

Psi Rangers

An Expansion Supplement for *Lightspeed*
By Christian Conkle

Introduction

The Game

Psi Rangers is an expansion to *Lightspeed*. Using these rules, the players can create and play characters who are members of the most powerful police force in the Galaxy, the Astro Police Psi Rangers. It draws heavily upon such anime as *Cosmo Police Justy*, *Akira*, *Locke the Superpower*, *Mai the Psychic Girl*, *Fist of the North Star*, and *Dragonball Z*, as well as media as diverse as *Babylon 5*, *Star Trek*, and *Star Wars*. Psis aren't just regular run-of-the-mill mind-readers and coin-pushers. They're POWERFUL! They can destroy planets. They can raise mountains. They can travel

through hyperspace without a spaceship. They are gods! And who better to police gods than other gods?

Psi Rangers uses a simpler version of Atomik Psioniks by Mark Chase. Atomik Psioniks is a full-fledged Psionic Powers Plug-In for *Fuzion* and incorporates many concepts that may be considered too complicated for *Instant Fuzion*. However, for more detailed psychic power rules, be sure to check out Atomik Psioniks.

Beginning *Psi Psychic* characters represent new Psi Rangers, just graduated from the Psi Academy. They can be any age, but they are still relatively inexperienced with their Psychic Powers and potential.

Psi Galaxy

The Galaxy

In the Twenty-Seventh Century, Mankind has discovered interstellar travel and began migrating to off-world colonies. Intelligent races were encountered in space and on other planets, not all of which were friendly towards humans. The Galaxy is ruled by two major powers, the Interstellar Federation and the Pan Solar Empire, with remnants of the Old Earth Empires such as China, United States, Brazil, and Japan, filling in the gaps. About 30% of the Galaxy remains unexplored, this area is called the Frontier, and is the source of much colonization, though of the 60% of the Galactic disk that is explored, less than 1% of the star systems are actually colonized.

Technology has advanced as well. Artificial and anti-gravity have been perfected. Bionic replacement of limbs has become practical. Lasers, Force Fields, and advanced anti-ballistic armor are all available to the nervous and paranoid. In computer science, cybernetic human-computer interfaces are available, linking man to the machine. Hyperspace technology allows viable travel and communication over interstellar distances. It finally seemed like there was nothing mankind could not accomplish.

Energy is the energy found between particles in the Quantum universe. This energy has been known by many names in many cultures throughout history*. It was the discovery that the human nervous system acted as a sort of "antenna" for Psi Energy, both sensitive to and generating it, that opened the doorway to complete understanding of the mysterious phenomena known to man for ages.

Ten distinct applications of Psi Energy have been discovered so far. Astral Projection is the ability to project the consciousness away from the physical body. Biokinesis is the ability to alter one's own Physiology. Cognition is the ability to allow one's senses to transcend time. Extra-Sensory Perception allow one's senses to transcend space. Electrokinetics gives the Psi power over electricity. Psychodynamics is the power to control Psi Energy itself. Quantum Transcendence is the ability to shift the Quantum State of the body into other forms of being. Telepathy is the ability to directly communicate with and manipulate the minds of others. Telekinesis is the power to control the kinetic energy of an object. Thermokinesis is the power to control the molecular energy of an object.

Psi Energy

Mankind has also unlocked the potential of Psychic Powers. Using new technology and research into the nature of the Quantum universe, science has finally gained an understanding of psychic powers and how to identify them and control them.

The largest step came in the early 2100s when scientists discovered the link between the Quantum universe and Psi Energy. Psi Energy, or Psionic Energy, is an aspect of Zero-Point Energy. Zero-Point

* Throughout history, scientists and philosophers have discussed the existence of a life-force or energy that is anti-entropic, that is an energy that increases structure and energizes the living system. There are over 700 recorded names for various forms of life-energy. Some of these names include: Prana, Ki, Chi, Ruach, Telesma, Nous, Yesod, Pneuma, Holy Spirit, Wodan, Facultas Formatrix, Vril, Mana, Manitu, Sila, Mungo, Wong, Ngal, Njom, Ayik, Odic Force, Orgone, Elan Vital, Bioplasma, Psionics, Dielectric Energy, Energy, Synergy, Noetic Energy, etc.

Psi Sensitives

Though all humans are sensitive to, and exert minor control over, Psi Energy, only very few have been discovered to be in true contact and control over the Quantum Universe around them. These individuals are known as Psi Sensitives, or Psis. In fact, only one in every billion people ever show true Psi potential. This puts the current number of Psis in the entire Galaxy at 48,500, hardly a medium-sized city spread over hundreds of thousands of Light Years. Current figures estimate only 582 Psis are born each year.

Potential Psis manifest their latency at puberty. At that point, if they are identified, they can choose to undergo a process called "Awakening" in which their powers are brought out in the open and greatly enhanced.

There is no formal process for finding and identifying Latents. However, if, by chance, a Latent is discovered, notification of the Latency can be sent to the Psi Academy. The Psi Academy will send a team to interview and educate the Latent. The Latent is informed of their powers and their potential, as well as their options. Latents are given the option of being Awakened by another Psi.

Latents can be Awakened at any point of their lives, and many Latents lead normal lives without ever being identified or Awakened. Prior to choosing to be Awakened, Latents are made aware of the implications of their decision. In exchange for the Federation paying for the Awakening process and education, along with providing a full scholarship to the Psi Academy, the Latent agrees to register his power with the Federation, and to attend and graduate Psi Academy.

Awakening is a process in which a Latent undergoes an intense telepathic scan by another, more experienced, Psi. The process has been likened to finding and opening a hidden door in the Latent's mind. The Awakening process takes several hours and leaves both the newly Awakened, and the older Psi, psychically bonded for life. No matter where the two Psis go in the Galaxy, both will know where the other is.

The newly Awakened Psi is given a probationary status and is restricted in the level and types of Psi powers he is allowed to use. While on probationary status, the Psi must carry or wear a Psychoreactive Monitoring Transceiver. The PMT records the level and type of Psi powers being used by the Psi and relays that information via the Hypernet to a monitoring authority. Violation of the probationary restrictions can result in fines.

At this time, the Pan Solar Empire lacks the technology to locate and process Psi sensitives. It is even theorized that due to the harsh life within the Empire, there may exist no Psi sensitives among the population. A few of the Old Earth Empires, notably China, the United States, and Japan, have the ability to Awaken Psi Latents, but all of the governments, as well as Mega-Corporations, make use of Psis by hiring Federations Psis upon graduation from the Academy.

Psi Academy

All Probationary Psis must carry the PMT until they graduate from the Psi Academy. The Psi Academy teaches the newly Awakened to harness and use their powers, as well as the complicated ethics such abilities involve. Students attend Psi Academy for 4 years. Awakened students learn the fundamentals of how to use their power and how to develop their abilities. They are taught ethics and responsibility. Non-Psi students, known as "Mundanes" attend Psi Academy as well to learn how to interact with and manage Psis. Many Psis work side-by-side with Mundanes either as associates or as employer-employee, and the Psi Academy prepares them.

While at the Academy, the Psi may choose one of several courses of study. Machina, the power of work, stresses Telekinesis and action and is the most utilitarian and popular of the courses. Mens, the power of the mind, stresses mental powers such as Telepathy and Empathy. Sentire, the power of space, stresses sensual powers such as Clairsentience. Corporalis, the power of the body, stresses Biokinetic powers. The courses are not exclusive, and students of one course take classes that teach powers in another course. For example, a Mens student can learn Telekinetic powers as an elective.

A Psi can leave the Academy at any time for any reason. However, doing so forfeits the contract signed by the Psi prior to Awakening. The Psi must reimburse the Federation for the costs of Awakening and the Academy education. In addition, they are still registered as Probationary Psis and must carry the PMT at all times. Should Probationary Psi fail to abide by their agreement and refuse the PMT, the Psi who Awakened them will be contacted and asked to aid in the location of the offender. The offender will then be subject to punishment ranging from fines to incarceration.

Upon graduation, the Psis lose their probationary status and no longer have to carry their PMT, however, they will be expected to pay back the cost of their education. The graduate will receive automatic credit towards their Academy repayment if they choose a civil service career with the Federation either in StarForce, as a Diplomat, or with the Astro Police. Some Psis choose a lucrative career with a Mega-Corporation or Old Earth Empire and quickly pay off their Academy debts with their high salaries. Yet others choose the lonely life of a Freelance Psi, going wherever work takes them. By far, the least popular choice is that of an Astro Police Psi Ranger.

Astro Police Psi Rangers

The Astro Police Rangers recruit Psis to protect the security of the Interstellar Federation and its colonies. Since Psis are so rare, they are only called upon to resolve the most powerful of threats, so-called Ultra-Threats.

Psi Rangers typically come from the Machina course of the Academy. Machina teaches primarily practical applications of Psi powers such as Telekinesis and Self-Defense, and suits the Ranger lifestyle perfectly. However, all courses are recruited and welcomed into the Rangers.

In addition to their Psi Academy training, Psi Rangers undergo the same training regime as any other Ranger. They are similarly equipped and supplied. For all intents and purposes, a Psi Ranger is treated just like any other Ranger. All Rangers are equal.

Though they are capable of travelling interstellar distances with the powers alone, most Psi Rangers prefer to travel in their Peacekeeper Starfighter, keeping their less reliable power as a backup.

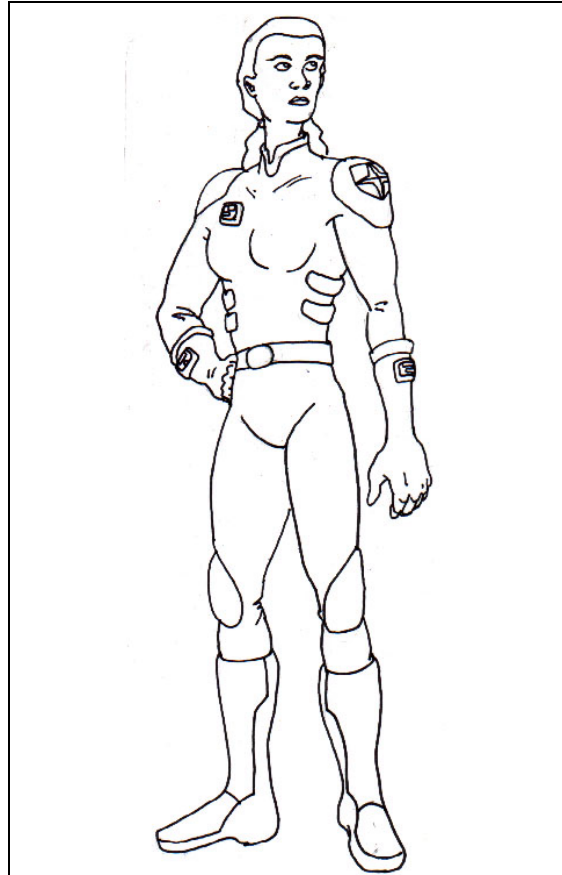
Although Psi Rangers are issued a blaster pistol, they rarely use them or even carry them. When your natural powers allow you to level cities, a Blaster Pistol provides little advantage.

Psi Rangers even earn the same pay and benefits as a regular Ranger. Psi Rangers are paid a stipend of 50 credits a month and a monthly equipment maintenance allowance of 10 credits a month as base pay. Successful completion of missions also provide bonuses of 100 to 1000 credits depending on the importance and/or difficulty of the mission.

Psi Rangers have access to the same equipment and support as regular Rangers, though they make less use of them, preferring their powers instead.

One difference between regular Rangers and Psi Rangers is the uniform. Psi Rangers do not require as much protection from the elements as regular Rangers, and so do not need the bulky insulated flight suit they wear. Instead, Psi Rangers prefer a tighter-fitting variation of the standard Ranger uniform. While on assignment, some Psi Rangers will also wear a long coat favored by Rangers on patrol in inclement weather.

At present there are fewer than ten Psis working for the Rangers. Their immense power and utility means that they are often needed and are usually separated by thousands of light years. Occasionally a threat to the galaxy emerges that is so immense that all the Psi Rangers come together to defeat the menace.



Typical Psi Ranger

Physical: 4 **Mental:** 6 **Combat:** 5 **Move:** 4

Hits: 20 **Defense:** 8

Psi Power Level: 60-360 **Control:** -1

Skills: Computers 2, Concentration 3, Evade 5, First Aid 1, Hand-to-Hand 2, Perception 2, Perception 2, Persuasion 2, Pilot Grav Vehicle 2 Astrogation 1, Pilot Starfighter 1, Ranged Weapons 1, Shields 1, and System Operation 2

Psi Methods: TK Blast 4, TK Control 3, TK Shield 5, Life Support 4, Hyperspace 3, Intangibility 3, Telepathic Send 2, Mind Shield 3, and Psi Sense 3.

Equipment: Stunner (10DC Stun only, +1 accuracy, 60m range), Space Suit (5 KD), Datapad (2 POW), Analyzer (Adds +2 to any Perception, Technology, Tracking or Survival skills).

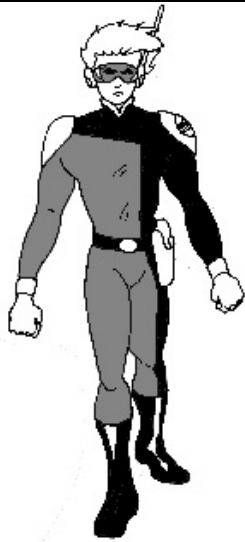
Federation StarForce Psis

The Federation employs the services of several powerful Psis for Galactic Defense and Exploration. These Psis act in small teams and are often assigned to a Starship or Starbase.

StarForce Psis are highly elite and admired. However, their numbers are few so their use is reserved for only the most dire situations.

Unlike Ranger Psis, StarForce Psis are treated like kings. They are pampered and spoiled and given every privilege. This has caused some resentment among the normal StarForce personnel who deal with Psis, but StarForce Command views it as a necessary evil in order to keep the powerful officers appeased.

As a result, many StarForce Psis are arrogant, snotty, and generally disliked by everyone except other StarForce Psis.



Typical StarForce Psi

Physical: 3 **Mental:** 8 **Combat:** 4 **Move:** 4
Hits: 15 **Defense:** 6
Psi Power Level: 100-600 **Control:** -1

Skills: Astrogation 1, Computers 2, Concentration 3, Evade 3, Hand-to-Hand 3, Perception 3, Persuasion 3, Pilot Starfighter 1, Ranged Weapons 1, System Operation 1, and Tactics 1.

Psi Methods: Hyperspace 2, Life Support 2, Mind Shield 2, Psi Sense 2, Telepathic Send 2, TK Blast 2, TK Control 2, TK Shield 2

Equipment: Stunner (10DC Stun only, +1 accuracy, 60m range), Space Suit (5 KD), Datapad (2 POW), Analyzer (Adds +2 to any Perception, Technology, Tracking or Survival skills).

Corporate Psis

The Mega-Corporations of the Old Earth Empires offer large salaries and prestige to Psis. The Psis provide market research, industrial intelligence, and even augment advertising campaigns and transaction verification and authentication. Some Mega-Corporations even use their Psis for covert operations against governments or other Mega-Corporations. These covert operations range from intelligence gathering to sabotage.

The demand for Psis among Mega-Corporations is very high, and Psis can expect to draw huge salaries from the competing employers. The Mega-Corporations, however, will require unreasonable contracts of their employees in exchange for the exorbitant salaries. These contracts are to prevent the Psi from changing jobs. As a result, many Mega-Corporations offer "Corporate Extraction" with their job offers, helping the Psi leave their old company both legally and, sometimes, physically.



Typical Corporate Psi

Physical: 3 **Mental:** 7 **Combat:** 5 **Move:** 5
Hits: 15 **Defense:** 6
Psi Power Level: 100-600 **Control:** -2

Skills: Computers 2, Concentration 3, Games 1, Perception 3, Persuasion 2, Performance 3, Current Events 1.

Psi Methods: Clairvoyance 2, Emotion Sense 3, Hyperspace Travel 1, Interface 1, Life Support 1, Mental Illusion 2, Mind Control 3, Mind Scan 3, Mind Shield 3, Precognition 2, Psi Jamming 1, Psi Sense 1, Psi Static 1, Retrocognition 1, Steal Knowledge 1, Telepathic Send 1, Thought Sense 2.

Equipment: Stunner (10DC Stun only, +1 accuracy, 60m range), Datapad (2 POW).

Freelance Psis

Freelance Psis buck the system and work on their own. They support themselves and sign no contracts. Their pay is less than Corporate Psis, but they can work for whomever they want wherever they want, and often get to write their own rules.

Many Freelance Psis are relatively benign corporate consultants, hired for a particular job. They provide many of the same services as Corporate Psis, though rarely on sensitive operations or projects.

Other Freelancers become mercenaries, fighting for one of the Old Earth Empires in any of their many internecine disputes. A Psi Mercenary is a one-man Mercenary army, often capable of ending disputes single-handedly. Like all Freelance Psis, Psi Mercenaries demand, and receive, huge payment for their services.

