

Zen and the Art of Mayhem

Psionic Disciplines

Psionic Disciplines are taught to expand the abilities of the psionic user while beyond that of a normal person. Tapping deep into the powers of the mind allows a psionic warrior to become a very powerful ally or deadly opponent. Psionist can choose from five Disciplines, Telepathic, Empathic, E.S.P., Psychokinesis, and Psionic Boost. Each discipline has a number of techniques that can be learned.

If a character chooses psionic disciplines as a major talent they automatically gain the Intelligence skill: Psionic Mastery, it is treated as skill. The skill has an automatic +5 to all rolls. Also, the character has 8 slots to fill with psionic techniques from one single discipline. When creating a character they receive 25 luck points per level of psionic mastery to buy techniques with. For example a character with a 5 psionic mastery will have 125 luck points to buy techniques with, a character with Level 7 psionic mastery have 175 luck points.

A character can learn techniques once their skill level is equal to or higher than the level of a technique. Every skill level the character raises they receive 25 luck points to buy attacks. A character can also spend luck points earned during a game to buy attacks. However, when buying attacks they cannot gain over eight, or gain an attack higher than their skill level.

Level 1 25 Luck Points
Level 3 50 Luck Points
Level 5 75 Luck Points
Level 7 100 Luck Points
Level 9 150 Luck Points

To use a psionic ability the character must concentrate on building up their psionic power. A character can automatically gather 1/4 skill level, round up, in psionic energy at all times. In a combat situation the character will be able to generate 1 point of psionic energy every time initiative is rolled. In non-combat situations characters can spend time to summon the points they need. However the more psionic energy used the heavier the drain on their body. Once they use psionic energy over their skill level +5 in cost, all psionic abilities will take hit points away equal to the psionic energy cost, until they are rested. If they use triple skill level in psionic the hit point drain is doubled and so on.

Telepathic

These Psionic technique center around using ones mind to effect another. It is perhaps the hardest Psionic Discipline to learn, and to learn to do well. It is much easier to defend ones mind than it is to attack another.

Psionic Shield

It is as important for a psionic master to be able to protect their own mind from the probes of others. They learn how to block transmitting their own thoughts, to put up a barrier to prevent attacks. They can open up part of there mind to communicate with others, but not leave themselves open. Once learned the psionic shield becomes like a reflex, anyone trying to effect to mind of the psionist will run right into the shield.

Protect Ones Mind

Level 1

Cost None

Telepathic Receive

A passive technique allows an psionist to reach out with their mind and catch random thoughts out of the air. The more powerful the thoughts the easier they are to pick up. Anyone in deep thought can almost be like shouting there thoughts out. The range is double the psionic mastery level, any large objects like walls or other obstacles will make it more difficult to pick up thoughts. Once activated the technique will last psionic mastery level in turns.

Hear Thoughts of Others

Level 3

Cost 1

Telepathic Send

The technique of sending thoughts to others minds. Typically the subject must be in line of sight, and within double psionic mastery level. However it is possible to contact a subject through walls and other obstacles as long as the distances is not to great. Once contact has been made the psionist can hold a conversation with another completely by thought. Once activated the technique will last psionic mastery level in turns.

Send Thoughts to Others

Level 3

Cost 1

Telepathic Image

The ability to send an image to another, not just a thought. The image can be something the psionist sees, or has a detailed memory of. Peoples faces, a view of a room, and object that someone is looking for, etc... The Image is hard to send and maintain and will last is combat turns equal to psionic mastery level, and sent up to skill level range.

Send Images to Others

Level 5

Cost 2

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Scramble

This is a mental attack that scrambles an opponents thoughts. Not really causing damage it can cause a victim to lose an action or two getting their thoughts straight. A scramble has a range equal to psionic mastery level.

Scramble Some Ones Thoughts of 1d6 Actions

Level 5

Cost 2

Suggestion

The technique to send a suggestion to another's mind. To give them a thought or idea. The suggestion has to be fairly basic, the more complicated the less likely the suggestion will be accepted by someone. "These are not the..." you get the idea. The suggestion is implanted in another's mind, if the psionist is powerful enough it will be obeyed without much thought. However a stronger mind my start to question where the suggestion came from. Suggestion has a range of psionic mastery.

