewives, journalists at the local paper or a deputy at the sheriff department. Everything they thought or knew about their life changed when they gained psychic powers.

Non-psychic characters could be locals who weren't affected (at least yet) or they could be one of the FBI agents sent to investigate the odd reports emerging from the town.

THEMES

Our Town. Just about everyone in Green Deer has connections that run several generations back. Their families built, fought and bought one piece of the town or other. They have traditions

they cherish, a history they remember and secrets they keep buried. The locals think about the future of Green Deer as much as they do about their own.



Outsiders are tolerated but treated with suspicion until they prove they are part of the community. Until then the worst thing a local can do is reveal a secret to an outsider or help them endanger the unity of the town. This makes the town folk reluctant to let others know about the strange things that have been happening recently.

PCs who are local should keep this in mind. The GM should encourage players to tie their characters' history into that of the town, which can provide a when they use that connection to their advantage. They can find they suffer a when they try to reveal the truth to outsiders or take action that could threaten the prosperity of Green Deer, as some part of them can't bring itself to break the unspoken and unwritten rules of the community.

Outsiders will suffer a when trying to persuade locals into revealing sensitive information or betraying someone's confidence.

Yesterday I Was A Nobody. Before the meltdown, the residents were largely normal people. They weren't action heroes. They didn't have a great destiny ahead of them. They were humble people with flaws and limitations. They have power now but are ill-equipped to deal with it. For all of their psychic powers, they are still very human.

Everyone Has A Secret. Even before the meltdown, everyone was keeping a secret, either theirs or one that belonged to their family (usually both). Green Deer had to be picture perfect and if that meant hiding that your marriage was failing, that you were stealing from your workplace or that you knew someone had committed a crime, you kept quiet, smiled and did your best to make sure no one found out the truth. You probably suspected that other people you knew had secrets of their own but ignorance was truly bliss.

Now that people can read minds, often uncontrollably, those secrets are spilling forth. This has set off a chain reaction of re-criminations and acts of vengeance. Some secrets are so terrible that they can't be ignored, leading some to try to uncover the scandalous that have occurred in the town for decades, if not centuries.

You can no longer pretend that there are good people in Green Deer. Your work colleague, partner or friend isn't necessarily a

threat to you but you know they've done things they wouldn't want you to know about. The real question is whether you can resist finding out what their secret is.

Stay Local. Few ever leave Green Deer, not because they are prevented from doing so but because everything they have is right there. No matter how weird things get, no matter how dangerous it becomes, people will stay in Green Deer. For all intents and purposes, Green Deer is all there is.

This should be reflected in the game by keeping the focus on the town. If a character does have cause to leave such excursions should be largely kept 'off-screen'. If a character should decide the safest cause of action is just to permanently leave Green Deer then they won't be heard of again and it is time to create a new character.

Weird Is The New Normal. After the disturbance of the evacuation, due to the meltdown, and the resulting psychic powers the people of Green Deer are trying to get on with their lives. They aren't unaware of the weirdness but they are doing their best to incorporate that into their routines and cope the best they can. This usually takes the form of working around the weirdness, rather than addressing it directly.

There is an odd sense of calm, even when one of the high maths geeks crushes the school bus with his mind when pushed too far or Mrs. Maple's pyrokinesis accidentally set the general store on fire when she sneezed. These trials are sent to test them and no good will come of getting in a panic.

This can be frustrating for psychics who want help, who want to talk about what they're going through. Some form small support groups, where they can share their experiences and form bonds with people who are in the same boat. Other psychics are just grateful that they are singled out due to their unwanted powers.

Hope For The Future. The promise of Green Deer is that the future will be bright. The younger often have an overabundance of idealism. Not only has this led those with psychic gifts to try and expose the corruption they've discovered (not realizing just how far the corruption reaches) but it led to several costumed vigilantes operating in the town.

PCs can tap into this optimism. They might become disillusioned but they could hold on to their values. With enough determination, Green Deer can feel like just the first step on the epic journey of a hero.

Things Fall Apart. The townsfolk are only slowing the inevitable. The life they knew is over and things are only going to get worse. A chain reaction has begun that they can't hope to prevent. The psychic powers are only the beginning, with some al-

ready mutating and transforming. Some individuals are becoming literal monsters who will begin to hunt and prey upon their neighbors.