Lastly, there are Psi Bounty Hunters. These Psis could have become Rangers, but for whatever reason preferred to remain freelance. Their work often overlaps with Ranger work, which does not endear them to the Rangers, but they are not technically illegal, and can operate within the Federation so long as they are properly liscenced and bonded.

Typical Freelance Psi

Physical: 5 **Mental:** 4 **Combat:** 6 **Move:** 5
Hits: 25 **Defense:** 10
Psi Power Level: 100-600 **Control:** -3

Skills: Computers 2, Concentration 4, Current Events 2, Evade 4, First Aid 2, Hand-to-Hand 3, Perception 2, Persuasion 2, Pilot Grav Vehicle 2, Ranged Weapons 1, Stealth 2, Streetwise 2, and System Operation 1.

Psi Methods: Hyperspace 3, Life Support 3, Mind Blast 3, Mind Shield 3, Psi Sense 1, Telepathic Send 2, TK Blast 4, TK Control 4, TK Shield 4

Equipment: Stunner (10DC Stun only, +1 accuracy, 60m range), Space Suit (5 KD), Datapad (2 POW), Analyzer (Adds +2 to any Perception, Technology, Tracking or Survival skills).

Ultra-Threats

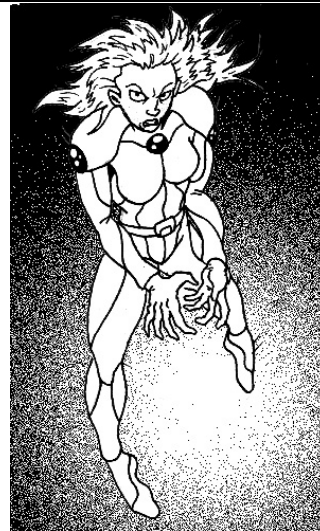
There are many ultra-powerful threats to Galactic security. Many are natural, some are man-made, brought upon ourselves through folly.

Rogue Psis

By far the most common threat comes from Rogue Psis. Unidentified Latents usually spend the rest of their lives never knowing of the potential within them. Some Latents can display minor psychic powers, the ability to "feel" a room, read surface thoughts, or bend a spoon, for example, but never to the extent of an Awakened Psi.

Latents can undergo a spontaneous Awakening, however, due to intense trauma or stress. This process often drives the Latent insane, or the newly powerful Latent might abuse the newfound powers. These out-of-control Psis are called "Rogue Psis".

Every attempt is made to apprehend Rogue Psis and rehabilitate them in an effort to cure any mental illness they may have incurred, or teach them the proper use of their powers. Sometimes, however, incalcitrant Rogue Psis provide no other option than termination.



Typical Rogue Psi

Physical: 3 **Mental:** 5 **Combat:** 2 **Move:** 3
Hits: 15 **Defense:** 6
Psi Power Level: 10-60 **Control:** na

Skills: Stealth 3, Computers 2, Engineering 3, Navigation 2, Survival 2, Technology Skill (Pick One) 2, Perception 3, Tracking 2, Evade 4, Hand-to-Hand 3, Ranged Weapons 2, Pilot Grav Vehicle 3, Pilot Ground Vehicle 3, Systems Operation 2.

Psi Methods: Telepathic Send 2, TK Blast 4, TK Control 3, TK Shield 5

Ultra-Criminals, Ultra-Terrorists

There are also Psi Criminals, trained Psis who have undergone the Awakening and education, and yet still use their powers to unscrupulous ends. They can include everything from Bank Robbers, Burglars, and Con Men to Memory-Hackers, Terrorists, and Mad Scientists.

Although Academy training includes strong emphasis on ethics and morals, there are those who simply can't resist the temptation that Psi Power brings. Most Ultra-Criminals began their careers as Corporate Psis or even Psi Rangers, but over time became corrupt and eventually succumbed to temptation.

The Federation takes a hard line with Ultra-Criminals and Ultra-Terrorists. The level of power involved can affect entire planets. Therefore, top priority is given to the apprehension and punishment of these criminals. Once caught, the Federation authorizes any appropriate means to remove the threat these beings pose to the Galaxy.



Typical Ultra-Criminal

Physical: 5 **Mental:** 9 **Combat:** 7 **Move:** 6

Hits: 25 **Defense:** 10

Psi Power Level: 100-600 **Control:** na

Skills: Stealth 3, Computers 2, Concentration 3, Games 2, Streetwise 4, Evade 3, Hand-to-Hand 3, Melee Weapons 2, Ranged Weapons 2.

Psi Methods: Hyperspace 3, Life Support 2, Mind Shield 4, Psi Sense 4, Telepathic Send 3, TK Blast 3, TK Control 3, TK Shield 4

Equipment: Blaster Pistol (5DC, +1 accuracy, 60m range)

Ultra-Punishment

Ultra-Criminals raise special concerns regarding rehabilitation and punishment. No ordinary prison will hold them. All Ultra-Criminals, therefore, are held in separate top-secret maximum-security prison asteroids equipped with powerful Psi Dampener technology. The prisoners, like all Federation prisoners, are kept in cryogenic suspension, their minds linked to a virtual reality under the complete control of the prison administrators.

Upon serving their time, Ultra-Criminals are also subjected to Psychic Reprogramming by an Astro Police Psi. The Federation maintains a strict adherence to the philosophy of the individual's right to free choice, therefore the capacity to commit crime or use Psi powers is not removed from the offender. Instead, the knowledge and understanding of Federation laws, along with the consequences of disobedience, both legal and social, are psychically implanted into the offender. It is hoped that true understanding of the consequences of their crimes will affect that person's decisions in the future.

As idealistic as it sounds, the process is remarkably effective and has produced many truly repentant ex-convicts. Many dedicate their lives to public service, even many Psi Rangers.

Psychoreactive Drugs

Many Rogue Psis and Ultra-Criminals are the result of use or abuse of Psychoreactive Drugs. Psychoreactive drugs artificially enhance or impart Psi powers. They can make "Mundanes" into Psis, or Psis even stronger. The side effects, however, can be severe.

Psychoreactive drugs are illegal in the Federation and are considered contraband. Mega-Corporations and some of the more unscrupulous Old Earth Empires will often attempt to smuggle Psychoreactive drugs into the Frontier. Anyone found in possession of Psychoreactive drugs, whether using or smuggling or dealing, is arrested.

For the most part, Psi Rangers will not have access to any of the following drugs, but may come across smugglers transporting them as illegal cargo, or may find it in the possession of an Ultra-Criminal or Rogue Psi.

THRX-13

THRX-13 is a highly addictive psychoreactive drug which is illegal on most planets due to its extreme side effects. The drug increases a Psi's power. However, for the drug's duration, the user is also extremely paranoid and may see hallucinations from time to time. THRX-13 is administered by injection.

Effect: +20 Psi Power Level.

Side Effects: -1 dice Control

Duration: 1-6 hours

After-Effects: 8DC Stunning Hits from fatigue, -3 AV to all skills for duration x 3 hours from massive headache.

Anadex

Anadex is a safer psychoreactive drug, but not terribly powerful. It is mildly addictive, and only gives a slight boost in a Psi's power. The user is also somewhat agitated and shaky for its duration. There are few side effects, aside from a mild headache. Anadex is usually injected, but it comes in pill form as well. Pills will take effect in 3-18 minutes.

Effects: +10 Psi Power Level
Side Effects: -1 Control, -1 Combat
Duration: 1-6 hours
After-Effects: none.

Overload

This is a nightmare concoction of street drugs from the Core Worlds which was accidentally found to induce psychic powers. However, this drug is even worse than THRX-13. It is absolutely addictive, highly euphoric, and the aftereffects are extremely incapacitating. Overload will give a Mundane Psi Powers for a short while, and will make natural Psis more powerful. The drug's effects last for 1-6 hours, after which the user is rendered unconscious for another 1-6 hours. Overload must be injected.

Effects: +20 Psi Power Points, +2 AV to all Psi Power Skill tests for both Psis and Mundanes.
Side Effects: -3 AV to all other skill tests, -1-6 Control
Duration: 1-6 hours
After-Effects: Unconscious for 1-6 hours

Psychozine

Psychozine is one of the most common psychoreactive drugs. It has minimal side-effects and highly desirable results. Psychozine opens up the neural pathways of the psychic areas of the brain, making the usage of psi powers much easier. However, the character finds it hard to concentrate on anything else, receiving a -1 AV to all other skill tests. The drug lasts for about thirty minutes. Psychozine is usually injected, but it comes in pill form as well. Pills will take effect in 3-18 minutes.

Effects: +2 AV to all Psi Power Skill tests
Side Effects: -1 AV to all other skill tests
Duration: 30 minutes
After-Effects: none

Sleepers

Sleepers negate a person's Psi ability, making them unable to use psi powers. Sleeper drugs are extremely powerful and extremely devastating. One injection can last for a week, and has the effect of removing the Psi's ability to use Psi Energy. For each year of usage, the user will slowly degenerate from brain damage. Other problems, such as Delusions and Paranoia may also manifest. Sleepers are used by the Federation only on hardened Psi criminals during transport to penal colonies.

Effects: Zero Psi Power Level
Side Effects: none
Duration: 4-10 days
After-Effects: -1 Mental per year used

Reticulans

Reticulans are a highly advanced alien species with strong Psi sensitivity. Much of what is known about Psi Energy was learned from the Reticulans.

Reticulans were the first recorded alien species contacted by Earth humans, and it was from the Reticulans that Earth humans acquired Hyperdrive technology.

Unlike Humans, who are rarely Psi sensitive, all Reticulans are born Psi Sensitive, with Awakened Reticulans displaying unbelievable power.

Luckily, Reticulans are a peaceful and reclusive, though enigmatic, species. They rarely interact with other species other than to study them. However, should a Reticulan be attacked, it will use its full power to defend itself.



Typical Reticulan Psi

Physical: 2 **Mental:** 13 **Combat:** 3 **Move:** 4
Hits: 10 **Defense:** 4
Psi Power Level: 200-1200 **Control:** na

Skills: Artistry 7, Astrogation 9, Computers 7, Concentration 10, Current Events 9, Technology (Choose two) 8, Etiquette 6, History 10, Perception 8, Science 10, Evade 2, Ranged Weapons 4, Pilot Starship 7, Systems Operation 10.

Psi Methods: Emotion Sense 2, Extra Actions 5, Fine Telekinetic Control 5, Healing 5, Interface 5, Mental Blast 6, Mind Control 3, Mind Scan 5, Mind Shield 6, Mind Wipe 5, Steal Knowledge 3, Telekinetic Control 3, Telepathic Send 3, Thought Sense 4.

Equipment: Stunner (7DC Stun only, +1 accuracy, 400m range)

Bionoids

Bionoids are artificial biological organisms who are created and used by Mega-Corporations for the purposes of planetary warfare. Bionoids are unstoppable biological killing machines, capable of taking on entire platoons individually.

Bionoids are illegal in the Federation, but some unscrupulous Mega-Corporations have managed to smuggle Bionoids into the Frontier. Sometimes, these horrible creatures mutate and break their training, running amok and destroying everything in their path.

Usually, the Mega-Corporation that created and illegally smuggled the Bionoid into the Frontier will sever all ties to the creature and attempt to cover up their involvement. Psi Rangers are often the only force capable of stopping these monsters and finding which Mega-Corporation was responsible.

Bionoids are created to have incredibly thick hides, an ultra-fast physiology that heals quickly, ultra-hard claws capable of rending steel, and even biologically generated laser cannons fastened into their heads. Their reflexes are blindingly fast and their coordination is remarkable. They are intelligent and cunning, and many are even capable of speech. Many Bionoids are also equipped with chameleon-like hides, allowing them to blend into their surroundings much like Hunters do with their Cloak suits.

Hunters find Bionoids to be worthy and challenging prey and have been known to raid Mega-Corporation transports in search of illegal Bionoids to steal and use for their hunts.

Captured Bionoids are often legally tricky issues. The Mega-Corporation that created and trained the Bionoid is held legally responsible for the actions of said Bionoid. If no parties can be found to be held responsible, the Bionoid is usually sentenced to special Bionoid penal colonies where they will not harm civilians. Such penal colonies are under strictest quarantine.



Typical Bionoid

Physical: 20 **Mental:** 6 **Combat:** 10 **Move:** 10
Hits: 100 **Defense:** 40

Special Abilities: Energy Blast (20 DC, 200m range), Armor (50 KD), Leap (40 hexes, 20 hexes up), Claws (30 DC, +1 accuracy), Bite (25 KD), Bio-camouflage (difficulty 28 to detect while hiding, difficulty 14 to detect while attacking), low-light/infrared vision, Regeneration (can heal 10 Hits per Regeneration action), Resistance to hostile environments such as cold, heat, acid, and non-oxygenated atmospheres.

Skills: Acrobatics 7, Climbing 5, Concentration 10, Feat of Strength 7, Stealth 9, Technology skill (choose one) 2, Perception 10, Evade 6, Hand-to-Hand 7, Melee Weapons 4, Systems Operation 2.

Equipment: None, though bionoids can use advanced equipment if it is available.

Androids

Androids are droids that are shaped to resemble, or even pass, for humans. There are three classes of Androids: Superficial, Enhanced, full Replicant. Superficial androids are effectively Droids with a human-appearing outside. They are easily detected with casual medical scan. Enhanced Androids use cloned and cybernetically controlled human tissue and can pass for a human on a casual medical scan, but a detailed examination will reveal it. A full Replicant will pass for a human no matter how detailed the examination. Only a full dissection/autopsy will reveal it's true nature. Enhanced Androids and Full Replicants are heavily controlled by the Federation and are very expensive.

Androids are generally employed by the Pan Solar Empire for espionage work, as well as by several of the Old Earth Empires and Mega-Corporations. The Federation makes use of Androids on starships, but takes pains to differentiate the android from a normal human by using non-natural skin coloring and voice patterns.

Although Androids are incapable of manipulating the Psi Energy as Psis do, they often have built-in artificial weapons and defenses that can rival or mimic Psi Powers. Rogue Androids are to be eliminated but preferably not destroyed so that their malfunction can be examined later. Identifying an Android is difficult for normal Astro Police. Psis, with their Telepathic powers, can identify them easily.

Sometimes, in order to make the Android infiltration harder to spot, the Android is programmed with a false identity. The Android believes they are the person they are supposed to be, and are unaware of their true identity. They perform their mission without knowledge. While the android is stealing valuable information or assassinating an important official, the identity believes it is living out its normal life, and will not remember performing any illegal act. This type of programming is particularly cruel because for all intents and purposes, the Android believes in its identity and is truly shocked to discover the truth.

The Droid Nexus has used Androids on several occasions as intelligence agents, assassins, and saboteurs. They report back all they see to the Nexus, and act on its behalf. The Federation StarForce is worried that this activity might lead to a full-fledged invasion, so all apprehended Nexus Androids are to be turned over to Federation StarForce Intelligence for study.



Typical Android

Physical: 15 **Mental:** 4 **Combat:** 10 **Move:** 4
Hits: 20 **Defense:** 8

Special Abilities: Laser Eyes (4K damage, 200m range), Low-light/Infrared vision, voice mimicry, Armor (30 KD), Jump Boosters (leap 50 Move vertically, 100 Move horizontally), Computer Interface (can control any computer with an AV of Mental + Computers + 3 dice vs. target's DV of Computer's Power + Security Software + 3 dice. If successful, rolls 10 effect dice and consults the Computer Interface Table for level of control.).

Skills: Acrobatics 2, Astrogation 4, Climbing 2, Computers 5, Evade 5, First Aid 2, Navigation 2, Hand-to-Hand 7, Gunnery 4, Melee Weapons 4, Perception 7, Pilot Grav Vehicle 3, Pilot Starfighter 5, Ranged Weapons 5, Shields 4, System Operation 6, and Tracking 3

Equipment: None

Computer Interface Table

Result	Effect
> than Powerx3	-4 AV to all actions
10 > than Powerx3	-2 AV to all actions
20 > than Powerx3	-1 AV to all actions
30 > than Powerx3	-0 AV to all actions

Psiborgs

A new Ultra-Threat development is the Cyborg capable of artificially recreating Psi-like powers. Psiborgs are normals who use built-in cybernetics to create Psi Powers without sensitivity, Awakening, or training.

These cybernetic alterations are highly illegal and very expensive, and usually lead to madness. They are often employed by unscrupulous Mega-Corporations and by the Pan Solar Empire in its depredations against the Interstellar Federation.

Psiborg candidates are generally recruited from criminals occupying the lower rungs of Old Earth Empire social order. They are generally down-on-their-luck Mercenaries with little to look forward to. The Cybernetic operations provide new hope to these has-beens, so they are happy to sign up. The implants give them power, and a renewed sense of purpose.

Usually, the Mega-Corporation that paid for the expensive operations and implants assumes de-facto ownership of the Psiborg. The Psiborg quickly finds his new power under the total control of his new masters. Most Psiborgs embrace their new life and are put to work as covert operatives and assassins. Some eventually become unstable and flee from their masters. These rogue Psiborgs become the subjects of an illegal manhunt as the Mega-Corporation that built them tries to cover up their existence before they are implicated in any wrong-doing or abuse.

