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EXPLORERS OF THE MIND:
PSIONICS



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Igniting Imagination

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Welcome to *Explorers of the Mind*. The universe of *The Void* is a strange place, filled with dark gods, dark magic, and terrifying creatures. Why couldn't some kind of psychic ability exist here? This book presents a set of optional rules for you to integrate psionics into your game.

Psionics in *The Void* are those that have been studied by parapsychology since the field's inception. These include clairvoyance, death phenomena, precognition, psychokinesis, and telepathy. Like the theorized limitations of the real world, psionic abilities aren't incredibly powerful. However, they allow Characters to do some cool things, and can give them an edge when they need one.

Not Canon

This book is intended to be a set of optional rules that you can use with your version of *The Void*. They're fun and they add a nice flavor for certain kinds of games. However, psionics aren't technically part of the core universe of *The Void*, and so we won't be writing them into future development. But who cares? If you think that psionics are cool flavor for your game, have fun. You've got this complete set of rules to do with what you will.

Got Feedback?

We're all roleplayers here. When you're playing *The Void*, you're going to have feedback – whether it be questions, comments, or the awesome stuff you came up with while you're playing. We want to hear it. You've got two options. You can just fire off an e-mail to feedback@fearthevoid.com. Alternatively, you can jump into the pool on our forums and engage in conversation with both us and other players. Find them at <http://wildfire-community.com/forums>.

I HATE WHEN I'M RIGHT

Jessamine woke up with cold sweat dripping down her scalp. Not that she'd been asleep. She'd been assaulted with another waking dream, a symptom of her growing power. Her abilities had been outstripping her control since the incident and she was suffering because of it. The pain was already blazing through her nerves.

The young woman came back to reality, realizing that everyone in the lair was staring at her. Jessamine blinked her eyes and quickly wiped her mouth in case she'd been drooling again. Her sleeve came away wet. Damn it.

The vision must have been screaming through her surface thoughts, because Romain looked just as freaked out as she did.

"Tell me it is not Yutani," said Wolfie, his bright blue eyes shaded with a world-weariness known only by people on the run.

"Nnn... no," stammered Jessamine through the fading pain. "It was a... thing! It was hideous! It was hunting us."

Wolfie and Zsofia looked to Romain for some kind of assurance. White as a sheet, the pretty boy nodded - the precog was telling the truth.

The shaggy German looked suspiciously at her. "Could you describe the hideousness?"

"Don't be an asshole," said Romain. "It was down here, it had tentacles, and it was trying to kill us. Hideous enough?"

Zsofia, ever the pixie, never managed to look all that interested in anything, and now was no different. "How is someone going to get an octopus to even flush down the toilet all the way out here?"

Jessamine looked at Zsofia in a way that communicated exactly how she felt.

"Okay," said Zsofia. "We'll keep an eye out for octopusses. Octopi? Whatever. Don't we have more immediate problems?"

"Also, and I'm sorry Jessa" said Wolfie. "But you have been, how do they say, off the rails lately?"

Jessamine was still shaking too badly to throw anything at him.

"And those are the kinds of things we're going to have to deal with as long as we are down here," said Wolfie. "It's not that I don't like our little sub-colony lair, but there's only so long we can stay down here before the reclamation teams figure



Dreams Do Come True

out they should search a little further off the map."

The maintenance and utility tunnels under Cassini were vast. They'd been down here for months, building up the squat they called the lair.

Romain snapped back to reality. "We know we've pushed our luck for weeks now. But I so far am not hearing a better suggestion. And, Zsophia, the one you're thinking right now is no good either."

"Oh?" asked Zsophia. The lighter floated across the card table and into her hand. She lit an old-school cigarette, the kind that actually burned. "And why is that?"

"Because we don't know that Division 6 even exists," replied Romain, taking a calming swig from his flask.

Wolfie scoffed. "Not this again."

"And what did that dead girl tell you?" Zsophia asked.

"Liebchen, I speak with many dead people. They are correct... mmm... half the time," said Wolfie.

"They say they're connected to the Wardens," said Jessamine.

"And what do we know about the Wardens?" countered Wolfie. "Nothing. UWC Special Investigations Division? Bah. Stormtroopers from a fascist Earth government."

Jessamine stifled a laugh, thankful for the feeling. "Your roots are showing."