Added to that the fact that the townsfolk secrets will gradually break apart their community spirit. Unless the PCs take steps to keep the peace simmer conflicts will break into open conflicts. Just when Green Deer needs to stand together they will be torn apart, unable to stop their true enemy.

Ancient Evil. The meltdown was no accident. There was a dark psychic presence long before the town existed, a presence that whispered in the ears of the first settlers and corrupted their descendants. A force that patiently waited until the residents of Green Deer were ready for its' gift. Now it almost time to reap the harvest.

Discovering the ancient psychic entity is a long term goal for any character that digs into the past of Green Deer to discover the true cause of what happened there. Among the many secrets, the locals are keeping is who are members of the cult which worship and do the bidding of their Green God.

ADVENTURES

Let Sleeping Dogs Lie. The Mason family controls much of the industry in Green Deer. Grandpa Mason had many children and at the age of 80 has plenty of grandchildren and great grandchildren. This large family may include one or more of the PCs. Everyone in town has nothing but kind words to say about Grandpa Mason, a nice old man who is looked after by his live-in nurse.

That changes when a telepath (preferably a PC) sees a glimpse of Grandpa Mason's memories and learns that long ago he accidentally ran over someone while driving to one of his properties. He conspired with several of his workers to hide the body and paid off the sheriff.

The scandal could have huge ramifications for the Mason family. Will the PCs make sure that justice is done? Will they try to discover who Grandpa Mason's unfortunate victim was? Will they make sure that no other telepaths find out what is inside Grandpa Mason's mind?

The Parade. The annual town parade is less than a week away and everyone is expected to do their part. This added pressure is the last thing that those with newly acquired psychic powers need. As the deadline gets closer tempers flare and powers are unleashed. Will the parade be a success or will someone lose control on main street?

Team Spirit. The school football team is experiencing a great deal of success. They are moving as one, effortlessly coordinating their moves. The coach is taking all the credit but the true mas-

termind is lead quarterback Ross Feldman, who is using his new psychic powers to mentally dominate his teammates.

Ross is drunk on power and roams Green Deer at night with his mind-controlled crew, doing whatever he wants to get his kicks. Yet he can't ignore the strange physical transformations he is undergoing and the unending hunger for human brains. If the PCs don't do something soon people are going to end up dead.

The Cuckoo. Someone close to a PC went missing the day of the evacuation, lost doing the panic and confusion. Now they've returned, months later with no memory of what happened. Are they really who they say they are and dare the PCs probe their mind to discover where they have been?

History Repeats. Renovations at the Green Deer library uncover a concealed archive, detailing a similar outbreak of psychic powers into the 1920s. After a year of odd events, everyone who displayed psychic powers had died under mysterious circumstances. Does a similar fate await the PCs? To find out they'll need to use their powers to peer into the past to see what happened for themselves.

Tourist Trap. A visitor to Green Deer happens to catch a display of psychic powers on film. If the locals don't want to draw unwanted attention they'll need to ensure that the tourist isn't allowed to leave with evidence of the uncanny in their small community.

The Wrong Side of The Tracks. The local biker gang and drug dealers, the Stags, have become emboldened by their psychic powers. Claiming part of Green Deer as their territory they flaunt the law and are looking to expand. Nearby gangs are already feeling their wrath and if not stopped the Stags may claim the whole town. One vigilante has already ended up in the Critical Care unit of Green Deer hospital. Can the PCs find a way to get rid of the gang without causing untold property damage?

INSPIRATION

Carrie, Dark, Les Revenants (The Returned), Riverdale, Smallville, Stranger Things, Twin Peaks, The X-Files

THE ACADEMY

Tone: *Mystery, Pulp, Romance and Drama, Superheroes*

Premise: The Academy is where burgeoning young psychics learn how to control their abilities but it is much more than just academic studies. Teen drama is never more explosive when you add mental powers to the mix and there are plenty of extracurricular activities to take part in, such as the community outreach programs AKA being a teen superhero.

OVERVIEW

Psychics have always existed but in such few numbers they barely made an impact on the course of history. It was only in the 20th century that they became more numerous particularly in the atomic age. Some were heroes and some were villains. The public came to know that a psychic is capable of great good or evil. The deciding factor for many was their education.