Psiborgs, as a result, are generally either ruthless professionals on a mission or desperate fugitives running for their lives.

Psibernetic Technology

Using advanced Cybernetic technology, non-sensitives can be "Awakened" with artificial Psi powers. Psibernetic Technology is strictly controlled in the Federation, but there exists a black market for such technology. Similarly, the less ethical Old Earth Empires and Pan Solar Empires make use of Psibernetics to create artificial Psis. Since Psibernetic technology causes great strain on the recipient, their Control is greatly affected, and Psiborgs generally burn out and lose control quickly, committing suicide or going berserk.

Psionic Neuronet

Side Effects: -1 to -6 Control

Recovery: 15 days

Cost: 50 credits per Psi Power Level

A psionic neuronet is an artificial neural synapse implant that duplicates the neural network of natural Psis. The Psionic Neuronet provides the recipient with a

Psi Power Level, but no training in the use of Psi Methods. Psi Power Skills must still be learned, or implanted in the case of Neurotech Skill Chip Implants below, in order to use Psi Methods. Once implanted, a character determines his Psi Power Up as normal.

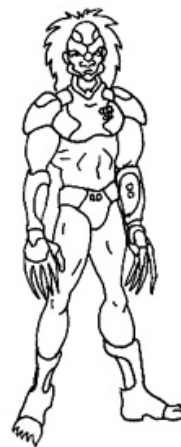
Neurotech Skill Chip Implant

Side Effects: -1 Control each

Recovery: 12 days

Cost: 50 credits per Psi Power Skill level

Neurotech Skill Chip implants provide simulated training and instruction on how to use Psi Methods. Each chip provides skill levels in one Psi Power Skill. Neurotech Skill Chips work with either natural Psis or with artificial Psionic Neuronets. For instance, a character could purchase Telekinetic Control Psi Power Skill at level 5 for 250 credits.



Typical Psiborg

Physical: 10 **Mental:** 6 **Combat:** 10 **Move:** 8

Hits: 50 **Defense:** 20

Special Abilities: Laser Eyes (4K damage, 200m range, +1 accuracy), Low-light/Infrared vision, Claws (10 DC, +1 accuracy), Armor (20 KD)

Skills: Stealth 5, Computers 3, Concentration 3, Streetwise 4, Evade 8, Hand-to-Hand 8, Melee Weapons 10, Ranged Weapons 10.

Equipment: Stunner (10DC Stun only, +1 accuracy, 60m range), Space Suit (5 KD), Datapad (2 POW), Analyzer (Adds +2 to any Perception, Technology, Tracking or Survival skills), Psionic Neuronet (100 Psi Power Level), Neurotech Skill Chips (Hyperspace 8, Life Support 8, Mind Shield 8, Psi Sense 8, TK Blast 8, TK Control 8, TK Shield 8).

Creating a Psi Character

Players wishing to create Psi Ranger characters follow the same basic steps as found in *Lightspeed*. The only difference in the process come in Step Two: Nice and Easy, By the Numbers, where the Psi character has two new Derived Characteristics and several new Skills.

NEW DERIVED CHARACTERISTICS

Psi Power Level: (60) The total amount of raw Psi Energy the character can spend before needing to rest. All Psis graduate from the Psi Academy with a 60 Psi Power Level, the minimum required to graduate (see **Using Psi Powers**).

Control: (0) Control represents the Psis ability to manage their Psychic Powers. Control is a negative number and is added to their Mental characteristic when rolling for Psi Power Up (see **Using Psi Powers**).

SKILLS

Psi Rangers determine their skills slightly different from normal Ranger characters. Use the following rules to determine the skills for a Psi Ranger.

All characters begin with the following skills at level 2, free of charge ("Everyman Skills"): Computers, Perception, Persuasion, Evade, and Hand-to-Hand.

Psis then spend 5 Points on additional skills to reflect their life and training before graduating from the Psi Academy. At this time, no Power skills may be purchased.

Academy-trained Psis receive Concentration at level 1, and are able to choose a course of study, receiving certain skills depending on their course.

Mens trained Psis learn the following Psi Power skills at level 1: Emotion Sense, Enhance Senses, Mental Blast, Mental Illusion, Mind Scan, Mind Shield, Psi Sense, Telepathic Send, and Thought Sense.

Sentire trained Psis learn the following Psi Power skills at level 1: Astral Vision, Clairvoyance, Danger Sense, Dowsing, Enhance Senses, Precognition, Psi Sense, Psychometry, and Retrocognition.

Corporalis trained Psis learn the following Psi Power skills at level 1: Biostasis, Damage Reduction, Enhance Combat, Enhance Move, Enhance Physical, Enhance Senses, Extra Actions, Healing, and Life Support.

Machina trained Psis learn the following Psi Power skills at level 1: TK Blast, TK Control, TK Shield, Life Support, Hyperspace, Telepathic Send, Mind Shield, and Psi Sense. In addition, they receive +1 to their Concentration skill.

All Psis also receive an additional 20 points to purchase or increase any Power skills as they wish to reflect Academy electives and other areas of Psi study.

Psi Rangers then receive an additional +1 to the following skills to reflect their initial training: Astrogration, Evade, First Aid, Hand-to-Hand, Perception, Pilot Starfighter, Ranged Weapons, Shields, and System Operation. No beginning character may have a skill of over 8.

NEW SKILLS

Concentration: Concentration is a new Awareness skill that represents a Psis ability to control his thoughts and consciousness. Concentration is used to resist many Telepathic attacks, and is also used when drawing Psi energies during **Psi Power Up**.

Psi Power Skills: This new category of skills covers the use of Psi Powers, called Psi Methods. Each Psi Method requires its own Psi Power Skill. The higher the Psi Power Skill, the more proficient the Psi is at using his power.

PSYCHOTRONIC TECHNOLOGY

Psychotronics are technological devices that utilize Psi-Energy. Psychotronic devices may create, enhance, amplify, dampen, or manipulate Psi Energy.

Psionic Detectors

Psychometer **20 credits**
A psychometer is a portable sensing device which can detect fluctuations in psi levels. Any psionic sources within the 500 meter range are detected. In addition, the device displays how many Psi Power Points the targets currently have as well.

Psychoreactive Monitoring Transceiver **20 credits**
A PMT is similar to a Psychometer in that it detects fluctuations of Psi levels. However, the PMT is smaller and has a much shorter range. The PMT will detect Psi powers, as well as the particular Psi Method being used, within 2 meters. The PMT then broadcasts a report to a local Hypernet relay, which transmits the report to Astro Police stations and Ranger support bases. The Federation uses this device on Probationary Psis to ensure compliance with their probationary status. The device is about the size of a hand calculator and can be carried in a pocket.

Psionic Amplifiers

Amplifier Headband **15 credits**
This simple metallic amplifier headband boosts Psi Energy. While worn, it boosts one of the Psi's Psi Power Skills by +1.

Amplifier Helmet **50 credits**
A Psi Amplifier in the form of a bulky helmet. It boosts two Psi Power Skills by +3.

Backpack Amplifier **100 credits**
A large backpack-mounted Psi Amplifier that boosts three Psi Power Skills by +5.

Psi Jammers

Personal Psi Shield **30 credits**
This small hand-held, or belt-mounted, device lowers all Psi Power Skills, including the wearer's, by 3 in a 1-meter radius around the device. This is mostly useful against Psi Methods that require contact.

Psi Dampener **100 credits**
A Psi Dampener is a device placed around the head like a helmet that temporarily deadens Psi Energy, rendering Psis powerless. Psi Dampeners are used in conjunction with standard wrist binders to apprehend powerful Psi criminals. While worn, the Psi's Psi Power Skills are reduced by 10.

Example Psi Ranger

On the following page, we'll walk through the process of creating a Astro Police Psi Ranger.



Step 1: What are you like?

Name: Clara Yelisia

Using the questionnaire, we determine that Clara is Female, from a Member world named Epsilon Eridani 6, attended Primary school, that her parents are married and named Julia Yelisia (mother) and Frederick Targo (father), and that she comes from a Military background (her parents are both officers in Federation StarForce).

Using this information, we create the following personality and history for Clara:

Clara was raised in the peaceful protection of a Federation Member world, free of crime and strife. She was identified as a Latent when she was 13, but her parents chose to postpone her Awakening until she graduated Primary School. Once she graduated, she chose to be Awakened and attended the Psi Academy on Io where she learned to use her power. Upon graduation, she was offered a position in StarForce, but chose instead to join the Rangers, much to her parents' disappointment.

Step Two: Nice and Easy, By the Numbers.

We then assign 20 points to Clara's 4 Primary Characteristics, and determine her Derived Characteristics.

Mental: 9	Hits: 20
Combat: 4	Defense: 8
Physical: 4	Psi Power Level: 60
Movement: 3	Control: 0

We then choose Clara's skills. She receives the following skills automatically: Computers 2, Perception 2, Persuasion 2, Evade 2, Hand-to-Hand 2

We then spend an additional 5 points on other skills at our discretion. We'll choose skills that represent how we think Clara grew up on Epsilon Eridani 6, the child of two StarForce officers: Computers +2, Current Events +2, Perception +1.

Clara then receives the following skills bonuses from the Psi Academy's Machina Program: Concentration +2, TK Blast +1, TK Control +1, TK Shield +1, Life Support +1, Hyperspace +1, Enhance Senses +1, Telepathic Send +1, Mind Shield +1, and Psi Sense +1.

In addition to the above, she spends 20 points on other Power Skills: Concentration +4, TK Blast +3, TK Control +2, TK Shield +3, Mind Shield +2, Hyperspace +3, Boost Senses +2, Damage Reduction +2.

The final resulting skills are:
Computers 4, Concentration 6, Current Events 4, Damage Reduction 2, Enhance Senses 3, Evade 2, Hand-to-Hand 2, Hyperspace 4, Life Support 1, Mind Shield 4, Perception 3, Persuasion 2, Psi Sense 1, Telepathic Send 1, TK Strike 4, TK Control 3, and TK Shield 4,

Step Three: Equipment

Clara is assigned the standard Ranger kit: Blaster Pistol, Flight Suit, Cuff-tape dispenser.

We then spend the 200 Credit equipment allowance, purchasing the following items:

Analyzer, Psychometer, Datapad, Communicator, Wristwatch, Inertial Compass, Respirator, Toolknife, First Aid Kit, Flashlight, Canteen, Camouflage Coveralls, and she keeps 5 credits on hand in case of emergencies.

Step Four: Trick out your Peacekeeper

Clara is assigned a standard Peacekeeper, which she modified with her 5000 credit allowance: Increased Cargo Hold (1000 cr), Enhanced Shields (2000 cr), and Enhanced Thrusters (2000 cr).

And that's it. Our character, Clara Yelisa, fresh from Academy graduation, is ready to start her patrol.

Psi Powers

Introduction to Psi Powers

Ten distinct applications of Psi Energy have been discovered so far. These include Astral Projection, Biokinesis, Cognition, Extra-Sensory Perception, Electrokinesis, Psychodynamics, Quantum Transcendence, Telepathy, Telekinesis, and Thermokinesis. Each of these applications is called a **Psi Power**. Psis are taught to manipulate these Powers through training and mental discipline. By focusing Psi Energy, a Psi is able to achieve different effects with each Psi Power. Each effect is called a **Method**.

At character creation, the player must define what Methods the character learned at the Psi Academy by purchasing **Psi Power Skills**. He may learn new Psi Power Skills as a result of experience and future training. A character can not use a power that he has no Psi Power Skill for.

A character can learn new Methods by purchasing new Psi Power Skills with Experience Points earned from successful missions.

Psi Power Points

Powers require **Psi Power Points** to use. In order to manifest and use a power, a player must draw Psi Power Points out of the fabric of the universe. This is called a **Psi Power Up**. To do so, the character must pass a skill test using Mental + Concentration + (3 dice – Control) vs. the number of Psi Power Points he wishes to increase. If successful, the character may spend the accumulated Psi Power Points. If unsuccessful, the Power is unavailable. If the character rolled 3 or less on the (3 dice – Control) roll, they have lost a point of Control, which will affect future Psi Power Up rolls. A player may also draw power over multiple phases, building up his available power.

A character can only spend as many Power Points as their **Psi Power Level** before requiring rest.

Depleted Psi Power Levels can be replenished with rest and meditation. 1 hour of undisturbed rest and meditation will replenish 1 point of depleted Psi Power Level. All Psi Power Points the character may have accumulated but not used bleed away over time. This ensures that characters generally have zero Power Points on hand.

Control

One limiting factor on the power of a Psi is **Control**. Psi Powers can have a debilitating effect on the user's mind. If used improperly, or if abused, they can turn on the user, driving him insane or to evil. Whenever a character critically fails a Psi Power Up roll (see below), they lose one more point of Control. The more Control that is lost, the easier it becomes to lose more Control. Once a character has lost more Control than their Mental characteristic, they are considered to have been corrupted or driven insane by ultimate Power. The character is removed from the Player and is made into a Non-Player Character or villain.



For example, a character has a Psi Power Level of 60, a Mental of 5, a Control of –3, and a Concentration skill of 4. He attempts to draw 20 Psi Power Points. He rolls a 6, –3 Control for a roll of 3, a total of 12, below the difficulty of 20 to raise the Power. In addition, he has lost an additional point of Control. Next Phase, he tries again. He rolls a 16, –4 Control for a roll of 12, a total of 21. He has increased his available Power by 20 Psi Power Points, but he is one Control Point closer to being corrupted by ultimate power.

Using Psi Powers

To use a Psi Power, the character then simply spends an appropriate amount of Psi Power Points to achieve the desired affect.

Once Psi Power Points are spent, a separate skill test is still often required to use the power. This does not count as a separate action. For example, if a character wishes to use an TK Blast, the character must spend 3 Psi Power Points per dice of damage, then a separate Combat + TK Blast Power Skill + 3 dice skill test to attack the target.

Psi Effects

Whenever a character uses Psi Powers, there is always a secondary effect upon the environment. Whenever a character has gained Power Points through Power Up, use the following table to determine environmental effects:

<u>Points</u>	<u>Effect</u>
10	The character begins to glow, a breeze appears from nowhere.
20	Wind begins to howl, the ground shakes, the sky darkens.
40	Ground shakes strongly, small pebbles rise and hover.
80	Violent earthquakes, whirlwinds, rocks split and burst.
160	Huge rocks erupt from the ground, lightning strikes.
300+	Mountains crumble, rocks explode, lava erupts from the ground, the sky blackens.

Psi Power Descriptions

The Powers and Methods are listed below:

Astral Projection

Astral Attack	1 PP per DC
Astral Defense	1 PP per DC negated
Astral Vision.....	1 PP
Hyperspace Projection.....	3 PP per LY/Hr
Realspace Projection	3 PP per Move

Biokinesis

Aging	10 PP per +/-1 year
Biostasis	1 PP
Damage Reduction	2 PP per DC negated
Enhance Combat	1 PP per +1 Combat
Enhance Move	1 PP per +1 Move
Enhance Physical	1 PP per +1 Physical
Enhance Senses.....	1 PP per +1 Perception
Extra Actions	1 PP per +1 Action
Harm.....	1 PP per Hit
Healing	1 PP per Hit
Life Support	1 PP per Hour
Stretching	1 PP per 2m

Clairsentience

Clairvoyance	1 PP per kilometer, +1 per Phase
Dowsing.....	1 PP per kilometer
Psychometry	1 PP per effect dice

Cognition

Danger Sense.....	1 PP per +1 Perception
Precognition.....	1 PP per day
Psychic Reflexes	1 PP per +1 Initiative
Retrocognition	1 PP per day

Electrokinesis

Drain.....	3 PP per effect dice
Electromagnetic Pulse	3 PP per effect dice
Interface	3 PP per effect dice
Lightning.....	1 PP per DC

Psychodynamics

Psi Jamming	2 PP per PP negated
Psi Sense	2 PP per effect dice
Psi Static	2 PP per -1 AV
Siphon Energy	2 PP per effect dice

Quantum Transcendence

Hyperspace Travel.....	4 PP per LY/Hr
Intangibility.....	4 PP per Phase
Teleport	4 PP per Km

Telepathy

Emotion Sense	2 PP per effect dice
Mental Blast.....	2 PP per effect dice
Mental Illusion.....	2 PP per effect dice
Mind Control	2 PP per effect dice
Mind Scan.....	2 PP per effect dice
Mind Shield.....	2 PP per effect dice negated
Mind Transplant.....	2 PP per effect dice
Mind Wipe.....	2 PP per effect dice
Steal Knowledge.....	6 PP per effect dice
Telepathic Send.....	2 PP per Km
Thought Sense	2 PP per Km

Telekinesis

Fine Telekinetic Control	1 PP per +1 AV
Telekinetic Control	1 PP per TK Strength
TK Shield	1 PP per DC negated
TK Strike	1 PP per DC

Thermokinesis

Chill Blast.....	2 PP per DC
Cyrokinesis	2 PP per +/- 20 degrees
Fire Blast	2 PP per DC
Pyrokinesis	2 PP per +/- 20 degrees

Astral Projection

Astral Projection is the act of the consciousness leaving the body and travelling and sensing without physical constraints.