"My birth on Saturn is not relevant," said Wolfie. "We don't know if they're any better than Yutani."

"How is it that four gifted psions cannot find their way off of Titan?" asked Zsophia. "Romi, it's too bad that you can't make people do what you want, like in the movies."

Anything would have been better than this. This wasn't Yutani. This was something else entirely.

Jessamine was right, as usual. It wasn't an octopus. It was a tentacled monstrosity like nothing found in nature.

They'd felt rumbling at first. Wolfie immediately thought it was an attack, which turned out to be a really good idea. They'd armed themselves with what meager weapons

they'd managed to get hold of when the first tentacles split through the ground below them.

The things were wrong – they weren't attached to anything. They just thrust out of the ground, covered with plates, and tipped in black talons. Zsophia didn't even have a chance. Three of the things ripped into her, pulling her screaming into pieces. Blood and viscera splattered the others, like some macabre Jackson Pollock painting, as her death cries echoed through the tunnels.

Romain decided that this was a good time to use the grenade he'd been holding onto for emergencies. As the remaining three ran, the concussive force knocked them to the ground. Bits of tentacle sprayed the tunnel walls.

The victory was only temporary. The tunnels began to crack around them, as more of the ragged things poked their way through. Wolfie took a few shots, but at full tilt he wasn't a very good shot.

As they ran like the Devil himself was chasing them, Jessamine had the most profound feeling of *deja vu*.

The rumbling was far in the distance for the moment. Romain collapsed to the ground, breathing heavily. Wolfie looked like someone had shot him up with speed. Jessamine, on the other hand, immediate-

ly fired up her wrist comp. She had a signal, however weak. She punched in the ID the others didn't know she had.

"United World Council Wardens, what is the purpose of your call?" said an alert-looking man on the other end.

"We are psions trapped in the tunnels beneath Cassini. Repeat, psionically gifted individuals trapped beneath Cassini. Trace my location and send help immediately!" yelled Jessamine, only this side of full panic.

"A team is being scrambled to your location," said the agent, without missing a beat. "Find someplace safe until it arrives. How many of there are you?"

"Four," replied Jessamine. Then it hit her. "Sorry... three."

"You need to stay calm. Our team will arrive shortly. They are trained to deal with whatever danger you're in," said the agent.

The rumbling had moved much closer again. "I don't know if they're trained for this," said Jessamine as she hung up the call.

What were a precog, a telepath, and a medium supposed to do against a monster like this? The thing had found them again.

Something in Wolfie snapped. He lost himself in a fit of blind rage, charging after the undulating things with his pistol and a knife. It didn't take long for the things to rip him to pieces, just as they did with Zsophia. His death was not in vain. It bought a precious few seconds in which Jessamine and Romain ran like hell in opposite direction.

All reason had left them. They ran with the speed only the truly panicked could summon. They barely noticed the sewage when they charged into it. The thing was right behind them, scraping at the walls as it came.

Romain was outpacing Jessamine. He was steps ahead and gaining distance with every stride. Survival of the fittest had kicked in and he paid no mind to her safety. Nor did she particularly care about his right now. The only thought running through her mind was to get as far away from the things behind her as possible.

The alien tentacles weren't far. She could already tell that they were faster than she was, and they weren't slowed down by the sewage. In the distance, Jessamine heard the automatic weapons fire and the hiss of flamethrowers. Their rescuers had arrived as promised. But it was too late.

The worst part about being a precog is when you're right about your own death.

HISTORY OF PSI

Parapsychology as a field is relatively new. It started in the 1930's, as a shift to a more academic and experimental approach to psychic research. Later, the field was researched by governments, primarily to determine military applications, including the Stargate Project of the former United States. China and the former Soviet Union also studied parapsychology seriously. However, parapsychologists were always a bit of a joke, segregated to the fringes of "legitimate" science. This has changed in the last few decades.

The UWC Wardens are an organization that is accustomed to the strange and unbelievable. It shouldn't be a surprise to discover that they maintain an active parapsychology research unit, known as Division 6. Over the years, they have learned more about parapsychology than any organization before. Division 6 is also charged with identifying potential psions within the military or law enforcement, who might be recruited as agents.