With this in mind that the Academy was founded, located in New York. Here the best and brightest psychics were sent to master their abilities and learn that benefiting society benefited themselves and other psychics. The head of the school was Professor Abraham (or Professor A to the students), a psychic himself, who recruited other experienced psychics, each a master in a different area of psionics, to shape young minds.

Initially, the school was kept hidden from the public via mental illusion but after several very public incidents, the Academy revealed itself. Professor A decided that to hide away would only foster division and suspicion. Instead, the Academy would demonstrate their successes and encourage the students to enrich their neighborhood.

The activities of the Academy are always in the public eye and are often hotly debated. They have suffered failures, with several students become notorious villains, but they also have enjoyed successes with several graduating students becoming well-beloved psychics responsible for averting disasters around the globe.

Of course, not every student becomes, or desires to become, a hero. Some are there just to learn how to live a normal life or use their psychic powers to get a well-paying job, yet the lure of adventure is hard to resist. There are students with a strong online presence, who gain followers with more and more outrageous stunts, and those who abuse their powers for their own gain. The teaching staff keeps a close eye on this kind of behavior and encourage other students to temper the behavior of those less responsible.

The Academy has plenty of secrets of its own, an achievement when many of the students have extrasensory abilities. There are whispers that the Academy is a government-funded opera-

tion, hoping to train the students into psychic warriors or that Professor A is part of an immortal alien race who are responsible for genetically engineering psychics. There are many more theories, each more inventive and ludicrous than the last.

Those who can keep up with their studies, navigate the complex web of social interaction and get a grip on their out of control hormones and powers might just graduate in one piece.

CHARACTERS

Most player characters will take the role of psychic students at the Academy. If the intention is to concentrate on the superhero side they should have the **Super-Characteristic** for Will. Otherwise, they are all young and inexperienced.

Students can come from all walks of life. Rich, poor, from near and far. The only criteria are that they have at least some degree of psychic ability. This leads to a wide range of typical teenagers. While they are still in search of their own identity they find it easier to latch on to a label that seems to suit them, whether it be goth, nerd, jock, cowboy, hip or any of the clique groups that can be found at any school.

Students' psychic powers may manifest around a particular motif (such as controlling a particular element or imitating the powers of an animal) which can earn them a code name based around this identity. While they will eventually grow beyond this persona it can be helpful during these early years, to control their powers.

The teaching staff at the Academy are a mix of both psychic and non-psychics (who teach traditional lessons such as science, history, maths, etc.) PCs can fill these roles, dealing with the needs of the students as well as keeping the school running. Relationships between staff members can also be filled with drama, which can threaten to get in the way of educating the pupils.

Non-psychic PCs could also take the form of those people who live and work in the vicinity of the Academy. They must deal with this group of psychics on their doorstep and cope with the fallout when the Academy attracts trouble. It isn't uncommon for teens in the area to strike up relationships with students at the Academy, which can pull them into the maelstrom of psychic weirdness.

THEMES

A Learning Experience. Students aren't going to get everything right and this is still a lot for them to find out. Sessions can center around characters gaining experience in using their abilities. This can be a good way to let the players gradually find out what they are able to do with each psychic skill. The GM can state that either a character can't use a skill in a certain way (for example using extrasensory for remote viewing) until they've been taught how or impose a until they've demonstrated competence with it. While this will initially limit what they can do throughout the campaign they'll become more proficient.

This theme also applies to teachers, in the sense that they don't know everything and each new student presents their own challenges. Learning how to cope with a disruptive student or helping a young psychic achieve their full potential can make them better teachers.

A Structured Life. Everyone at the Academy is expected to follow their lesson plan, have their meals and set times and observe their curfew. In-game players are expected to memorize this schedule, rather it is assumed that unless otherwise stated the player characters will be where they should be. While this restricts their freedom it allows the GM to skip the uneventful events of the day and jump to the moments that stand out, knowing exactly where and when the characters will be.

Students and staff do have free time (usually after classes before bed and the weekends) which is where the characters have the most freedom. This time is still finite, adding weight to what they do decide to do with it. Will they relax, socialize with other students or work on their school projects? If a student is punished it is usually with detention or other chores which eats into the time they have.