The projected consciousness is called the Astral Form. The Astral Form looks exactly like the Psi's physical form, including clothes, if desired. The Psi ultimately has total control of this form, and need only win a skill test using Mental + appropriate Astral Projection Power Skill + 3 dice vs. a DV of 14 to change or alter the appearance of the astral form. Since the astral form is unencumbered by physical restraint, gravity and obstructions are meaningless.

There are two distinct realms of astral projection. One is the "Realspace" the other is the "Hyperspace". Realspace is the physical world around us. Hyperspace is the other-dimensional realm through which starships travel between the stars.

A Psi's Astral Form may convert from Realspace to Hyperspace with no effort. While in Realspace, the Psi may travel with an equivalent Move equal to the number of Psi Power Points spent. While in Hyperspace, the Psi may travel with an equivalent Light Years per Hour equal to the number of Psi Power Points spent. Once spent, the Psi remains in Astral Form until he chooses to end the state or rendered unconscious by Telepathic attack.

The Psi may Astrally travel as far away from their physical body as they wish. If, at any time, the Psi wishes to end the travel, or is forced to end the travel, the Astral traveller immediately appears back in their physical body. Any further Astral travel must begin from that point.

Astral Projection Methods

Below are all Astral Projection methods available. Each requires a separate Use Power skill.

Astral Attack

Cost: 1 Psi Power Point per 1 DC.

This is the ability to use astral energies as a form of destructive force against other astral entities. It can only harm astral entities and beings in Astral Form. It has no effect on physical objects in Realspace, though it does affect objects in Hyperspace.

To Astral Attack a target, the Psi must win an opposed Skill Test using Combat + Astral Attack power skill + 3 dice vs. the target's Combat + Concentration + 3 dice. The target then takes effect dice in stunning damage.

Astral Defense

Cost: 1 Psi Power Point per 1 DC negated.

Astral Defense negates the DC of an Astral Attack.

To activate a Astral Defense, the Psi must win a Skill Test using Combat + Astral Defense power skill + 3 dice vs. a DV of 14. Once activated, the Astral Defense remains up with no further rolls or expenditure of Psi Power Points

unless it is breached by an Astral Attack that does more damage than it negates. At which point, the shield falls and must be reset, with additional Psi Power Point expenditure and a new Skill Test.

Astral Defense does not protect against Telepathic attacks.

Astral Vision

Cost: 1 Psi Power Point

Characters with Astral Projection do not always need to project themselves to see the Astral world. Astral Vision allows the Psi to see the astral world around them. They do not leave their body, and cannot travel to the Astral Plane itself. Their view and perspective remain exactly the same, only any Astral Forms or Astral Entities will become visible to them. Their line of sight is normal, that is, they cannot look through walls or solid objects, and cannot extend their viewing range beyond what it would be in Realspace. A Psi could, however, use Astral Vision and Clairvoyance to view remote locations.

The Psi uses their Astral Vision power skill instead of Perception skill for noticing or finding people or objects in Astral Form.

Hyperspace Projection

Cost: 3 Psi Power Points per Light Year/Hour

With Hyperspace projection, the Psi may project his consciousness into Hyperspace, the other-dimensional realm through which starships travel faster than light. While in Hyperspace, the Psi may interact with any other object or person in Hyperspace, such as alien entities, starships, and other Psis, as if they were physically real. Unlike Hyperspace Teleport, in which the Psi's physical body enters Hyperspace, in Hyperspace Projection the Psi's consciousness alone enters Hyperspace, leaving his physical body in Realspace.

Realspace Projection

Cost: 3 Psi Power Points per Move

Using Realspace projection, the Psi's Astral Form may leave its body and travel anywhere into Realspace. The Astral Form is totally invisible and cannot interact with physical objects. It can pass through seemingly solid objects (walls, floors, doors), but not strong Energy fields such as Force Fields. Telepathy, Cognition, and Clairsentience powers remain associated with the astral form, and can be used. Likewise, it is possible for a Psi sensitive to detect or sense the presence of an astral form nearby. The Astral Form cannot be hurt by any attack from the physical world (even if a physical person can detect him), except by Mind Blast and Astral Attack. In turn, an Astral Form cannot harm or interact with a physical person, except with telepathy. Other astral travelers can be encountered and interacted with, or fought.

Biokinesis

Biokinesis is the power of mind over body. This power allows the Psi to enhance his characteristics or to shape his flesh at will.

Biokinetic Methods

Below are all biokinetic methods available. Each requires a separate Power skill.

Aging

Cost: 10 Psi Power Point per +/- 1 year, +1 Psi Power Point per +1 Aging skill test.

Biokinesis can be used to alter one's growth or apparent age. With this skill it is possible to halt, accelerate, decelerate, or reverse the aging process.

The Psi must be touching the target. The Psi must spend 10 Psi Power Points per 1 year added or reduced. He must then win a skill test using Mental + Aging power skill + 3 dice vs. a DV equal to 5 times the years added or reduced. Additional Psi Power Points can be spent to increase the result of the Psi's skill test.

For example, if a Psi wished to age himself or another 20 years, he would have to spend 200 Psi Power Points and win a skill test vs. a DV of 100!

If used to age a target younger than age 20 or older than age 60, the target loses 1 Characteristic Point per year. For example, if a target is reduced to age 8, he would lose 12 Characteristic Points. Similarly, if a target is increased to age 90, he would lose 30 Characteristic Points and may be reduced to Zero!

Biostasis

1 Psi Power Point, +1 Psi Power Point per +1 DV of detection.

This is the ability to place oneself or another into a state of biostasis. In this state, the subject appears, in all technical definitions of the word, to be dead. He has no vital signs, his body temperature is equal to that of the outside air, his brain is no longer active.

However, the subject is not dead. He is biologically in stasis. He will not age or be effected by gases, poisons, diseases, terminal injuries, death, or even decay. He will, however, still take damage if any should occur. He could be buried for years and still look exactly the same. Although the character is susceptible to environmental damage, his body will not decay. He can be taken out of stasis at anytime by anyone with biostasis ability, or with advanced technology.

To place himself or another in Biostasis, the Psi must win a skill test using Mental + Biostasis power skill + 3 dice vs. a DV of 14. The result is a body that appears dead. Should anyone analyze the body, they must win a skill test using either Perception or Medicine vs. a DV of 14 to detect that the body is, indeed, not dead. Each +1 Psi Power Point spent increases the DV to detect the difference by +1. For instance, if 15 Psi Power Points are

spent on the Biostasis, a physician would have to win a skill test using Mental + Medical + 3 dice vs. a DV of 14+14, or 28, to detect the difference.

Damage Reduction

2 Psi Power Point per DC negated, +1 Psi Power Point per +1 Damage Reduction skill test

Damage Reduction negates the DC of any physical attack.

To activate a Damage Reduction, the Psi must win a Skill Test using Combat + Damage Reduction power skill + 3 dice vs. a DV equal to the amount of dice negated. Once activated, the Damage Reduction remains up with no further rolls or expenditure of Psi Power Points unless it is breached by a physical attack that does more DC than it negates. At which point, the reduction falls and must be reset, with additional Psi Power Point expenditure and a new Skill Test.

Enhance Combat

Cost: 1 Psi Power Points per +1 Combat, up to Power Skill Level

Enhance Combat increases the Psi's physical dexterity and reflexes.

The Enhanced Physical always take effect the Phase after they are purchased, and last for one Phase.

When activated, the Psi may add up to their Enhance Combat skill level to their Combat characteristic for all skill tests. The power takes effect the Phase after it is activated.

Enhance Move

Cost: 1 Psi Power Points per +1 Move, up to Power Skill Level

Enhance Move increases the Psi's running speed.

The Enhanced Move always take effect the Phase after they are purchased, and last for one Phase.

When activated, the Psi may add up to their Enhance Move skill level to their Move characteristic for all skill tests. The power takes effect the Phase after it is activated.

Enhance Physical

Cost: 3 Psi Power Points per +1 Physical, up to Power Skill Level

Enhance Physical increases the Psi's toughness and strength, but not their available Hits or Defense.

The Enhanced Physical always take effect the Phase after they are purchased, and last for one Phase.

When activated, the Psi may add up to their Enhance Physical skill level to their Physical characteristic for all skill tests and lifting tests and to determine damage from punches. The power takes effect the Phase after it is activated.

Enhance Senses

Cost: 1 Psi Power Point per +1 Perception, up to Power Skill Level

The Psi may enhance their senses to sharper accuity, even beyond the range of normal humans.

The Enhanced Senses always take effect the Phase after they are purchased, and last for one Phase.

When activated, the Psi may add up to their Enhance Senses skill level to their Perception skill for all Perception skill tests.

Extra Actions

Cost: 1 Psi Power Points per +1 Action, up to Power Skill Level

The Psi can act blindingly fast, allowing him to perform multiple actions in one Phase.

The extra actions always take effect the Phase after they are purchased, and last for one Phase. For example, this Phase, the Psi can purchase +5 extra actions. Next Phase, the Psi has 6 actions.

All actions must be performed in initiative order before the Psi may use any extra actions. For example, if three characters are fighting, Character A with one action, Character B with 3 actions, and Character C with 6 actions, the Phase progresses like this: A, B, C, B, C, B, C, C, C, C, until everyone has used all their actions.

Harm

Cost: 1 Psi Power Points per Hit lost, +1 Psi Power Point per +1 Harm skill test.

Harm is the opposite of Healing, it is the act of causing deep injury to the target.

The Psi must be touching the victim. The Psi must then win a skill test using Mental + Harm power skill + 3 dice vs. a DV equal to the number of Hits lost. If successful, the target loses 1 Hit per Psi Power Point spent. The Psi may spend additional Psi Power Points in order to increase the result of the skill test.

Healing

Cost: 1 Psi Power Points per Hit healed, +1 Psi Power Point per +1 Healing skill test.

This power allows the Psi to restore lost Hits to an injured character. To do so, The Psi and the target must be touching, and the Psi must win a skill test using Mental + Healing power skill + 3 dice vs. a DV equal to the number of Hits being restored. If successful, the Psi may heal 1 Hit per Psi Power Points spent. The Psi may spend additional Psi Power Points in order to increase the result of the skill test.

For example, a Psi attempts to heal 20 Hits. The Psi spends 20 Psi Power Points to heal the wound and an additional 5 Psi Power Points to add +5 to the Healing power skill test vs a DV of 20.

For example, a Psi attempts to cause 25 Hits damage. The Psi spends 25 Psi Power Points to cause the damage, and an additional 5 Psi Power Points to add +5 to the Harm power skill test vs. a DV of 25.

Life Support

Cost: 1 Psi Power Point per hour, + 1 Psi Power Point per +1 Power Skill Test

The character can go without eating, drinking, sleeping, or breathing, and can suspend all other bodily needs for the duration of the power. This power will also make the user immune to gas and biological agent attacks. The power does not make the user immune to the physical effects of hostile environments, such as acid, heat/cold, radiation, or pressure extremes. However, the power can be used in conjunction with Deflection, Damage Reduction, or Regeneration/Healing to protect against such effects.

To activate the power, the Psi must win a skill test using Mental + Life Support power skill + 3 dice vs. a DV equal to the number of hours they wish to use the power. For example, if the Psi wishes to use Life Support for 24 hours, the DV is 24. Extra Psi Power Points can be spent to increase the result of the power skill test.

Stretching

Cost: 1 Psi Power Point per 2m

A character with this power can stretch parts of his body, attack at range, and reach for things at long distance.

To use this power, the Psi must win a skill test using Mental + Stretching psi power skill + 3 dice vs. a DV equal to the number of Psi Power Points spent on the power.

Clairsentience

Clairsentience is the ability to be aware of events beyond the range or capability of the normal 5 senses.

Clairsentience Methods

Below are all Clairsentience methods available. Each requires a separate Psi Power skill.

Clairvoyance

Cost: 1 Psi Power Point per kilometer range, +1 Psi Power Point per +1 Phase

This is the ability to see thing beyond your normal range of perception. A Psi with this skill could see through walls into a nearby room, read a closed book, see the interior of a box or chest, or, if powerful enough, look to distant planets.

The Psi will be aware of any one area within the range of the power. The radius of the clairvoyant area, however, is equal to the amount of Psi Power Points spent in meters. Therefore, a character using 8 Psi Power Points of Clairvoyance will be aware of the activity of an 8 meter radius area, up to 8 kilometers distant.

To use this power, the Psi must spend Psi Power Points. He will then see the image in his mind, but cannot

perceive his normal surroundings until the power is deactivated. The Psi uses Mental + Clairvoyance Skill Level + 3 dice vs. DV in lieu of Perception for noticing things. The power can be sustained by spending an additional 1 Psi Power Point per Phase.

Clairvoyance can cut through darkness, that is, even a pitch black room will appear clear and distinct. Therefore, a Psi may use his power to "see in the dark" by activating his power and not displacing his vision. This will eliminate all penalties for darkness (or blindness!) for as long as the power remains active.

It is possible for a Psi who has both clairvoyance and telepathy powers to first locate a person via clairvoyance, then use his telepathic powers to send him a message, read his mind, or take control of his body!

Dowsing

Cost: 1 Psi Power Point per kilometer range

This is the ability to home in on a specified target, such as water, gold, or your grav flier which is lost in the city. It can also be used to find people, but you must know that person or have something of theirs, such as a piece of clothing or strand of hair.

If the object or person is within the range of the power, their direction will be made known to the Psi. If the target is resistant, then the Psi Sensitive must win an opposed Skill Test using Mental + Dowsing Power Skill + 3 dice vs. the target's Mental + Concentration + 3 dice. The Psi will then know the direction of the target, and that they are within the range purchased.

Using a dowsing rod, or other focusing object, such as pendulum or 'witch's compass' will add a +2 to the Psi's Skill Test.

Psychometry

Cost: 1 Psi Power Point per effect dice

This is the ability to learn, or feel, information regarding the past of an object, place, or even a person. Unlike Retrocognition, which produces visions of the past, Psychometry provides actual information about a physical object in the form of answers to questions.

To read the history of a target, the Psi Sensitive must be in physical contact with the object, and win an opposed Skill Test using Mental + Psychometry Power Skill + 3 dice vs. a DV set by the GM based on the age of the information, or the target's Mental+Concentration+ 3 dice if sentient.

Roll effect dice vs. the same DV and consult the following table for the level of success.

Result	What You Sense
> than DV	Vague historical feelings about the object or person.
10 > DV	Limited historical facts about the object or person.
20 > DV	Complex historical facts about the object or person.
30 > DV	Complete history of the object or person in question.

Cognition

Cognition powers provide the Psi with insight into the events of the future or the past. The number of Psi Power Points spent on a power determine the time spanned by the Psi's awareness.

Cognition Methods

Below are all cognition methods available. Each requires a separate Use Power skill.

Danger Sense

Cost: 1 Psi Power Point per +1 Perception skill, up to Power Skill Level

This is the ability to sense an impending danger, often called the 'sixth sense', as many animals seem to demonstrate this ability. Danger sense is passive, and is constantly active. A Psi simply spends the Psi Power Points to turn the power "on", and it will remain on until the Psi is knocked unconscious or turns it off.

When activated, the Psi may add up to their Danger Sense skill level to their Danger Sense skill to all Perception skill tests.

Precognition

Cost: 1 Psi Power Point per Day

This is the ability to foresee future events. Seers, fortunetellers, and prophets are sometimes able to glimpse a fragment of future time. This fragment is only a possible future, however. If knowledge of this future is ignored, the events will come to pass. However, knowledge of the future allows one to change the path and alter the outcome of the vision.

Precognitive visions generally last 3-18 seconds (3 dice), during which time the Psi is in a catatonic state, oblivious to the outside world. He may remain standing, but cannot answer questions or interact with the world in any way. Should the Psi be interrupted during the vision, they do not receive the whole vision, only fragments.

The vision may be as cryptic or clear as the GM wishes. As a guideline, however, a Difficulty Value set by the GM for the vision should indicate the clarity and solidity of the vision. For instance, a DV 10-12 vision would provide foggy, vague images, or perhaps have a strictly symbolic vision. DV 18-20 may provide a brief clear glimpse, but it would still be tainted with vague symbolism. Visions of specific events or of great detail would have even higher Difficulty Values, perhaps as high as 30 or 40.

Similarly, the Psi's association with the subject of the vision can affect the Difficulty Value. A vision of an intimate friend or relative would decrease the relative difficulty, whereas a complete stranger or a far-off place might increase the difficulty.

Psychic Reflexes

Cost: 1 Psi Power Points per +1 Initiative, up to Power Skill Level

Psychic reflexes basically allows a character to foresee the actions of others seconds (or milliseconds) before they are actually taken. Obviously, this gives an incredible combat advantage. It can also give advantages in other areas, such as car chases, sports, and so forth. When used, psychic reflexes will enhance a character's apparent physical reflexes, making him able to react faster to situations. In effect, the Psi using this power always has initiative, and may act at any time during the Phase.