In the private sector, the staff of the Yutani Institute of Japan are the foremost experts in the field. The Institute is a privately-funded research facility, helmed by accomplished and respected doctors and scientists. Division 6 will occasionally seek the counsel of Yutani experts. A number of legitimate psions work with the Institute.

CHARACTERS

New Skill

To help integrate psionics into your game world, Characters can learn the new Parapsychology Skill. It is available as part of both the Investigator and Researcher templates, as well as to any psion.

Parapsychology

This skill covers the understanding of psionic phenomena, including the study of apparitions, clairvoyance, near-death experiences, precognition, psychokinesis, reincarnation, and telepathy.

Lifepath

If you're using Lifepath Character generation from the *Player's Guide*, Parapsychology is a potential Skill in the following Lifepath choices.

Step	Lifepath Choice
Teen Years	Emo
Education	University Degree
	Post-Graduate Degree
Career	Scholar
	Scientist
	Warden

Creating a Psion

Adding psionic ability to a Character is simple. First, acquire the Psion Advantage, and then choose your power.

However, psions are very rare. Sometimes the government discovers and recruits them, which explains Warden

psions, but most times they don't. Unless you have a special kind of game in mind, any game group shouldn't really contain more than one psion.

Furthermore, psions usually only have one kind of ability. Those with multiple powers exist, but they are extremely rare – there may only be a couple dozen in all of humanity. GM's have final call as to whether they will allow a psion to have two abilities.

Psi Advantages

Psionic (3)

Your Character has developed a psionic ability. You get a seventh Attribute called Psi, starting at a rating of 2. Choose one of the five psionic powers, in which you start with a Skill rating of 1.

Psionic: Advanced (2)

Requires: Psionic Advantage

Your Character is a natural psion, and he starts with his psionic ability at a Skill rating of 3. This may only be acquired once, even if multi-talented.

Psionic: Multi-Talented (3)

Requires: Psionic Advantage

Your Character is one of the ultra-rare psions who has manifested two abilities. Choose a second psionic power, which also starts at a rating of 1.

Unlike psychic powers in some games, psionic abilities in *The Void* do not require any energy to activate and can be brought into effect with only a thought.

The Psi Attribute and the ability's Skill rating must be carefully balanced. If a Character is more powerful than skilled, he will suffer ill effects related to his ability. Take note that starting psion Characters begin the game with this quandary. These effects can be avoided by keeping an ability's Skill rating equal to or greater than the Characters Psi rating.

Psionic Tests

To use a psionic ability, first consult the Difficulty table associated with it. These tables show the Difficulty required for Psi + Psionic Skill Tests, to manifest specific uses of the ability. If the Test is a success, then the ability's effects come into play.

Triggers

If you Trigger on a Psionic Test, you can increase one of the effects of your application by one level, based on the type of ability.

Ability	Application Increase
Clairvoyance	Range or Time
Medium	Persistence or Information
Precognition	Application Type
Psychokinesis	Strength or Control
Telepathy	Application Type

CLAIRVOYANCE

Clairvoyant psions can receive current information about remote places or events. Clairvoyants have two different variables that govern the ability's use.

Variables

Distance

Most clairvoyants can only see nearby things, though more powerful ones can see much further away.

Distance	Range
Close	100 y/m
Far	1 mile/1.6 km
Very Far	10 miles/16 km

Elapsed Time

Clairvoyants can attempt to see things as they occur, or attempt to see things that happened in the recent past – within the last couple of hours.

Application Difficulties

Distance	Elapsed Time	Difficulty
Close	Recent	Easy
Close	Distant	Average
Far	Recent	Hard
Far	Distant	Very Hard
Very Far	Recent	Legendary

Epic Fails

If you roll an Epic Fail on a Psionic Test, your Character will suffer the effects listed below, though only for the following 24 hours.

III Effects

If a psion's ability Skill rating is not equal to or greater than his Psi rating, he will suffer. Massive migraines and exhaustion become common. Each day, the Character makes a Perseverance + Athletics: Fitness Test against a Hard Difficulty. Failure means he suffers a -1 Die Penalty to all Actions for the day.

MEDIUM

Psions who are mediums can tap into the remaining psychic resonance of a deceased person. Mediums are limited in their ability by what they wish to learn from the resonance and how long the resonance sticks around after death.