Plant an Idea in Some One Else

Level 5

Cost 2

Muscle Freeze

A persons muscles are controlled by impulses from the mind, these impulses can be stopped by a trained psionist. An arm or leg can be frozen and unusable. The difference in the roll off will be the number of actions the muscle will remain frozen. Involuntary muscles control like heart and lungs cannot be effected by this attack.

Freeze a Limb

Level 5

Cost 2

Mirror Image

The psionist can produce a number of images of themselves, up to the psionic mastery level. These images are exact copies of the psionist and will perform the same action. The Mirror Images can appear up to the psionic master level range, and will last psionic mastery skill level combat turns.

Create Mirror Images

Level 5

Cost 2

Mental Attack

When needed a psionist can bombard another's mind with thoughts and ideas, which can cause that mind to overload and just shut down. A very powerful technique it can be used to take down an opponent in one attack.

Knock Out an Opponent

Level 7

Cost 3

Telepathic Illusion

The ability to project out a illusion that will be viewed by all others as reality. This is a very complicated technique and can only effect people very close to the psionist, the range is equal to the psionic mastery skill level, and the illusion can be maintained for skill level turns. Anyone viewing the illusion will believe it to real.

Create an Illusion

Level 7

Cost 3

Possession

A technique to take control of another's body, the psionist can reach in and take control another motor skills. The victim has to be within psionic mastery level and will last in turns equal to the level. Since commands must be sent from the psionic master to the one possessed all action will be a half skill. While possessed the victim can try and break the control every turn, however it is not very easy.

Take Control of Another

Level 9

Cost 4

Mind Reading

The ability to actually reach in and grab thoughts and memories out of another's mind. Mind reading is difficult to accomplish. The psionist must be within a few meters of their subject. The way thoughts and memories are stored means a psionist can't just pick information out easily. Thoughts currently on a persons mind are easily reached. Older memories can take a time to reach in and pull out. Once mind reading is activated the psionist can probe another's mind for skill level turns. Each turn they can try and obtain information. The better the roll the deeper and more well hidden memories that can be dug up. If the person wishes they can try and help the mind reader access the information (like a repressed or old memory, or try and fight the mind read, making the task more difficult, each turn they may try another roll to break the mind read.

Read Another's Memories

Level 9

Cost 4

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Empathic

These psionic techniques allow a person to pick up emotions of others, sometimes to even the core of their beings. Empathic psionist can even effect others on an emotional level. Empathic techniques are able to effect people easier than many other psionic abilities.

Empathic Receiving

Pick up the feelings of others, not just the surface emotions they maybe be trying to project. You can since peoples emotional awareness, tell if the feel uneasy, or are holding back, even when they are less than honest. A psionist can sense the emotions of people around them up to double their psionic mastery level.

Sense People Emotional State

Level 1

Cost None

Empathic Sending

Imprint emotions into others, make them angry, calm them down, make them happy, sad, etc... The emotions can take awhile to set in, but it can be useful in getting others into a more favorable state of mind. These emotion can be sent up to double psionic mastery level.

Change Another's Emotion.

Level 3

Cost 1

Empathic Attack

The psionist is able to flood an opponents mind with emotions, this attack has the power to incapacitate an opponent. The attack can be sent up to psionic mastery level in range.

Confuse an Opponent for 1d6 Combat turns

Level 5

Cost 2

Animal Control

Animals work on a empathic level, a psionist can learn to tap into that state to control members of the animal kingdom. This control is not absolute, an animals natural instincts will still govern their actions. However the animal will accept the will of the psionist. The higher the psionic mastery the better control the psionist will have, at high levels even being able to override the animals own survival instincts. The control will last for psionic mastery level in turns and distances.

Control Animal

Level 5

Cost 2

Control Animal Swarm

Lower life forms can be controlled in mass, the psionist will becomes the will of the mob. Insects, Rodents, Birds, etc... are able to be manipulated. The swarm can only be controlled on a basic level, trying to guide the mob in a direction or simple goal. The swarm can be controlled psionic mastery level in distance and turns.