Should two Psis using Psychic Reflexes encounter each other, compare initiative using Mental + Psychic Reflexes power skill.

A Psi simply spends the Psi Power Points to turn the power "on", and it will remain on until the Psi is knocked unconscious or turns it off.

When activated, the Psi may add up to their Psychic Reflexes skill level to their Combat characteristic for all skill tests.

Retrocognition

Cost: 1 Psi Power Point per Day

Retrocognition works identically to Precognition, but in reverse. Instead of seeing events to come, the Psi is given visions of past events regarding specific people or locations.

Retrocognitive visions generally last 3-18 seconds (3 dice), during which time the Psi is in a catatonic state, oblivious to the outside world. He may remain standing, but cannot answer questions or interact with the world in any way. Should the Psi be interrupted during the vision, they do not receive the whole vision, only fragments.

The vision may be as cryptic or clear as the GM wishes. As a guideline, however, a Difficulty Value set by the GM for the vision should indicate the clarity and solidity of the vision. For instance, a DV 10-12 vision would provide foggy, vague images, or perhaps have a strictly symbolic vision. DV 18-20 may provide a brief clear glimpse, but it would still be tainted with vague symbolism. Visions of specific events or of great detail would have even higher Difficulty Values, perhaps as high as 30 or 40.

Similarly, the Psi's association with the subject of the vision can affect the Difficulty Value. A vision of an intimate friend or relative would decrease the relative difficulty, whereas a complete stranger or a far-off place might increase the difficulty.

Electrokinesis

Electrokinesis is the ability to alter, control, or create electrical energy.

Electrokinetic Methods

Below are all electrokinetic methods available. Each requires a separate skill

Drain

Cost: 3 Psi Power Points per effect dice

This is the very useful ability to drain the power from electrical devices. The effects are similar to Electromagnetic Pulse, without the permanent damage.

Electrical items operate on an amount of energy equal to its SDP. Drain subtracts that energy. Should the device lose all its energy, it will cease to function. The drain on the item is apparent to anyone operating the item. It becomes sluggish, or weak. Lights may dim or volume will diminish.

To drain the electricity from an item, the Psi must win a skill test using Mental + Drain power skill + 3 dice vs. a DV equal to the dice of effect.

The effect of the Drain is cumulative, and some items may require multiple Phases to drain all its power. For instance, an Imperial Grav Bike has 35 SDP. A Psi Ranger drains 3 dice of power in one Phase, reducing the power of the Grav bike by 10. The next Phase, the Psi Ranger drains an additional 5 dice of power, reducing the power of the Grav bike by 17. The Grav bike has 8 points of electrical power left. The operator of the Grav bike is aware that his Grav bike is losing power and slowing. The Psi Ranger drains an additional 4 dice of power, reducing the power of the Grav bike by the remaining 8. The Grav bike is now completely drained and slows to a stop.

Electromagnetic Pulse

Cost: 3 Psi Power Points per effect dice

This is the ability to send out a powerful electromagnetic pulse that can burn out electronic devices. For our purposes, a non-standard scale shall be employed, called EMP points (1 EMP equals 1 kw of energy per second).

A Psi can send out a one second pulse equal to the dice of effect x 10. To generate the pulse, the Psi must win a skill test using Mental + Electromagnetic Pulse power skill + 3 dice vs. a DV equal to the desired dice of effect. The pulse will effect every electronic item within a radius equal to the dice of effect cubed in meters (5 dice would affect an area with a radius of 125 meters). Every object will take the EMP damage. The dice are rolled (in this case 5D6) and multiplied by 10. If 19 was rolled, the total EMP damage would be 190 EMP.

Typically, armor will shield devices from the effects of EMP. Subtract the armor's KD from the EMP points (as normal). If EMP penetrates the armor, it has a chance of destroying the device. EMP does not damage SDP, but SDP is used as a base measurement.

If the device takes 1/4 its SDP in EMP damage, it 'stalls'. A computer would shut off, lights would flicker, radios would crackle, but they will not be permanently damaged. However, if a device takes 1/2 its SDP in EMP damage, its electronics are burned out. These effects are not cumulative. Once a burst has passed, no EMP damage is retained.

For example, A Psi generates a 5 dice Electromagnetic Pulse. He spend 5 Psi Power Points and must win his skill test vs. a DV of 5. Every electronic device (including those he is wearing) within 125 meters will take 5D6 x 10 EMP damage. If a battlesuit was within this radius, and the damage roll comes to 20 x 10, it will be hit with 200 EMP. If the suit had 100 KD, then only 100 EMP would penetrate. The battlesuit's SPD is 300, so it took more than 1/4 of its SDP damage, but not quite half, so the suit stalls for a Phase, but is otherwise undamaged. If next turn another Pulse inflicted 400 EMP, 300 EMP would penetrate the armor, and the suit's electronics would be burned out, rendering it inoperable.

Optical, biological, and other non-electronic systems are not effected by EMPs. EMP hardened electronics, such as those found in most military systems, automatically have their full SDP counted as EMP armor, in addition to whatever normal armor they may have.

EMP can also be used to jam radio or radar signals. A Level of at least 2 can typically jam radio transmissions (remember, it is per phase, so it will take a lot of energy to keep this up). It takes at least 5 to jam a radar signal (from a tracking system or a homing missile). The radius of effect is still the same (Level3 in meters).

EMP does not directly harm humans. However, being in a jet at 40,000 feet and suddenly having all electrical equipment burn out would be rather fatal. And this says nothing about what it can do to cyborgs.

Interface

Cost: 3 Psi Power Points per effect dice

This is the ability to mentally control the functions of an electronic device such as a watch, appliance, fly-by-wire jet or vehicle, or even a computer. You must have an appropriate skill for controlling the vehicle or operating the machine, such as piloting for aircraft, driving for cars, computer operations for computers, etc. This cannot be used to control things which have mechanical or analog controls, such as dials, switches, peddles, or wheels, or any other device not operated by electronics. Some mechanical controls may have fly-by-wire systems which can be used to override the mechanical controls.

To interface with a device, the Psi must spend the appropriate amount of Psi Power Points for the dice of effect, then must win an opposed skill test using Mental + Interface power skill + 3 dice vs. a DV equal to the target device's Power + security software + 3 dice. All computers and computer-controlled equipment have a Power rating. Simple computers and machines may have a Power of zero or one. Security Software is rated like a skill level, and is added to the computer's opposed skill test. Simple electronic devices usually have no security software.

If the skill test is successful, the Psi must roll effect dice vs. the target device's Power x 3 and consult the following table for the amount of control.

Result	Effect
> than Powerx3	-4 AV to all actions
10 > than Powerx3	-2 AV to all actions
20 > than Powerx3	-1 AV to all actions
30 > than Powerx3	-0 AV to all actions

Most devices require only simple commands (on/off, wash/dry, etc). However, computers and vehicles are much more complex. Once interfaced, all skill rolls to control the device are done as normal with modifiers, as listed above. However, once every minute the Psi must spend an additional Psi Power Point and re-roll effect dice to remain connected. The Psi must totally concentrate on controlling the device, and can do little else. He can talk and can perceive his surroundings but may not perform any complex actions or use other psi powers. If he is severely distracted, is shot for instance, contact is broken.

Lightning

Cost: 1 Psi Power Point per DC

This is the ability to create a bolt of destructive energy. The bolt is electro-plasmic in nature, like lightning, and makes a loud cracking or clapping sound when fired.

The effective range of the attack is equal to the dice of damage x 10 meters. So an 8 dice Lightning attack has a range of 80 meters. The standard range penalty table is used to calculate to hit penalties for long ranges.

To hit a target, win a Skill Test using Combat + Lightning power skill + 3 dice vs. the opponent's Combat + Evasion + 3 dice. Once hit, the target will take damage.

A powerful TK could split his power between multiple targets and attack. He makes one Skill Test, but each of his targets may attempt to evade separately. It does not matter how he chooses to split the attack, but there is a -1 AV penalty for each additional target.



Psychodynamics

Psychodynamics is the ability to actually manipulate and control psionic energies using mental powers. It is possible to create fields of psionic noise, jam certain powers or individuals, or actually absorb powers and energy.

Psychodynamic Methods

Below are all psychodynamic methods available.

Psi Jamming

Cost: 2 Psi Power Points per Psi Power Point negated

This is the ability to actively jam Psi powers. With this power, you are able to generate a negative Psi field which dampens all psionic power in its radius of effect. To generate a psi jamming field the Psi must win a skill test using Mental + Psi Jamming power skill + 3 dice vs. a DV equal to the amount of Psi Power Points being negated. You can maintain the field each Phase by spending an additional 1 Psi Power Point per phase.

For every 2 Psi Power Points spent, the cost of all Psi powers within the area of effect is increased by 1 Psi Power Point. For instance, if a Psi Ranger spends 40 Psi Power Points on Psi Jamming, all other Psi powers in the area cost an additional 20 Psi Power Points to use. The Psi Ranger can maintain this field for only 1 Psi Power Point per additional Phase.

The effect radius of this ability is equal to the amount of Psi Power Points negated x 10, in meters.

Psi Sense

Cost: 2 Psi Power Points per effect dice

This is the ability to sense psi powers in other people. Psi Sense is passive, it does not scan a person's mind directly.

A Psi Sensitive using Psi Sense must be able to see his subject. If he sees someone on a view screen or TV or is talking to them via communicator, he can not sense their level of Psi (unless he is in telepathic range).

To sense the Psi powers of a target, the Psi must win an opposed Skill Test using Mental + Psi Sense Power Skill + 3 dice vs. the target's Mental + Concentration + 3 dice.

Roll effect dice vs. the Target's Mental and consult the following table for the level of success.

Result	What You Sense
> than Mentalx3	If subject is Psi sensitive or not
10 > than Mentalx3	The level of his current Psi Power Points
20 > than Mentalx3	As above, and his Psi Power Level and Control as well
30 > than Mentalx3	As above, and his Psi Power Skills as well

Psi Static

Cost: 2 Psi Power Points per -1 Power skill AV

Psi static can be generated which interferes with all psionic powers within a given radius. This psionic noise can seriously disrupt most psychics, and if a mental slugfest is getting a little too rough, it is not uncommon for a Psi on one side to simply blast the area with some static and end the battle in one fell swoop.

To generate a psi static field, the Psi must win a skill test using Mental + Psi Static power skill + 3 dice vs. a DV equal to the amount of power skill negated times 3. The field can be maintained for 1 Psi Power Point per additional Phase. The radius of effect is equal to the amount of Power skill negated x 10, in meters.

Anyone who is in this area, or any psi powers that pass through this area, receives an AV penalty to use their powers. All Psi Power skills are at a penalty equal to the amount negated by the power. For instance, a Psi Ranger spends 20 Psi Power Points to provide a -10 power skill AV. The Psi Ranger then must win a power skill test vs. a DV of 30. If successful, all Psis in the area effect of 100 meters suffers -10 AV to all their power skill tests. The Psi Ranger may maintain the Static field for an additional 1 Psi Power Point per Phase.

Siphon Energy

Cost: 2 Psi Power Points per effect dice

The ability to drain Psi Energy from a subject is often considered a negative and hostile action. However, there might be some cases where this power could be used beneficially.

Siphoning energy drains Psi Power Points from a target victim and adds it to the user's. To drain the points, the attacker must win an opposed skill test using Mental + Siphon Energy power skill + 3 dice vs. the target's Mental + Concentration + 3 dice. If successful, the attacker rolls effect dice and compares to the target's Mentalx3. If the attacker's effect dice is higher than the target's Mentalx3, he is able to drain a number of Psi Power Points equal to the difference.

The maximum range of this ability is equal to the effect dice x 10, in meters.



Quantum Trancendence

Into the furthestmost realms of fantastic powers of the mind lies the Psi's ability to alter his Quantum State, to bend the mysteries of the universe to his whim and transport himself across the immenseness of the universe and navigating the currents of the vast continuum of the cosmos.

Quantum Trancendence is by far the most unbelievable psi ability; unbelievable not because it is impossible, but because of the bizarre nature of Quantum Physics and the Psi's relationship to it.

Quantum Physics states that a particle's position and momentum can never be simultaneously known. Only the most probable position and momentum of the particle can be known. It is this probability that binds the universe together. The astronomically high chance that the atoms in a person's body will remain where they are and not suddenly appear on Mars is what keeps that person where they are, or from turning itself into energy, or disappearing altogether.

Psi energy is in tune with the mechanics of the Quantum universe. Psi can bend and warp the Quantum State of the person, modifying the chances that certain events can happen to that person.

By altering his Quantum State, a Psi can convert his body to energy and back, can change the physical location of his body in the universe, and can convert his state of being from "Realspace" to "Hyperspace".

Quantum Trancendence Methods

Below are all Quantum Trancendence methods available. Each requires a separate Power skill.

Hyperspace Travel

Cost: 4 Psi Power Points per Light Years/Hour, +1 Psi Power Point per + 1 AV

The Psi can travel through Hyperspace itself, allowing him to traverse the galaxy without a spaceship. Psis with this power can even intercept other spaceships inside of Hyperspace.

To enter and travel in Hyperspace, the Psi must spend an appropriate amount of Psi Power Points to attain the speed desired, and must win a skill test using Mental + Hyperspace Travel power skill + 3 dice vs. a DV equal to the speed desired in Light Years per Hour.

A useful precaution prior to Hyperspace Travel is to activate the Life Support power. A character can travel in Hyperspace as long as their life support holds out. Therefore, if they take 5 hours of Life Support and travel at 15 LY/Hour, they can travel 5 hours in Hyperspace, or 75 Light Years.

Characters will also still have to successfully use Astrogation to get where they're going else they arrive in the wrong system, or in deep space.

Intangibility

4 Psi Power Points per Phase, +1 Psi Power Point per +1 AV

Intangibility is the ability to pass through solid matter and be unaffected by physical attacks. A character that is intangible is still vulnerable to energy damage including heat, radiation, and Telekinesis. Intangibility does not work against Gravity, Deflections, Force Fields, or strong energy fields. A character becomes intangible at the beginning of their next Phase.

Intangible characters without the Life Support power soon find that they are unable to breathe since the oxygen molecules pass through their lungs. Also, without Telekinetic Flight, intangible characters will fall through the floor and into the ground, continuing until they reach the center of the planet. Therefore, it is usually a good idea to levitate and activate the Life Support power before becoming Intangible.

To become intangible, the Psi must spend the appropriate amount of Psi Power Points for the duration desired, then must win a skill test using Mental + Intangibility power skill + 3 dice vs. a DV equal to the number of Phases desired.

While intangible, physical attacks have no effect. Lasers, Blasters, Stunners, Telekinetic, and all other Mental attacks will have full effect.

Matter is no barrier while intangible. A Psi can levitate through ceilings or walls and floors. The Psi is still visible as a glowing ghostly image. The Psi can change back at any time, but the Psi Power Points spent for the duration are lost.

Teleportation

Cost: 4 Psi Power Points per Kilometer, +1 Psi Power Point per +1 AV

This is the the ability to transport yourself, others, or objects from point A to point B, instantly.

In order to teleport to a certain place the teleporter must be able to clearly visualize it either from memory or by clairvoyant vision, or know it's precise geographical or spatial coordinates.

To teleport, the Psi must win a skill test using Mental + Teleport power skill + 3 dice vs. a DV equal to the distance teleported in kilometers.

For example, if a Psi wishes to teleport from 40 kilometers, he must spend 160 Psi Power Points and wins a skill test vs. a DV of 40.

Should the skill test fail, the Psi is teleported off course a number of kilometers in a random direction equal to the difference between the AV and DV. Especially cruel or malicious GM's may allow the random direction to include up or down, either into the sky or under the ground, as well. In this case, precautions such as Intangibility, Levitation, and Life Support can be taken prior to teleportation.

For example, if a Psi wishes to teleport from 40 kilometers, he must spend 160 Psi Power Points and win a skill test vs. a DV of 40. Unfortunately, the Psi rolls 34. The Psi appears 6 kilometers away from the intended location, possibly straight up or down depending on the GM's sadism.

You may teleport yourself, your clothes, and any small carried items, for no additional Psi Power Point cost. The Psi may teleport other people, or man-sized items, for an additional expenditure of Psi Power Points. For example, to teleport himself 10 kilometers, a Psi must spend 10 Psi Power Points and win a skill test vs. a DV of 10. To teleport himself and another person 10 kilometers, it would cost 20 Psi Power Points and have a DV of 20. To teleport 2 others and himself 20 kilometers would cost 60 Psi Power Points and have a DV of 60.

Teleporting an unwilling target requires a successful grab maneuver, and the target is able to substitute his Mental + Concentration + 3 dice for the teleport skill test DV, whichever is higher.

Likewise, teleporting something INTO an unwilling target allows the target to choose to substitute his Mental + Concentration + 3 dice for the teleport skill test DV, whichever is higher.

Telepathy

Among the most well known and common psychic powers is that of telepathy: the ability to communicate or influence another mind using one's own mental powers.

Telepathic Methods

Below are all telepathic methods available.