Limitations

The "ghost" that a medium communicates with is only the psychic resonance of that person. It's like the psychic corpse to go along with the physical one. The resonance is just a fading copy – it isn't the person. His spirit has moved on. This copy behaves as if it were the person at the time of death. Most resonances degrade quickly, dissipating within three days. However, there are those who have suffered great tragedy or violent death who can stick around for years, haunting the location of their death.

Information

Mediums boost the psychic power of resonances, so that they can communicate. Disturbances allow a

Psionic Tests: At a Glance

- *Psionic Tests* – Psi + Psionic Ability Skill vs. Difficulty based on Application

Clairvoyance: At a Glance

- Clairvoyants can gain current information about remote places.
- Application Difficulty is based on how far away the desired target is, and how recent events occurred.
- Having a Psionic Ability Skill greater than Psi (or rolling an Epic Fail), will require a Hard Perseverance + Athletics: Fitness Test. Failure incurs a -1 die Penalty to all Actions.

Medium: At a Glance

- Mediums can communicate with the psychic resonance of the recently deceased.
- "Ghosts" normally dissipate within three days.
- Application Difficulty is based on how long it has been since the person died and how clearly the resonance can communicate.
- Having a Psionic Ability Skill greater than Psi (or rolling an Epic Fail), will trigger a -1die Penalty to all Tests when near death or the dead.

resonance to communicate through knocks, moving small objects, or something like tarot cards or spirit boards. Voices allow a resonance to speak with the medium. Visions allow the medium to both see and hear the resonance.

Persistence

The length of time a person has been dead greatly affects a medium's ability. The Recently Dead are those who have passed within the last few hours. Those that are Fading are on their way to dissipation. Treat exceptional "ghosts," the ones that hang around, as Recently Dead. They usually want to be heard.

Persistence	Information	Difficulty
Recent	Disturbances	Easy
Recent	Voices	Average
Recent	Visions	Hard
Fading	Disturbances	Very Hard
Fading	Voices	Legendary

Epic Fails

If you roll an Epic Fail on a Psionic Test, your Character will suffer the effects listed below, though only for the next 2d6 hours.

III Effects

If a psion's ability Skill rating is not equal to or greater than his Psi rating, he will suffer. The psychic resonances of anything that has died within the last three days constantly whisper to the medium. Murder scenes, morgues, and graveyards are especially bad. Any time around a place that might contain resonances, the medium suffers a -1 Die Penalty to all Tests.

PRECOGNITION

Precognitive psions have the ability to receive information about future events before they occur. Precognitives have access to five different applications.

Applications

A Feeling

This application allows a precognitive psion to quickly receive either a positive or negative feeling about a person, place, or course of action. It's effects are immediate.

A Source

This application allows a precognitive psion to determine the importance of a person, place, or course of action in the near future – the next few days. It's effects are immediate.

A Dream

This application allows a precognitive psion to receive information about future events through the hazy images and metaphors of a dream. These events may occur within the next few weeks.

A Flash

This application allows a precognitive psion to have a detailed flash of insight into the future of people, places, or courses of action. It's detailed and easily remembered for a short time. The possible futures depicted in this brief flash can be as far out as six months.

True Premonition

This application allows a precognitive psion to have a true waking vision of the possible future. It's detailed and

easily remembered for a short time. The events depicted in this possible future can be as far out as a year.

Application Difficulties

Precognition 1

Application	Difficulty
A Feeling	Hard
A Source	Very Hard

Precognition 2

Application	Difficulty
A Feeling	Average
A Source	Hard
A Dream	Very Hard

Precognition 3

Application	Difficulty
A Feeling	Average
A Source	Average
A Dream	Hard
A Flash	Very Hard

Precognition 4

Application	Difficulty
A Feeling	Average
A Source	Average
A Dream	Average
A Flash	Hard
True Premonition	Very Hard

Precognition 5

Application	Difficulty
A Feeling	Average
A Source	Average
A Dream	Average
A Flash	Average
True Premonition	Hard

Epic Fails

If you roll an Epic Fail on a Psionic Test, your Character will suffer the effects listed below, though only for the next day.

III Effects

If a psion's ability Skill rating is not equal to or greater than his Psi rating, he will suffer. Visions come unbidden, and are confusing and physically debilitating. Every day, make a Perseverance + Athletics: Fitness Test against a Very Hard Difficulty. Failure means that the psion suffers 2d6 damage, which cannot be reduced by armor.