The School Year. With much of their time at the Academy following a rigid schedule, any changes to their lives are more pronounced. The changing of the seasons affect the environment and various holidays and festivities give the students something to focus on and get excited about.

The GM may choose to have each session cover a large amount of time, for example, 1 session could equal 1 month while in a short campaign each session could cover 4 months at the Academy. This allows the seasonal changes to occur more frequently. This assumes that there is less day to day drama for the students,



with sessions concentrating on the most memorable moments at the school.

Mean Psychics. The staff at the Academy do their best to protect the students from the outside world but there is only so much they can do to protect students from each other. Like any school, the students can make their classmates' lives miserable but things are so much worse when a school bully can telekinetically shove you in your locker or the class gossip uses her extrasensory powers to steal your juiciest secrets from your mind. PCs can't just fight their tormentors, not without fear of being punished.

Surviving becomes a matter of building relationships with other students, winning friends and allies. There will likely be students with similar interests that PCs can gravitate to, even if the group is unpopular. There is, after all, safety in numbers.

PCs can try to be popular so that their enemies either are too afraid to move against them or they come to like them. Being popular is a tricky thing, as different groups like different things. Finding out what different groups of students like and winning their favor with tasks, stunts, and quests can be an engaging pursuit for PCs. This isn't without danger, as frequently being popular means breaking the rules.

Extracurricular Activities. Not everything takes place within the school. To improve relationships with the community, the Academy arranges a variety of programs, which the students can earn credit for participating in. Low powered psychics can help clean a neighborhood, help with construction work or look after the sick, young and elderly. Moderate to high power psychics volunteer for the community watch program.

Those who demonstrate an ability to defend themselves and can act under pressure are given an Academy uniform designed to conceal their identity (to minimize reprisals), provide a degree of protection (usually 2 Soak) and the school emblem so people know who to credit. At first accompanied by a teacher, students are eventually sent out in teams (with their own code names) to stop crime and help those in need. Those who prove themselves are tasked with dealing with rogue psychics.

A more low key community program, the Shadow Chasers, seek out troublesome psychic entities in the city. Students must show a degree of bravery and be able to investigate the cause of hauntings and other disturbances. The Academy keeps this group hidden from the world, not wanting the public to have another reason to fear psionics.

In addition to these specialized programs, there are plenty of clubs dedicated to common hobbies and some which are only

available to psychics (such as the world hopper club, who use remote viewing to travel to distant lands). Not only are they fun in themselves they are another way to get to know fellow students.

Representing The Academy. Everything that the students do reflects both on the Academy and psychics in general. While this does deflect some of the blame from the student directly, they are less likely to be held responsible for their actions by the law or the public, they must deal with the guilt of damaging the school and psychic's relationship with the community. They might get away with causing property damage but find that a school trip has been canceled or that psychics in another part of the country have been assaulted because of what they did.

This goes both ways, so if the students do something good they can improve relations. If they are heroes then the public will see all psychics has a positive presence in their communities. The Academy could also benefit, with further funding and new opportunities offered to them.

This makes what the students do more important and can encourage them to think about what the consequences of their actions will be.

Graduation Day. Sooner or later a students' time at the Academy ends (unless they decided to become a teacher there). They should always be thinking about what will happen when they leave. What will they do with the knowledge they've gained at the Academy. What is the school shaping them into?

Students can gain a glimpse of this by encountering former students of the Academy. They could be heroes, villains or just average people. All can give a taste of what life can be like for them. A student might have a particular idea about what they think the future holds, only to reevaluate what they think they know when they meet people who have walked a similar path.

ADVENTURES

The New Student. A new psychic arrives at the Academy (either a PC or NPC) and the students and staff must show them the ropes. Will they fit in? What clique will they join and how will their presence affect the balance of power between the groups? Do they have any secrets that might spell trouble for the Academy?

The Dead Student Society. A student commits suicide. What could have driven them too do such a thing? The staff is trying to hush things up but some of the PCs may decide to investigate, uncovering a dark side to the Academy. Things are complicated when rumors spread that the student's ghost haunts

the school and their spirit isn't alone. Every student who dies on Academy grounds joins the Dead Student Society.