Emotion Sense

Cost: 2 Psi Power Points per effect dice

Similar to empathy, but one step further. A Psi Sensitive using Empathy is able to directly sense what another person is feeling, though not what they are thinking. Empathy does not scan a person's mind, despite the myth that they do. Emotion sense is passive, not active.

Therefore, a Psi Sensitive using Empathy can only pick up the emotions from those around him. If he sees someone on a view screen or TV or is talking to them via communicator, he can not sense their emotions, (unless he is in telepathic range).

To sense emotions of a target, the Psi Sensitive must win an opposed Skill Test using Mental + Emotion Sense Power Skill + 3 dice vs. the target's Mental + Concentration + 3 dice.

Roll effect dice vs. the Target's Mentalx3 and consult the following table for the level of success.

Result	What You Sense
> than Mentalx3	Positive, negative, or neutral feelings
10 > than Mentalx3	Basic emotion
20 > than Mentalx3	Complex emotions
30 > than Mentalx3	As above, and you can sense lies.

Mental Blast

Cost: 2 Psi Power Points per effect dice

This skill is the ability to use one's telepathic power in such a way as to send a mental shock into a target's mind. The target must be within visual or telepathic range. To Mental Blast a target, the Psi must win an opposed Skill Test using Mental + Mental Blast Power Skill + 3 dice vs. the target's Mental + Concentration + 3 dice.

The target then takes effect dice in stunning damage.

Mental Illusion

Cost: 2 Psi Power Points per effect dice

This is the ability to project an illusion directly into a person's mind. To use Mental Illusion, the Psi must win an opposed Skill Test using Mental + Mental Illusion Power Skill + 3 dice vs. the target's Mental + Concentration + 3 dice.

Mental Illusions are only in the subject's mind. You can effect more than one person at -1 to your Skill Test AV per additional person (each subject gets to roll against your attack with varying effects). Illusions alter the perception of reality for the subject. You can make him see things differently (the credit card looks like a corporate ID badge), or totally outlandish (the target suddenly seems to be on the Moon).

Mental illusions cannot cause actual damage (Stunning or Lethal). Even if a target thinks he is on fire, he will not actually be hurt. While the illusion is maintained, he will feel the pain, and run around screaming, and might even jump out a window. But the fire itself does not hurt him.

Some really neat uses of illusions include, making yourself, or someone else, disappear (turn 'invisible'), blocking one of the target's senses (target becomes 'blind'), or making the target jump out a fifty story window.

Once created, an illusion can be maintained at a cost of 1 Psi Power Point per Phase. However, each Phase it is maintained, another opposed Skill Test is made. If the target ever wins, the illusion is lost, and the telepath must begin again, spending the full Psi Power Points to create a new illusion.

Roll effect dice vs. the Target's Mentalx3 and consult the following table for the level of success.

Result	Effect
> than Mentalx3	Attacker can make cosmetic changes to setting
10 > than Mentalx3	Attacker can make major changes to setting
20 > than Mentalx3	Attacker can completely alter setting
30 > than Mentalx3	Target no longer interacts with real environment

Mind Control

Cost: 2 Psi Power Points per effect dice

Even more miscreant than mind reading, mind control is the ability to actually override a person's consciousness and take control of his body as if it were your own!

To do this, the target must be within visual or telepathic range. . To Mind Control a victim, the Psi must win an opposed Skill Test using Mental + Mind Control + 3 dice vs. the target's Mental + Concentration + 3 dice.

Once connected, the Psi can have a full or partial control. With full control, the Psi's body goes "to sleep" and he cannot control it, but has full control over his target. When in full control, the Psi needs to win an opposed Skill Test against the victim once every minute. If the Psi wins, he keeps control at no further Psi Power Point cost. If the victim wins, control is broken, and the telepath must re-try from the beginning. While under control, if the victim's Mental is higher than the Psi's, the victim is conscious and can perceive what is happening. If lower, the victim is rendered unconscious for the duration.

With partial control, the Psi must win an opposed Skill Test every Phase (3 seconds) against the target's roll, but still has partial control over his own body, performing all actions at -4 AV. Like wise, he has a -4 AV to all actions he takes with the controlled target.

A mind-controlled character uses the controller's Mental and skill values for all actions. The Psi *cannot* use his Psi powers through the controlled person. He may use that person's Psi powers but only if he has that power himself, and he can only uses his own Use Power skills, but with the target's Powers, not his own.

Roll effect dice vs. the Target's Mentalx3 and consult the following table for the level of success.

Result	Effect
> than Mentalx3	Partial control, -4 AV to all actions
10 > than Mentalx3	Partial control, -2 AV to all actions
20 > than Mentalx3	Full control (if desired), or Partial at -1 AV to all actions.
30 > than Mentalx3	Full control (if desired), or Partial at no penalty to any actions.

Mind Scan

Cost: 2 Psi Power Points per effect dice

This is that old miscreant ability to read minds. Mind reading can be used for benign or innocent purposes, such as long range telepathic communication with a non-Psi. Unfortunately, most people simply use it to pick people's brains for information.

Mind Scan is an active intrusion into a person's mind (whereas Emotion Sense and Thought Sense are passive). Anyone can feel a Psi forcibly reading his or her mind. They can feel the prickling sensation of the intruder's presence, and, if they are sensitive enough can sometimes notice their thoughts (+5 to the victim's Emotion Sense or Thought Sense Skill Test).

Used innocently, the Psi could read the surface thoughts of an individual. This will tell what that individual's emotional state is, and what is on his mind at the moment (he could, for instance, be thinking of a reply to a message the Psi had just sent). If the target wants this, the Psi need only pass a Skill Test using Mental + Mind Scan Power Skill + 3 dice vs. a DV of 18.

However, if the defender resists, the Psi must win an opposed Skill Test using Mental + Mind Scan Power Skill + 3 dice vs. the defender's Mental + Concentration + 3 dice.

The telepath could also pry deep into the target's memory (a deep scan). This could take a matter of minutes to hours, depending on the obscurity or significance of the information (GM's discretion).

Roll effect dice vs. the Target's Mental and consult the following table for the level of success.

Result	Effect
> than Mentalx3	Read surface thoughts
10 > than Mentalx3	Read deep, hidden thoughts
20 > than Mentalx3	Read into the target's memory
30 > than Mentalx3	Read into the target's subconscious

Mind Shield

Cost: 2 Psi Power Points per effect dice negated

Mind shield is a protective psionic shield that blocks mental intrusion (such as telepathy, illusions, mind scans, etc.) and even telepathic attacks, like mind blast.

Mind Shield negates dice of effect from all Telepathic powers. To activate a Mind Shield, the Psi must win a Skill Test using Mental + Mind Shield power skill + 3 dice vs. a DV of 14. Once activated, the Mind Shield remains up with no further rolls or expenditure of Psi Power Points unless it is breached by an attack that does more damage than it negates. At which point, the shield falls and must be reset, with additional Psi Power Point expenditure and a new Skill Test.

Mind Transplant

Cost: 2 Psi Power Points per effect dice

This is a drastic form of brainwashing. It involves the creation of false memories or an entire personality, which is then telepathically inserted into a victim's mind. This will not destroy any memories or existing personality, unless Mind Wipe was preformed early. Mind Transplant is a very difficult telepathic method to learn, as it involves the spontaneous creation of a realistic memory or a completely new personality.

Inserting memories is the simplest form of mind transplant, though by no means trivial. Normally, this takes an hour and a normal expenditure of Psi Power Points.

Inserting a new personality is more difficult, and requires that the Psi create a new personality to insert. Normally, this would just be a personality with quirks, motives, and traits all its own, with probably a few built-in subconscious directives from the Psi. It would still use the old personality skills and knowledge, unless these were erased. A new personality could completely overwrite an existing one only if the Psi first mind wiped the victim. Creating a new personality takes a day of dedicated work.

Alternatively, a "sleeper" personality could be inserted. This is exactly the same as above, but the old personality is retained. Inside the subconscious, a sleeper personality is constructed, programmed to surface at a certain time or at the command of a key word (or even at a telepathic signal!). The person will go on about his life, unaware of the sleeping personality, until it awakens. When it does, it will destroy his old personality and replace it. Creating a sleeper is much more complicated, and requires two days of dedicated work, and usually more than one Psi. This is often used to create assassins or unwilling spies. Another Psi can detect this sleeper only on a Mind Scan Effect of 30 > than Mental (reading the subconscious).

Roll effect dice vs. the Target's Mentalx3 and consult the following table for the level of success.

Result	Effect
> than Mentalx3	False Memory inserted.
20 > than Mentalx3	New Personality inserted
40 > than Mentalx3	Sleeper Personality inserted

Mind Wipe

Cost: 2 Psi Power Points per effect dice

This nasty little process allows a Psi to remove some or all of a subjects memories. He must first locate the desired memory, as per Mind Scan, or he may blindly wipe the subject's mind completely.

This process takes a while, so the subject should be incapacitated or at least strapped down so he can't get away. To Mind Wipe a victim, the Psi must win an opposed Skill Test using Mental + Mind Wipe + 3 dice vs. the target's Mental + Concentration + 3 dice.

Cost to remove one targeted memory (targeted by Mind Scan), is normal (2 Psi Power Points per effect dice). However, to attempt to wipe an entire mind, the cost becomes 20 Psi PowerPoints per effect dice. The time is

normally one hour, but could be less depending on the results.

Roll effect dice vs. the Target's Mentalx3 and consult the following table for the level of success.

Result	Effect
> than Mentalx3	Memory deleted but will return in 1d6 months.
10 > than Mentalx3	Memory deleted but may be restored by hypnotism or therapy.
20 > than Mentalx3	Memory deleted, and it took 40 minutes
30 > than Mentalx3	Memory deleted, and it took 20 minutes

Steal Knowledge

Cost: 6 Psi Power Points per level of effect

With this ability, it is possible to temporarily steal another's Psi Powers.

To do so, the attacking Psi must win an opposed skill test using Mental + Steal Knowledge power skill + 3 dice vs. the target's Mental + Concentration + 3 dice.

If successful, the attacking Psi may temporarily drain 1 skill level from the target and add to themselves. The effect is temporary, however. After the drain, the attacker loses 1 level per minute while the victim regains 1 level per minute.

The extra levels are not cumulative with the attacker's own levels. The attacker may use either the new levels or his own, whichever is higher.

For instance, a Psi Ranger uses 6 levels of effect of Steal Knowledge against an opponent. If successful, the Psi Ranger may drain up to 6 levels of skill from the opponent. These levels can be from a single skill, or from several. If he drained 6 levels from a target with level 6 piloting, for instance, the Psi Ranger would either use his own Piloting at level 5, or the new Piloting at level 6. The target will lose all knowledge of Piloting. Each minute after the drain, the Psi Ranger would lose 1 level of the stolen Piloting while the victim would regain 1 level. Or the Psi Ranger may steal 2 levels of navigation, 2 levels of Riding, and 2 levels of Medicine. Each minute after the drain, the Psi Ranger would lose 1 level from each skill, while the victim would regain 1 level to each skill.

Telepathic Send

Cost: 2 Psi Power Points per kilometer range

This is the ability to mentally communicate with one or more people. It is just as easy to send a message to one person, or a small group, as it is to send to all people within range (a mental shout). A mental reply can only be sent if the sender has telepathy and this skill as well. Otherwise, he must communicate by normal means. The telepath could, however, simply read his mind to get a reply (see Mind Scan), whether his target wishes to reply or not!

A telepath can send any thought to his target(s) – verbal messages, images, sounds, smells, ideas, or even

emotions. However, sending emotions does not effect the target's emotions directly.

A Psi may send a thought to one or several individual within a range equal to the amount of Psi Power Points being spent. To send the thought, the Psi must also win a skill check using Mental + Telepathic Send Psi Power Skill + 3 dice vs. a DV equal to the amount of Psi Power Points being spent, or win an opposed skill test vs. the target's Mental + Concentration + 3 dice if the target is resisting.

Once the first message is sent, the telepath does not need to spend any more Psi Power Points, but must make a Task roll for every consecutive message. If a minute passes without sending a message, or if he loses contact for some other reason (ie, his target moves out of range), or if he changes his target, he must spend Psi Power Points and roll to reactive his power. If he ever fails his Skill Roll, he loses contact. He must then spend Psi Power Points and roll to reactive his power to reconnect.

Thought Sense

Cost: 2 Psi Power Points per Kilometer range

Thought Sense allows the Psi to read the thoughts of one or more individuals, as long as that person is in range for the power. Like Emotion Sense, Thought Sense is passive, it does not scan a person's mind directly.

To sense thoughts coming from a person (or persons), the the Psi must win an opposed Skill Test using Mental + Emotion Sense Power Skill + 3 dice vs. the target's Mental + Concentration + 3 dice.

Normally, a person has just one broadcast thought, typically what is on his mind at that instance. If the sensor wins the skill test he picks up on the thought. This is good for quick interrogations, just ask a question and the desired thought will pop out of their mind.

Thought Sense lasts one Phase.

Telekinesis

Telekinesis is the ability to move objects by utilizing one's own mental power to create kinetic momentum. A Psi has five distinct ways in which he use their power: TK Control, Fine TK Control, TK Defense, TK Strike, TK Shield, and TK Flight. Each method requires years of training and discipline to master.

Using Telekinesis

Telekinesis allows the character to lift and throw things from a distance. The effective Physical, or TK Strength, of the character is based on the number of Psi Power Points spent on the Power. Lifting an inanimate object requires no opposed Skill Test, but does require a Lifting Roll as if the character were lifting the item himself. Lifting a living resistant object requires a grapple attack using the TK Strength instead of his Physical. Attacking a target with an item thrown with Telekinesis requires an attack roll as if the character threw the object himself.

Effects of Telekinesis

Lifting and throwing with TK works exactly like lifting and throwing normally, only at Range and using the TK Strength instead of the character's Physical. Therefore, the effect of TK is the same as any ordinary Physical effect. The player simply purchases an amount of TK Strength with Psi Power Points. Use the Lifting and Throwing tables for determining lifting and throwing, using the TK Strength instead of the character's Physical.

Telekinetic Methods

Below are all telepathic methods available. Each requires a separate Power skill.

Fine Telekinetic Control

1 Psi Power Points per +1 AV or dice effect

Normal TK Control does not cover using the Power for delicate operations, such as picking a lock, fighting with a weapon (sword fighting at long range), writing a letter, or tearing apart atoms.

Fine TK Control is not concerned with throwing cars or tanks, or blasting people with a dozen ball-bearings. Instead, it teaches finesse, accuracy, and control. Therefore, strength has no bearing on the usage of Fine TK Control.

Unlike normal TK Control, Fine TK Control uses only 1 dice of effect. The difference is in how that 1 dice is applied.

For each 3 Psi Power Points spent for Fine TK Control, the character receives +1 AV to win a Skill Test using Combat + Fine TK Control + 3 dice vs. a Difficulty Value. Different tasks have different DVs. Use the following table for example DVs.

Ability	DV
Snatch objects away from people	Opposed
Organ squeezing	10
Wield a weapon	15
Scrawly handwriting	20
Good handwriting	25
Full human dexterity	30
Delicate 'surgery'	35
Balance a baseball on a pin	40
Chemical Interactions	45
Molecular Interactions	50
Atomic	100

A few of these activities require explanation.

Grabbing Away Objects

This is the classical ability to take hold of an enemy weapon and pull it out of his hand. This is fairly straight forward, but requires an opposed Skill Test between the Psi and the person holding the object using Combat + Fine TK Control + 3 dice vs. the target's Combat + Evasion + 3 dice. If the Psi succeeds he has pulled the object away. He could then drop it, or bring it to himself, as he sees fit.

Organ Squeezing

Burst hearts, rupture spleens, scramble brains! What fun! This is the questionable ability for a Psi to reach inside and hurt someone. Powerful as this sounds, there are a few things to consider. First, this only works on living beings (otherwise, just use TK Strike). Second, the Psi must be able to see the target and try to visualize his innards. To visualize, he must win a Skill Test using Combat + Fine TK Control + 3 dice vs. a DV of 10. If successful, the target takes 1 dice of damage, ignoring any armor or the target's Defense characteristic.

Wield Weapon

A Psi may also control a weapon using his powers at long range. Assuming he can hold it (as per Lift table), the Psi can hold a gun or sword or other weapon with the power of his mind. Using Fine Telekinetic Control allows him to use that weapon. In order to attack, he first must succeed in controlling the weapon by winning a Skill Test using Combat + Fine TK Control + 3 dice vs. a DV of 15. When he attacks, however, he will use the proper weapon skill, with a -2 modifier to his AV. Afterwards, he must win a Skill Test using Combat + Fine TK Control + 3 dice vs. a DV of 15 or he drops the weapon.

Detailed Activity

This covers other detailed tasks, like writing a letter with TK, tying a guard's bootlaces together, and so forth. The GM should apply Difficulty Values as he sees fit.

Delicate Surgery

This is an extremely detailed activity, like surgery, picking grains of salt out of a pile of sand, or writing circuits into a silicon wafer. Some of these may require a successful Skill Test in another area to be made first (as per Wield Weapon), others might not. Whatever the case, the TK must also win a Skill Test using Combat + Heroic Fine TK Control + 3 dice vs. a DV of 35.