Precognition: At a Glance

- Precognitives can gain information about future events before they occur.
- Application Difficulty is based on the detail and delivery of such information.
- Having a Psionic Ability Skill greater than Psi (or rolling an Epic Fail), will require a Very Hard Perseverance + Athletics: Fitness Test. Failure incurs 2d6 damage that cannot be reduced by armor.

PSYCHOKINESIS

Psychokinetic psions' minds have the ability to physically influence the world outside themselves. Psychokinetics have two different variables that govern the ability's use.

Variables

Strength

A psychokinetic can normally manipulate only light objects, those under one pound/half a kilo. More skilled psychokinetics can manipulate heavier objects, up to a kilo/two pounds.

Control

The relative dexterity of a psychokinetic's ability can be broken down into three categories. Clumsy means the psychokinetic is all thumbs, Fine means he can manipulate things like he was using his hands, and Microfine means he can manipulate things as if he were using dedicated tools.

Application Difficulties

Strength	Control	Difficulty
Weak	Clumsy	Easy
Weak	Fine	Average
Strong	Clumsy	Hard
Strong	Fine	Very Hard
Strong	Microfine	Legendary

Epic Fails

If you roll an Epic Fail on a Psionic Test, your Character will suffer the effects listed below, though only for the next hour.

III Effects

If a psion's ability Skill rating is not equal to or greater than his Psi rating,

he will suffer. The use of the ability becomes stressful and exhausting, inflicting a -1 Die Penalty to all Actions for the next 1d6 hours. This penalty is not cumulative.

TELEPATHY

Telepathic psions have the ability to receive information about a person's thoughts or feelings, by means other than the usual five senses. Telepaths have access to five different applications.

Applications

Sense Feelings

The most basic of telepathic abilities, this application allows a telepathic psion to read what prevailing emotions a person is feeling, with a range of 25 yards/meters.

Sense Thoughts

This application allows a telepathic psion to read a person's surface thoughts, the ones most directly applicable to the situation, with a range of 10 yards/meters.

Transmit Feelings

This application allows a telepathic psion to transmit his own feelings to another person, with a range of 25 yards/meters.

Transmit Thoughts

This application allows a telepathic psion to transmit his own thoughts to another person, with a range of 10 yards/meters.

Link

This application allows a telepathic psion to link his mind to another person, so that they can communicate soundlessly, with a range of 25 yards/meters. This is not an invasion, and both parties only transmit the thoughts they wish to.

Application Difficulties

Telepathy 1

Application	Difficulty
Sense Feelings	Hard
Sense Thoughts	Very Hard

Telepathy 2

Application	Difficulty
Sense Feelings	Average
Sense Thoughts	Hard
Transmit Feelings	Very Hard

Telepathy 3

Application	Difficulty
Sense Feelings	Average
Sense Thoughts	Average
Transmit Feelings	Hard
Transmit Thoughts	Very Hard

Telepathy 4

Application	Difficulty
Sense Feelings	Average
Sense Thoughts	Average
Transmit Feelings	Average
Transmit Thoughts	Hard
Link	Very Hard

Telepathy 5

Application	Difficulty
Sense Feelings	Average
Sense Thoughts	Average
Transmit Feelings	Average
Transmit Thoughts	Average
Links	Hard

Epic Fails

If you roll an Epic Fail on a Psionic Test, your Character will suffer the effects listed below, though only for the next 2d6 hours.

Psychokinesis: At a Glance

- Psychokinetics can physically influence the world with their minds.
- Application Difficulty is based on the strength required and desired level of control.
- Having a Psionic Ability Skill greater than Psi (or rolling an Epic Fail) incurs a -1 die Penalty to all Tests for 1d6 hours.

Telepathy: At a Glance

- Telepaths can read a person's thoughts or feelings.
- Application Difficulty is based on either feelings or thoughts and on receiving and sending.
- Having a Psionic Ability Skill greater than Psi (or rolling an Epic Fail) incurs a -1 die Penalty to Social Skill Tests.

III Effects

If a psion's ability Skill rating is not equal to or greater than his Psi rating, he will suffer. Unbidden thoughts and emotions create a psychic din that makes it difficult for the psion to have peace or rest. He is often anxious, withdrawn, and exhausted, suffering a -1 Die Penalty to Social Skill Tests.