New Heights. To gain popularity students are using their powers to reach higher and higher points in the city, either tagging them with graffiti or taking a selfie to prove they were there. The staff are doing their best to put a stop to this dangerous practice but this only increases the challenge. PCs can try to improve their social status by taking part or try to stop others before one of their classmates takes a fatal fall.

Youth Movement. Famous musician, psychic and former Academy student Kronic Youth is performing a concert in Central Park but due to recent actions of some of the students, no one is allowed off Academy grounds. PCs may risk punishment by sneaking out to attend this one in a lifetime event but things soon take a turn when Kronic Youth mentally dominates his audience, turning them into his personal army. Has he gone bad or is there someone manipulating things from behind the scenes?

Personal Demons. The Shadow Chasers (and those they bring into their confidence) learn that people in the city are being preyed upon by psychic entities taking the form of their worst fears. In between battling these demons, their investigation reveals that this is due to a well-meaning psychic exorcising negative emotions from people in New York. Can they convince her that she is doing more harm than good by unknowingly creating aggressive psychic entities?

The Rivals. Expelled for rebelling against Professor Abraham's ethos of peaceful co-existence former student Malcolm King has created his own school for psychics, the Order. His students are taught how to bring down authority and establish psychics as a ruling class. The PCs are approached by his recruiters and while they might turn down the other people they know from the Academy are joining.

Soon New York becomes a battlefield for students from the Academy and the Order. With public opinion turning against psychics and the Academy under threat the PCs must find a way to stop things before they get out of control.

INSPIRATION

Buffy The Vampire Slayer, Harry Potter, Heathers, Magicians, Spider-Man: Into The Spideverse, The Umbrella Academy, X-Men

THE DIVIDE

Tone: *Intrigue, Mystery, Romance and Drama*

Premise: In a dystopian future psychics are enslaved, using their abilities for the benefit of humanity and denied even the most basic of rights. The government has used its power to keep the public in blissful ignorance, to control their hearts and minds. The PCs are the key to fermenting rebellion and removing the Divide.

OVERVIEW

In the near future, children began to manifest psychic powers. Their uncontrolled gifts caused many deaths, forcing the government to act quickly to suppress them. A neck collar was constructed that could restrict the neural activity that occurred when psychic powers were activated, shutting them down or limiting their power. Identifying psychics was easy, as they were genetically hairless and their eyes were entirely black or white, but genetic testing could also identify those individuals who were able to disguise their genetic abnormalities.

Around 10% of the population are psychics, enslaved since birth, the property of the government. They were trained to use their powers to serve others. Psychic soldiers were sent to conquer distant lands, while at home they used telepathy to uncover traitors to the state and solve crimes. Soon they were integrated into workplaces and the family home.

Two generations have passed and only the elderly remember a time before the psychics. Things are the way they are and the thought of freeing their slaves is unimaginable. The punishment for helping a psychic escape is death. The punishment for a psychic refusing an order or removing their collar is death. They are monitored for any sign of dissent, armed guards on every street ready to hunt down and eliminate those who rebel.

Yet the powers that be have become complacent. They do not realize that they can't see what is the mind of the psychics. They don't understand that psychics can telepathically communicate without being noticed. That they can pass information and organize. That they just await the right moment to throw off their chains. All they need are the right people to do what must be done.

CHARACTERS

Psychic player characters will likely start the campaign enslaved. They will If they are assigned to a household their owner should be someone of importance to the setting (a politician, administrator or respected scholar) to give insight into the workings of this society.

They may be assigned to the police department, working with a human partner to solve crimes or part of the department of watchmen, assigned to locate and hunt rebels.

Characters can begin the campaign as part of the rebellion or be introduced to the possibility of escaping their enslavement once you have established the drudgery and horror of their lives. There can be a mix of rebels and non-rebels, allowing the remaining player characters to be recruited by the others.

Human player characters can be owners of one of the psychic characters or have reason to work alongside them. An important decision will be whether they approve of the slavery (which effectively puts them in opposition to the psychic characters) or whether they are sympathetic to them, risking their own lives to find a way to free them. A characters' attitude can change and so it can be part of their plot arc that they come to realize how wrong the enslavement of the psychics is.