Chemical Interaction

If a Psi is powerful enough, he can bring chemicals together and control the reaction with his mind. This amounts to being able to do complex chemical reactions with basic laboratory facilities (such as making nitroglycerine with just a basic chemistry set) because the TK can improvise many of the distilling, filtering, and catalyst normally needed. He will still need holding contains and burners (unless he is also using thermokinesis). Along with a successful Science Skill Test, the Psi must win a Skill Test using Combat + Fine TK Control + 3 dice vs. a DV of 45.

Molecular Interactions

Beyond chemical interactions are direct molecular interaction. This is the same as above, however, the Psi may do really strange chemical things (which would normally be impossible) by smashing ionized chemicals and elements together. This allows for the creation of strange structures like polymers, nanotubes, buckyballs, and impossible chemicals (like Xenon-Dioxide, etc.). Along with a successful Science Skill Test, the Psi must win a Skill Test using Combat + Fine TK Control + 3 dice vs. a DV of 50.

Atomic Power

The ultimate power is the ability to rip apart atoms and turn them into pure energy. In order to create atomic reactions, the character must first win a Skill Test using Mental + Science + 3 dice vs. a DV of 26. Afterwards, he may attempt the reaction by winning a Skill Test using Combat + Fine TK control + 3 dice vs. a DV of 100. Success generally results in an uncontrolled nuclear explosion, so use of this power requires great caution.

Telekinetic Control

Cost: 1 Psi Power Points per TK Strength

This is the ability to lift, move, push, throw, and carry objects using your mental power. It is a very broad skill, which all Psis should posses. Basically, it is the Strength of the Mind. There are many neat tricks you can do with TK Control.

Lifting

To test whether a character can lift, bend, how far he can throw an object equivalent to a baseball in weight (as well as how long it will remain airborne), use the following TK Strength Table. Roll 1 dice and add the result to the character's TK Strength, then compare to the required DV to see if the attempt was successful.

For example, a Psi who uses a TK Strength of 4 tries to lift a prisoner into the shuttle. The character would have to roll a 5 on the die in order to beat the DV of 9 necessary to lift an adult male.

Likewise, a Psi who uses a TK Strength of 9 tries to break the steel handcuffs placed on his partner. The TK is pretty strong, but he still has to roll 6 on the die in order to beat the DV of 15 necessary to break steel.

Aside from lifting and releasing an object, a Psi can lift and telekinetically "carry" the object. In order to do so, the Psi must spend Psi Power Points and win a lifting test each Phase he wishes to "carry" the object.

Throwing

To throw an object, the Psi must win a lifting test using TK Strength + a die roll vs. a DV required to lift the object + the DV required to throw the object the desired distance. The object thrown will remain aloft for the amount of time indicated before it strikes the target.

For example, a Psi wishes to throw a grenade 10 meters across the room. He would need a TK Strength + die roll vs. a DV of 5 to accomplish this task.

The character must still win a Skill Test using Combat + TK Control skill + 3 dice vs. either a DV set by the GM, or equal to the opponent's Combat + Evasion + 3 dice in order to hit a target with an object thrown with TK.

Catching

Similarly, to catch an object, the Psi must win a lifting test using TK Strength + a die roll vs. a DV required to lift the object being caught + a DV required to remove the velocity of the object.

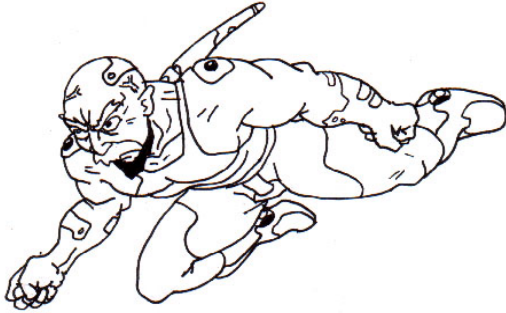
For example, a Psi wishes to use TK to decelerate a falling Grav Car for a nice soft landing. The Psi must win a lifting test vs. a DV of 15 for the Grav Car + 13 for the Grav Car's velocity of 250 kph, a total DV of 28.

TK Strength Table						
DV	Lift	Bend/Break	Distance	MOVE	Velocity	Aloft
2	Groceries	Balsa Wood	5m	3	25 kph	1 sec (0 Phases)
5	Child	Plastic	10m	5	40 kph	2 sec (1 Phases)
7	Adult Female	Wood	40m	20	75 kph	3 sec (1 Phases)
9	Adult Male	Aluminum	80m	40	100 kph	4 sec (1 Phases)
11	Lion,2 Men	Iron	100m	50	110 kph	5 sec (2 Phases)
13	Grav Cycle		1/2 km	250	250 kph	10 sec (3 Phases)
15	Small Car	Steel	1 km	500	360 kph	14 sec (5 Phases)
17	Elephant		5 km	2,500	800 kph	30 sec (10 Phases)
19	Small Shuttle	Hard Steel	10 km	5,000	1150 kph	45 sec (15 Phases)
21	Grav Tank		20 km	10,000	1600 kph	64 sec (21 Phases)
23	Starfighter	Titanium	40 km	20,000	2250 kph	90 sec (30 Phases)
25	Mecha, Whale		80 km	40,000	3185 kph	127 sec (42 Phases)
27	Sm Starship	Alien Metal	160 km	80,000	4500 kph	180 sec (60 Phases)
29	Building		300 km	150,000	6175 kph	247 sec (82 Phases)
31	Lg Building		Into Orbit	5 million	28,800 kph	Forever
33	Aircraft Carrier	Out of Orbit	Out of Orbit	5 billion	36,000 kph	Forever
35	Mountain	Anything	Out of System	5 trillion	360,000 kph	Forever

A character must also win a skill test using Combat + TK Control + 3 dice vs. a DV set by the GM in order to catch the falling object with TK Control.

Multiple Objects

In some cases, you may wish to lift, throw, or project more than one object. However, you get a -1 penalty to your skill for every extra object. For instance, projecting a half dozen ball-bearings at your target might seem cool, but you have a -6 to hit penalty to your skill. If such an attack is successful, the target is hit by as many projectiles as the difference between the attacker's AV and the defender's DV.



Flying

Using TK Control, a Psi can also lift, carry, and maneuver his own body, allowing him to fly. Simply find the Difficulty for the character's mass, usually 8, and add the difficulty for the velocity they'd like to have.

For example, an Ultra-Criminal wishes to fly at 1000 kph, or Mach 1. The difficulty would be 8 + 19 for the velocity, for a total difficulty of 27. The Ultra-Criminal would have to spend 27 Psi Power Points per phase to maintain that velocity, and an additional 27 to slow down from that velocity. Note, however, that should the Ultra-Criminal not decelerate, they would crash into the ground at Mach 1.

Leaping

Similarly, a Psi could use TK Control to throw his body towards a destination. Although this is slower and offers less control than flying, it does use up substantially less Psi Power Points. The Psi simply spends the Psi Power Points to launch himself a desired distance, stays aloft for the amount of time indicated on the TK Strength table, and spends the same amount of Psi Power Points to land.

For example, the same Ultra-Criminal could use TK to hurl himself in a ballistic trajectory towards his target 10 km away. To throw himself 10 km would require a total Difficulty on the TK Strength Table of 8 + 19 for the distance, for a total of 27. He spends the 27 Psi Power Points to launch himself, remains in the air for 45 seconds (15 Phases), and spends 27 Psi Power Points the final Phase to land softly.

A TK can also use his power to crush, bend, or break things, including people. This is, however, a separate skill, call TK Strike.

TK Shield

Cost: 1 Psi Power Points per DC negated

The TK Shield is effective in warding off TK Strike and just about everything else. Creating a TK Shield brings up an invisible barrier of repulsing force that surrounds your character (a default radius of 1 meters). This may be extended, for a loss of effectiveness. A TK Shield will provide negate the damage of any kinetic attacks (bullets, explosions, melee attacks, a car, etc.). It has no effect against energy based attacks, such as lasers, heat, cold, fire, electricity, etc. It can also protect against TK Strike.

A powerful TK could generate a larger shield that can encompass an area, that is, create a shield bubble. The default radius is 1 meters (just enough for the TK). Every +1 meter radius reduces the strength of the Shield by 1 dice. For instance, a 10 dice Shield extended to 4 meter radius would only negate 7 dice of damage.

Similarly, a TK Shield could be used at range, as if the Psi were standing at that spot. Every +1 meter range, the DC negated is reduced by 1. For example, a 10 dice Shield projected 6 meters away. The Shield would only negate 4 dice of damage for a 1 meter radius area 6 meters from the Psi.

To activate a TKShield, the Psi must win a Skill Test using Combat + TK Shield power skill + 3 dice vs. a DV of 14. Once activated, the TK Shield remains up with no further rolls or expenditure of Psi Power Points unless it is breached by an attack that does more damage than it negates. At which point, the shield falls and must be reset, with additional Psi Power Point expenditure and a new Skill Test.

TK Strike

Cost: 1 Psi Power Points per DC

This is the ability to create a damaging telekinetic shock wave. The Psi can send a blast of force at a target, shatter a table or wall, and if powerful enough, can even take down buildings.

Whatever method used, the damage is calculated the same (the "special effect" of destruction method is up to the Psi using the power). Each 1 Psi Power Points spent does one dice of Stunning damage. So, a 24 Psi Power Point TK Blast would do 24 dice of Stunning Damage. The strike does Stunning damage, or half in Lethal damage against inanimate objects.

The effective range of the attack is equal to the dice of damage x 10 hexes. So an 8 dice TK Strike has a range of 80 hexes. The standard range penalty table is used to calculate to hit penalties for long ranges.

To hit a target, win a Skill Test using Combat + TK Strike + 3 dice vs. the opponent's Combat + Evasion + 3 dice. Once hit, the target will take damage, and suffer considerable Knockback as well.

A powerful TK could split his power between multiple targets and attack. He makes one Skill Test, but each of his targets may attempt to evade separately.

Thermokinesis

Like telekinesis, thermokinesis involves the application of mental powers to control matter. However, while telekinesis involves controlling the kinetic energy of an object, thermokinesis involves controlling the molecular energy of an object. This is done by mentally exciting or slowing the vibrations of a substance's molecules.

To convert from Celsius to Fahrenheit, use this formula:
 $C \times 1.8 + 32 = F$.

Thermokinetic Methods

Below are all thermokinetic methods available. Each requires a separate Use Power skill

Chill Blast

Cost: 2 Psi Power Points per dice of damage

A Psi is able to create an icy blast of freezing air and flying shards of frozen water particles that can do significant damage.

To hit a target, win a Skill Test using Combat + Fire Blast power skill + 3 dice vs. the opponent's Combat + Evasion + 3 dice. Once hit, the target will take damage, as well as setting combustible items on fire, which will do half the original damage each additional Phase until extinguished.

The target is immobilized by ice and must win a contested skill test using Physical + Feat of Strength vs. a DV equal to the dice of damage + Attacker's Chill Blast power skill at the end of the Phase. Success indicates the target breaks free, failure means the target is held for another phase. The target cannot attack or defend while immobilized. The ice may be attacked by other characters. If the ice takes it's DC x 10 in damage, it is removed. The ice takes any damage the held character takes as well.

Cryokinesis

Cost: 2 Psi Power Points per -20 degrees C

Cryokinesis is the ability to cool an object by removing its molecular energy. Below are some important standard and freezing points (all in Celsius).

Room Temperature	22 degrees C
Human Body Temp.	37 degrees C
Water Freezes	0 degrees C
Anti-Freeze Water	-20 degrees C
Dry Ice	-60 degrees C
Liquid Nitrogen	-160 degrees C
Liquid Helium	-235 degrees C
Absolute Zero	-237 degrees C

All temperatures are in Celsius. To convert from C to F, use this formula: $C \times 1.8 + 32 = F$. Remember that Absolute Zero, the point where there is no molecular energy in an object, is -237 degrees C. Nothing can be cooled below Absolute Zero.

A human target will take chill damage if his body temperature is taken below normal (37 degrees C). For every degree below 36 degrees C, the will be at -1 to all skills and take 1 dice stunning damage per minute. At 32 degrees C, the target suffers from hypothermia, and takes 1 dice lethal damage every minute, and should be severely incapacitated with shivering.

Instantly freezing someone may not kill them, but instead may put them into cryonic suspension. This can be done only if the subject's temperature is lowered very quickly, by at least 5 degrees per phase (1.6 degrees C per second). -30 degrees C is considered an acceptable cryonic state.

It is also possible to damage or weaken objects by cooling them to a brittle point. Chilling most metals down to -30 degrees C will lower its KD and SDP by half, and half again for every -30 degrees C there after, down to Absolute Zero. It will return to normal when it's temperature returns to normal.

A Psi using Cryokinesis must win a skill test using Mental + Cryokinesis power skill + 3 dice vs. DV equal to the number of Psi Power Points spent divided by 2.



Fire Blast

Cost: 2 Psi Power Points per dice of damage

A Psi who is skilled in pyrokinesis may be able to create a fiery blast of energy, such as a fireball.

To hit a target, win a Skill Test using Combat + Fire Blast power skill + 3 dice vs. the opponent's Combat + Evasion + 3 dice. Once hit, the target will take damage, as well as setting combustible items on fire, which will do half the original damage each additional Phase until extinguished.

Pyrokinesis

Cost: 2 Psi Power Points per +20 degrees C

Pyrokinesis is the ability to heat an object by increasing it's molecular energy. Below are some important boiling and burning points (all in Celsius).

Room Temperature	22 degrees C
Human Body Temp.	37 degrees C
Electronics Shutdown	80 degrees C
Water Boils	100 degrees C
Paper Burns	233 degrees C
Clothes Burn	250 degrees C
Wood Burns	288 degrees C
Lead Melts	327 degrees C
Iron Melts	1,530 degrees C
Iron Boils	3,000 degrees C

A human target will take heat damage if his body temperature is increased above normal (37 degrees C). At 39 degrees C a human will become feverish and dizzy (-1 to all skills, 1 dice stunning damage per minute). For every 2 degrees above this, there is an additional -1 to all skills, and the target takes +1 dice stunning damage per minute (that is, at 43 degrees C, he will be taking 4 dice stunning damage per minute!).

At 43 degrees C, the subject will also take 1 dice lethal damage, lose 1 one point in Mental (unrecoverable brain damage). At 44 degrees C he will take an additional 1 dice lethal damage, and lose 1 one more point in Mental, and so on, for every +1 degree thereafter. Usually, the subject will die from brain damage when his Mental reaches 0.

This is assuming a gradual increase. If the subject's temperature is instantly raised to 52 degrees C instantly, he will take 13 dice stunning damage and 9 dice lethal damage, and lose 9 Mental, at that instant. This is usually fatal. Remember, however, most adult males have a mass of 70 - 80 kgs. 6 levels of effect of Pyrokinesis can heat an 80 kg mass at a rate of only 1.5 degrees per Phase.

A Psi using Pyrokinesis must win a skill test using Mental + Pyrokinesis power skill + 3 dice vs. DV equal to the Psi Power Point cost divided by 2.



How Powerful is Powerful? A Case Study



To see how powerful Clara Yelisia, our example character, is, let's see what she can do.

Power Up: Clara has a Mental of 9 and a Concentration skill of 4. Clara can raise 23 Psi Power Points on an average die roll of 10.

Enhance Senses: When used, Clara can spend 3 Psi Power Points to add 3 to her Perception skill test AV, for a total AV of 26 plus a die roll. Nothing gets past Clara.

Damage Reduction: With Clara's Mental of 9 + Damage Reduction of 2, she can beat a DV of 21 on an average roll of 10. This means she could negate up to 21 DC of damage for 42 Psi Power Points.

Hyperspace Travel: With Clara's Mental of 9 + Hyperspace Travel of 4, she could beat a DV of 23 on an average roll of 10, allowing her to travel at 23 light years per hour. Unfortunately the cost would be 92 Psi Power Points, which exceeds Clara's Psi Power Level of 60. She simply can't spend that much power.

However, if she limits her speed to 14 Light Years per Hour, she can limit her expenditure to 56 Psi Power Points and have 4 Psi Power Points left over for Life Support, allowing her to travel 56 Light Years. If she travelled at 10 Light Years per Hour, she will have 20 hours of Life Support available, allowing her to travel 200 Light Years.

Life Support: With Clara's Mental of 9 and Life Support of 1, she can beat a DV of 20 on an average roll of 10, allowing her to use Life Support for up to 20 hours for 20 Psi Power Points.

Mind Shield: With Clara's Mental of 9 and Mind Shield of 4, she can beat a DV of 23 on an average roll of 10,

allowing her to negate up to 23 dice of Telepathy powers for 23 Psi Power Points.

Psi Sense: Assuming the average Psi has a Mental of 5 and Concentration skill of 2, Clara will easily beat the average person in an opposed skill test with her Mental of 9 and Psi Sense of 1.

To sense if they are Psi, she would have to roll 5 or more effect dice to beat their Mental x 3 on average.