PSIONIC ADVANCEMENT

Here are the Advance costs for developing your Psi Attribute and psionic Skill ratings.

Improving an Existing Psionic Skill

Improvement	Advance Cost
From 1 to 2	2
From 2 to 3	3
From 3 to 4	3
From 4 to 5	4

Improving Psi Attribute

Improvement	Advance Cost
From 1 to 2	3
From 2 to 3	3
From 3 to 4	4
From 4 to 5	5

Manifesting New Psionic Abilities

Most Characters should not have the opportunity to acquire a second (or sometimes third) psionic ability. However, if your GM allows, you may manifest a new psionic ability at a Skill rating of 1, for a cost of 10 Advances.

If you choose to allow psionic abilities in your game, it's going to make your job harder. Psions can break the normal flow of investigation, which presents its own problems.

Considerations

Clairvoyance

Clairvoyants mean that your antagonists will just have to be sneakier. Otherwise, the psion can see into places he can't go, and can keep an eye on things from a distance.

Medium

Mediums make it so that you have to figure out what every dead person wants to communicate. Gifted mediums present a problem, in that they can learn a lot about a dead person. "Ghosts" don't always need to be cooperative, and not everyone is clear and aware when they're dying.

Precognition

Precognitives present their own challenge. Since they see potential future events, you'll have to know what kinds of future events they can see. However, you know the direction your game is going, so you can just fake it. If it turns out to be wrong, it's not a problem. Predicting the future is tricky business.

Psychokinesis

Any potential problems that might arise from a psychokinetic depends entirely on the imagination of the player. Moving things is obvious, but what about moving things within

things? What if the Player wants to pull a wire inside a machine that is otherwise inaccessible, or apply pressure to a person's carotid artery to make them pass out? It's up to you what limitations you wish to apply to psychokinesis, beyond those already outlined.

Telepathy

Telepaths will make it very difficult for you to have undercover cultists, people with hidden motives, and captives that resist interrogation as important things in your game. You'll have to modify the investigation chain to accommodate for this, or telepaths could breeze too quickly through investigation.

Psionic Creatures

If you're going to allow psionic abilities in your game, then there are certain types of monsters that also have a chance of being psionic. Many intelligent creatures have the potential, especially the closer to human they are.

The following creatures from *Horrors of the Void 0* may be psionic:

- Cultist
- Deep One
- Ghast
- Ghoul
- Harbinger
- Hybrid
- Myriad

In general, for an appropriately powerful creature psion, give them a Psi Attribute of 3, and one ability with a Skill rating of 3.

Limiting Psionics

The idea of having to deal with all the complications that can arise from Characters with psionic abilities may be a headache, but you like the idea of psionics as a part of your universe of *The Void*. You can always allow important NPCs, maybe even cultists, to have these strange abilities. You can also give them to creatures. This way, they show up and have a cool supernatural effect, without having to worry how psionic Characters are going to blow through standard investigations.

Zener Cards

Zener Cards are used to help determine a person's potential psychic abilities – specifically clairvoyance and telepathy. One person draws from a deck of cards, each of which holds one of five symbols, and keeps it secret from the other. The test subject then attempts to divine what symbol is on the card. The more correct answers, the greater the subject's psychic potential.

A fun way to determine whether or not you'll allow a player to make a psion Character is to use Zener Cards. Go through ten cards of the Zener Deck – if the player gets 25% of them right, he can play a psion.

You can read more about Zener Cards and see the symbols on Wikipedia. You can make your own cards, or buy a deck off Amazon or eBay. There are also a bunch of smartphone apps available, some free.

"Romain snapped back to reality. "We know, we've pushed our luck for weeks now. But I so far am not hearing a better suggestion. And, Zsophia, the one you're thinking right now is no good either."

"Oh?" asked Zsophia. The lighter floated across the card table and into her hand. She lit an old-school cigarette, the kind that actually burned. "And why is that?"

"Because we don't know that Division 6 even exists," replied Romain, taking a calming swig from his flask.

The Void is an original Lovecraftian hard sci-fi horror setting.

Explorers of the Mind: Psionics:

- Introduces optional rules for using psionics in your game and creating psion Characters.
- Provides rules for the five major types of psychic abilities.
- Gives advice for GMs who wish to integrate psionics into their games.



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