THEMES

Us and Them. The divide has led the general population to see psychics as non-human. Those psychics who have had their will broken also believe this to be true. To these people, the idea of equality is not only absurd but dangerous. This is reflected in that any attempt to coax those who hold this belief into co-operation suffers a ■ to the check.

Fight The System. The fascist society that keeps psychic enslaved is well-established. Open rebellion is likely to be met with a swift and brutal response. Even if the PCs were able to escape such a conflict other psychics would be executed to make an example to others.

PCs must work within the system, undermining and sabotaging efforts to control them. If they can bring down the government they can use the resulting chaos to engineer their freedom. They could also try to win the hearts and minds of the public, changing the perception of psychics and gaining support to award equal rights to psychics.

Suffering. The setting is grim. PCs will hear regular reports of psychics and human sympathizers being executed for acts of rebellion, even if they don't witness it themselves. No one is safe and so PCs shouldn't be surprised if NPCs they are have grown attached to are suddenly taken away or executed (sometimes on nothing more than a suspicion) If the PCs avoid the consequences of their actions NPCs may be punished in their stead.

This isn't to make the players miserable but to reinforce that things can not remain the way they are and to test the resolve of the PCs.

The Collar. The collar each psychic wears is a constant reminder of their enslavement. A psychic's most powerful tools are their psychic abilities and at a flip of switch, this can be taken away from them. This can be done at any time and anywhere. While this is usually done by the owner of the psychic the government also has remote access, allowing them to shut down a rogue psychic.

Finding a way to reduce the dampening power of the collar (which can be used as justification for the PCs increasing level of abilities) or removing it entirely can be an important goal.

This is fraught with danger as if their actions are detected it can lead to their execution.

As It Has Ever Been. There is a long history of people enslaving others, of one group of people been exploited by the other. There will be many historical parallels that the PCs encounter and by understanding the past they can find a way to freedom. It also raises the question whether humanity will ever be free of enslavement or if it will happen again and again.



ADVENTURES

The Silenced Mind. A psychic is murdered, leading to an investigation by the police which draws in the PCs. Either a PC is assigned to the police department or they have had contact with the psychic (usually through associated with their owners). Did the psychic know something about their owner or one of his contacts that couldn't be allowed to be shared, were they part of the resistance or did they know something about the resistance and were killed before they could betray them?

The PCs may wish to discover the truth themselves but they will need to know how much they want the police to learn, which can lead them to sabotage the investigation.

One of Us. One of the PCs owners has just had a child, which is psychic. They've used their wealth to hide the truth, arranging for cosmetic surgery to remove tell-tale signs and bribing officials. When the PC learns of this will they help protect the child or with they reveal their owner's hypocrisy? They can potentially use this information to blackmail their owners.

The Cure. When psychics first began to emerge a viral infection was developed that would shut down the parts of the brain associated with psychic powers. It would remove the threat but at the cost of greatly reducing their intelligence. The Collar was developed before the virus was deployed and the government believed it was more effective to enslave the psychics, rather than eliminate them.

The PCs learn that the virus is kept in a nearby, heavily secure facility. If they can obtain it the virus could provide a potential cure for their condition, freeing them from slavery. Alternatively, they can view it as a potential threat that must be destroyed. As they work to obtain it other psychics hold opposing views, each faction endangering the work of the other.

A World of Our Own. The PCs awaken in an enclave run by psychics, with no humans to enslave them. The enclave is run by a charismatic leader, Brother Simon. While rustic it is a virtual paradise, although they have no idea have they got there. If they question this Brother Simon claims this is a side effect of removing their collars.

When psychics in the enclave start dropping dead, without any seeming cause the PCs begin to hear whispers and regain some of their memories. They are in fact in a coma, trapped within a psychic illusion created by Brother Simon. While enslaved Simon believed the only escape open to them was by retreating into the realm of the mind, bringing any other psychic within his range of influence into his fantasy.

The government is now killing the comatose psychics and it is only a matter of time before they do the same to the PCs. Brother Simon (who has hidden his physical body) argues that if they combine their minds they can live on if their physical bodies die but are the PCs willing to put this to the test or will they try to return to reality, no matter how grim that might be?

INSPIRATION

Detroit: Become Human, The Handmaid's Tale, The Hunger Games