To determine the amount of Psi Power Points they have, she would have to have to spend 8 or more Psi Power Points to roll 8 effect dice to roll 10 more than their Mental x 3 on average.

To determine their Psi Power Level and Control, she would have to have to spend 11 or more Psi Power Points to roll 11 effect dice to roll 20 more than their Mental x 3 on average.

To determine their Psi Power Skills, she would have to spend 14 or more Psi Power Points to roll 14 or more effect dice to roll 30 more than their Mental x 3 on average.

Telepathic Send: With Clara's Mental of 9 and Telepathic Send of 1, Clara can beat a DV of 20 with an average roll of 10, allowing her to send a thought up to 20 kilometers for 40 Psi Power Points.

TK Strike: With her Combat of 4 and TK Strike of 4, Clara is an adequate combatant with TK Strike. 14 Psi Power Points will do 14 DC, enough to kill any human being. 15 DC would destroy a truck. 19 DC would destroy a Harpy Starfighter. 27 DC would destroy an Imperial Terror Walker! 60 DC, which would cost 60 Psi Power Points, the most she could spend before having to rest, would destroy a small Starship or skyscraper!

TK Control: For 60 Psi Power Points, Clara can lift a large building and throw it into orbit! Of course, this is extreme and would use all the Psi Power Points she can muster, afterwards she would collapse and have to rest. Her Combat of 4 and TK Control of 3 allows her to throw and catch items using TK as well.

Using TK Control, Clara can fly at 100 kph for 16 Psi Power Points per Phase, or fly at Mach 1 for 26 Psi Power Points.

Alternatively, she could leap 100m, staying in flight for 5 seconds (2 Phases), for 36 Psi Power Points (18 to launch and 18 to land). Or she could leap 1 kilometer, staying in flight for 14 seconds (5 Phases), for 44 Psi Power Points (22 to launch and 22 to land). The farthest she could leap is 300 km, if she spent 30 Psi Power Points to take off and rolled a 6 on her die roll, then spent 30 Psi Power Points and rolled another 6 to land. She would be aloft 4 minutes, travelling at Mach 6 the entire way.

TK Shield: With her Combat of 4 and TK Shield of 4, Clara can beat a DV of 18 with an average roll of 10. This means she can activate a TK shield that will negate up to 18 DC of damage for 18 Psi Power Points.

Psi Combat

Psi battles are literally world-shaking. Whenever two beings of such power clash, the effects bend space and time beyond belief.

Psi combat is similar to normal combat. Time is still measured in Phases, distance is measured in Hexes, and characters may perform actions in order of descending Mental characteristic. Psis differ, however, in that they have two new actions available to them: **Use Psi Power** and **Psi Power Up**.

Use Psi Power

Use Psi Power allows the Psi to spend Psi Power Points and use or activate one, and only one, of their powers in one action. Most powers are instant, the character spends their Power Points and uses the power.

Other powers remain available after the initial expenditure of Power Points. For example, Intagibility requires an initial expenditure of Power Points, and an action to initiate the power, but remains active for several Phases, requiring no further actions to maintain.

A character can only spend as many Power Points as their Psi Power Level before requiring rest.

Psi Power Up

Psi Power Up allows the Psi to draw a number of Psi Power Points out of the universe to place at their command. the character must pass a skill test using Mental + Concentration + (3 dice – Control) vs. a DV equal to the number of Psi Power Points he wishes to increase.

If successful, the character may spend the accumulated Psi Power Points. If unsuccessful, the Power is unavailable. If the character rolled a 3 on the Psi Power Up roll, they have lost a point of Control, which will affect future Psi Power Up rolls (see Using Psi Powers). A player may also draw power over multiple phases, building up his available power.



Therefore, a typical Quantum Psychic Duel uses the following formula:

Step 1: Determine order. Characters act in order of descending Mental characteristics.

Step 2: Use Psi Power or Psi Power Up. Characters wishing to Use Psi Power as an action spends the appropriate amount of Psi Power Points to achieve the effect they wish. Remember, a character can only spend as many Power Points as their Power Level before needing to rest.

If the character lacks available Power Points, they may Power Up to increase their available Power Points instead.

Step 4: Use Power. Determine if the power succeeds or fails. Not all powers require skill checks to succeed. See individual power descriptions for details.

**Combat + Power skill + 3 dice (Action Value)
vs. appropriate Difficulty Value (see Power
description)**

Step 5: Apply Damage. Damage is applied immediately. If the attack hit, determine damage and **knockback**.

Knockback

Whenever a character takes damage, some of the damage is converted into physical force which can throw the character around a little. This is called Knockback.

1 dice of damage does 1 hex of knockback. Characters are able to subtract their Physical plus a die roll from any knockback they receive. Deflections also reduce hexes of knockback on a 1-to-1, and will not fail if overwhelmed like an Energy Blast. Remember, also, that if the character collides with an obstacle as a result of knockback, they take 1DC for every 3 hexes travelled.

Therefore, if they take 10 DC of damage, they also take 10 hexes of knockback, from which they subtract their Physical plus a die roll. If the character's Physical was 5 and the die roll a 2, then the character would take only 3 hexes of knockback.

If a character suffers more hexes of knockback than they have in their Physical, then they are also knocked down and must get up. A character can choose to get up as an action and move, or get up as a move and perform an action.

Therefore, in the above example, the character would only be knocked back. He would still remain standing. Had the character suffered more than 5 hexes of knockback, he would also have been knocked down and would have to get up.

Kills

When a Psi attacks, or is attacked by, a starfighter, vehicle, or mecha with Kills of SDP, then convert DC to Kills using the following formula:

$$14DC = 1 \text{ Kill, each } +1DC = +1 \text{ Kill, each } +1 \text{ Kill} = +1DC$$

Therefore, if an Imperial Harpy were to attack a Psi Ranger in deep space and hit, then the Harpy's Blaster Cannons do 5Kx2 or 10K, the Psi Ranger takes 14DC+9DC, or 23DC of damage.

Likewise, if the Psi Ranger were to counter-attack with a 50DC TK Blast, it would do 1K for the first 14DC of the blast, and +1 DC for each +1 Kill, for a total of 37 Kills of damage!

As you can see, a Psi is more than a match for any starfighter or mecha in production. Luckily, there are very very few Psis.

When attacking other items, such as cities or mountains, use the following table as a guideline:

Object	Dice	Kills
Car	10	0.7
Truck	15	2
Starfighter	18	5
Grav Tank	20	7
Small Ship, Skyscraper	60	47
Medium Ship, Several Skyscrapers	100	87
Large Ship, Several City Blocks	200	200*
Huge Ship (aircraft carrier), Typical Town	300	300*
Asteroid, Average Mountain, Small City	600	600*
Small Moon, Huge City, Mountain Range	800	800*
Large Moon or Small Planet (Pluto)	1600	1600*
Typical Planet (Earth)	3200	3200*
Large Planet (Neptune)	6400	6400*
Huge Planet (Jupiter)	12,800	12,800*

* at this point, the distinction is unimportant and the values are rounded off to keep things simple.

Optional Rule: Instead of using the Random Hit Location chart in Lightspeed, the GM may decide to use the following guideline. At 25% of its total Kills, the object is reduced to big chunks and is non-functional but repairable. At 50%, it's in small pieces but repairable. At 75%, it's in tiny pieces and unrepairable. At 100%, it's utterly vaporized.

Example of Psi Combat

Our Psi Ranger, Clara Yelisia, finds herself on the trail of a Rogue Psi named Horus. Horus has a Physical of 7, a Mental of 7, a Combat of 5, a Move of 5, a Concentration of 6, and an Evasion of 6, and the following powers skills: TK Strike 5, TK Shield 4, TK Control 4.

Both combatants begin 100 hexes apart, standing on a barren plain on a remote dry unnamed world.

Phase 1: Clara has a Mental of 9 compared to Horus's Mental of 7, so she goes first. Her first action will be to Psi Power Up 20 Psi Power Points. She adds 3 dice to her Mental of 9 and her Concentration of 6. She rolls 7 for a total AV of 22, which succeeds against the DV of 20.

Horus responds by Psi Powering Up 20 Psi Power Points as well. He adds 3 dice to his Mental of 7 and his Concentration of 5. He rolls 9 for a total of 21, which beats the DV of 20.

Phase 2: Clara decides to raise another 20 Psi Power Points. She adds 3 dice to her Mental plus Concentration. She rolls 8 for a total AV of 23. She now has 20 more Psi Power Points at her disposal.

Horus activates a 20 DC TK Shield. He adds 3 dice to his Mental and TK Shield skill. He rolls 9 for a total AV of 20, just enough to activate the Shield. The shield will remain up as long as Horus is conscious.

Phase 3: Clara attacks with a 30 DC TK Strike. She spends 30 Psi Power Points and adds 3 dice to her Combat plus TK Strike. She rolls 13 for a total AV of 21. Horus attempts to evade, adding 3 dice to his Combat plus Evasion. He rolls 8 for a total DV of 19. She hits!

Horus' TK Shield absorbs 20 DC of the TK Strike, leaving 10 DC. Clara rolls 37, minus Horus' Defense of 14, results in Horus taking 23 Hits. Horus is down to 12 Hits, and is knocked back 10, minus his Physical of 7, minus an additional die roll of 3, for a total of zero hexes. In addition, his TK Shield has been breached and falls.

In retaliation, Horus attacks Clara with a 10 DC TK Strike. He adds 3 dice to his Combat plus TK Strike. He rolls 10 for a total AV of 20. Clara tries to evade, adding 3 dice to her Combat plus Evasion. She rolls 15 for a total DV of 23. Horus' TK Strike misses and crashes into the earth behind Clara, showering the area with debris.

Phase 4: Clara can spend only 10 more Psi Power Points. Clara throws all 10 into a 10 DC TK Strike at Horus. She rolls a 10 for a total AV of 18. Horus attempts to evade, rolling 6 for a total DV of 17. Clara strikes again! This time, she rolls an amazing 53 points of damage to Horus! His Defense reduces it to 40, but that's more than his remaining 12 Hits. He rolls a 4 for no hexes of Knockback. He falls to the ground, unconscious. Ylesia handcuffs him and stuffs him into her Peacekeeper for the long trip home.

Game Master's Notes

Psi characters bring an entirely different angle and level of power to Lightspeed. So much so that Psi characters should not be mixed in groups with non-Psi characters.

Their power is frightening. Were it not for the efforts of the Star Force Psis and the Psi Rangers, they could easily dominate the entire Galaxy. Luckily, such power does not encourage cooperation or organization. Only the Federation has managed to create organizations of Psis thanks to the training and discipline of the Psi Academies.

Adventures

The arrangement of having only ten Psi Rangers at a time is designed to fit most RPG sessions and groups. By having only ten Psi Rangers at a time, the player characters represent a large percentage of that number, allowing 5-7 other NPC Psi Rangers for the GM to use as either partners, opponents, or competition. The transitory nature of the Psi Rangers allow the GM to easily explain the disappearance of one or more characters if the players are busy and can't make that session. Their characters are simply 'called away on another mission'.

Because of their level of power, Psi Rangers rarely interact with normal beings. They are tasked with confronting the Ultra Threats of the Galaxy. Psi-level games revolve around Psis and appropriately powerful opponents, and the adventures should reflect this.

Psi-level adventures generally revolve around stopping an Ultra Threat to the galaxy. These threats are either immediate and require a rapid response or a mystery and require detailed investigation and cogitation.

Immediate threats are the easiest to deal with. Some Ultra Threat has declared his intentions and the Psi characters must do what they can to stop them. Usually, immediate threats come from Rogue Psis on a rampage, or an Ultra-Terrorist with an agenda. Sometimes a megalomaniacal Ultra-Criminal will attempt to take over a planet or sector. The characters are simply briefed on the situation and are sent to resolve it.

More insidious danger comes from the mysterious threat. Evidence is found of a Psi crime, but the identity or location of the new Ultra Threat is unknown. The characters must research and investigate and follow clues to discover the identity of the Ultra Threat in order to stop them. Often, mysterious threats come from criminal Psychics who are executing a secret scheme, or a corporate Psychic on a mission.

These are not, by any means, the only types of adventures Psi Ranger characters will be called in to handle. Psis face a number of dangers and challenges. Some of them include the following:

- **Investigating a Psi Crime.** Evidence of a crime has been found that could only have been performed by a Psi. A city is destroyed without warning and without evidence. A bank's vault is cleaned without any entry or evidence. An invisible thief is stealing an entire city

blind. The characters must research the crime and capture the culprit.

- **Invasion.** The Empire has managed to mount an invasion using its own Psi Warriors, or the Droid Nexus is invading using Ultra-Powerful Droids and Androids. The characters are the only ones capable of stopping the invasion.
- **One of Their Own.** A Psi Ranger has gone rogue and it's up to the player characters to track him down and return him to justice. This type of story offers plenty of opportunity to introduce intrigue and betrayal into the game.
- **Stopping a Rogue Psi.** A young latent has emerged as a powerful Psi and is unable to control their abilities. The characters must deal with the Rogue Psi very carefully. The Rogue Psi is undergoing changes that affect him mentally and possibly physically, and they are often not wholly responsible for the damage they cause. They should be captured and brought in for proper training. However, no harm should come to innocents, and Psi Rangers are often required to do what they must to save others.
- **Proxies.** Many Ultra-Criminals will use Proxies as their agents. They capture an innocent, use Mind Control to give him a mission, then let the innocent do the dirty work. This is a cruel crime as the innocent often suffers permanent identity reprogramming or memory loss as a result. There is no cure for the permanent identity damage.
- **Stopping an Ultra-War.** Two Old-Earth Empires have managed to each field a Psi Mercenary, Bionoid, Psiborg, or Battle Android, and they're going at it, destroying colonies in the process. The Psi Rangers must be called in to stop the two Psis and save the colonies.

Non-Player Characters

Psi Non-Player Characters (NPCs) tend to be more megalomaniacal than other types, especially villains. Access to Cosmic Power tends to drive one mad or at least give one an inflated ego.

Rogue Psis tend to breathe heavily and slur their words a lot. Their hair is unkempt and they drool. Their eyes bulge and their foreheads are topographic maps of wrinkles. They also tend to scream a lot when using their powers.

Egomaniac Psis tend to have high foreheads and goatees. They arch their eyebrows a lot. They like to gloat and reveal their plans before finishing off their victims. They have a bad habit of laughing maniacally when they think they've won. Female egomaniacs dress and act sultrier and more seductive than usual. They grow their hair long and straight and wear skin-tight outfits and long nails.

Bionoids, Androids, and Psiborgs rarely think outside the mission. They are programmed to be cunning and

ruthless, and even sadistic and cruel, but generally make for poor conversation.

Reticulans are enigmatic and mysterious. Their motives should be unclear and contradictory. They never speak, and even their telepathy is based more on conceptual ideas and imagery.

Federation Psis trained in the Academies are generally young. Though professional, they tend to enjoy and react to things as a young person would. They think they know everything and are better than anyone else. They are cocky and headstrong. They are often shocked and surprised when they are proved wrong or encounter ideas outside of their understanding.

Rewards for Success

In addition to normal Experience Point costs for skill increase, Psi characters can spend Experience Points to purchase or raise Psi Power Skills, Psi Power Level, and Psi Power Up.

A character may purchase or raise a Psi Power Skill like any normal skill.

A character may raise Psi Power Level by +1 for a number of XP equal to the next level divided by 10 (rounded down). Therefore, to raise a Psi Power Level from 68 to 69 would cost 6 XP. To raise it from 69 to 70 would cost 7 XP.

Conversion Notes

The Psionics rules in this game are derived from Mark Chase's Atomik Psioniks, and are used with his permission. However changes were made to make them usable with Lightspeed. Most of these changes were simplifications to the rules. Should the GM wish to use the more robust Atomik Psioniks, they will find that a character created for Psi Rangers will convert directly over with only small changes needed.

Psi Ranger characters used in Atomik Psioniks are assumed to have a Variable Power Point Pool equal to their Psi Power Level. Using the points from this pool, characters are able to purchase levels of Atomik Psioniks powers. Instead of spending Psi Power Points on powers, Endurance is used. Use the values in Atomik Psioniks for Level and Endurance costs.

Similarly, Psi Ranger characters can be used in Dragonball Z. To convert Psi Rangers to DBZ, multiply the Psi Power Level by 10. Each of the Psi Power Skills would be used as separate Power skills, or, if the GM wished, could be averaged together for a single Power skill. Psi Ranger Hits and Defense are doubled while used in DBZ. The GM should decide to use either DBZ power rules or Psi Ranger power rules, as the two are not cost-balanced.

However, a Psi Ranger character can use Psi Ranger powers and rules against a DBZ character who uses DBZ powers and rules so long as the Hits and Stun are equalized.

Credits and Disclaimer

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I have the utmost respect for the creators of the original Fuzion rules and subsequent Fuzion

games and only wish to improve upon their outstanding work.

Caveat

This is NOT an official Fuzion product, nor are these the official Fuzion rules. This is my personal opinion of what the rules should look like. There are therefore small editorial changes to the rules that are my own.