Control Animal Swarm

Level 7

Cost 3

ESP: Extra Sensory Perception

This psionic discipline allows development of ones extra senses. The minds ability to reach beyond it's normal limit. To transcend time and space, to see things as they were or maybe.

Danger Sense

Danger is all around, a trained mind can sense danger before it strikes, giving a person a chance to avoid, block, or stop the danger. A highly trained danger sense is a form of precognition giving the psionist an advantage to avoid harm. A person with Danger sense is warned of the danger before it strikes. If the psionist has an action they could try to avoid the danger. The danger sense gives an direction the danger is coming from, but not necessarily what the danger is.

Avoid Immediate Danger 1 action to respond

Level 1

Cost None

Aura Viewing

Every living thing has an aura, this unique energy can be viewed as it is emitted by the body. Each aura is unique like a fingerprint, however telling one aura from another is not always easy. People with strong metaphysical abilities will have a stronger aura. The psionist can views auras of anyone within double psionist mastery level.

View Aura

Level 3

Cost 1

Aura Masking

Since auras of psionist are strong like many others with metaphysical talents, some learn to mask there true strength to better be able to move undetected by others. With great effort a trained psionist can even make there aura appear as someone else's.

Mask Your Aura

Level 5

Cost 3

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Cyberpath

It is possible to expand one's mind and effect machinery, computers, networks, robots, etc... The more complicated the machine or computer the harder it is to control. Machines with almost human level intelligence can be communicated with, possibly even fight off a hostile cyberpath.

Talk with and Control Machines and Computers

Level 5

Cost 2

Psychoceometry

The technique to read the past history off an object. The more turmeric the event the easier it is to read. However as time passes the images get weaker. It is easy to tell where the object was and what it was used for in the past few days, but further than that is difficult. However some events like death will take along time to fade.

Read the Past of an Object

Level 5

Cost 2

Retrocognition

A powerful technique used to travel back throw time in a single location. The vision is like hitting the rewind, everything happens backwards. The further back one goes the more sense start to drop out, sound, smell, even sight will start to go, first color then the vision will get snowy and fade out.

View Backwards in Time

Level 7

Cost 3

Precognition

All of time is ruled by cause and effect, nothing is destined or preordained. However it is possible to see likely paths. Paths or roads that lead to certain events that will happen if nothing is changed. However even viewing the possible roads of the future changes the possible outcomes. The further forward one travels the more paths that open up. Sometimes it is only possible to see events and not the outcome.

Get a glimpse of Events that may come

Level 7

Cost 4

Clairvoyance

A psionist can expand their mind and feel the events happening all around them. Much like being able to leave one's single perspective and getting a chance to see the world through everyone else's sense at the same time. In game turns the character can ask the Architect five yes or no questions they have to answer, also it is permit able to obtain information the character would not normally have access too (but the player may).

Ask Five Yes or No Questions to the Architect

Level 9

Cost 4

Astral Projection

Astral projection allows a person's aura to leave their body and travel in the in-between plane. While traveling one can hear and see all around them. However they cannot be smell or touch or taste anything. The astral body (a person's aura) can fly at the rate of 1 mile a minute. A person using an astral body is invisible to all but those using aura viewing. They have no solid substance and can pass through walls. If they pass through someone's aura they can be "felt" by that person.

A person can also use all Psionic and Metaphysical Abilities while traveling astrally. There is also a small "Lifeline" connecting an Astral body to its original body. This "lifeline" is difficult to see but will lead someone to an Astral form or the person's real body. If a person is attacked while astral then they will snap back to their original body. This snap will force a character to make a stamina check to make sure they stay awake after the snap. The further the distance traveled the harder the stamina roll. The further a character travels away from their body the harder it is to do anything astrally, it is possible to travel up to 10 times the character's psionic mastery level away from their body, however on the extreme range it takes all of a psionist concentration to just move. The psionist can travel astrally for psionist mastery level in turns.

Travel Astrally

Level 7

Cost 3

Psychokinesis

Psychokinesis techniques allow the user to reach their aura out and effect other objects. Like reaching out with a pair of invisible hands to manipulate objects. With enough training a psionist can manipulate down to the molecular level exciting them or slowing them down. Another favorite use of psychokinesis is to develop techniques that can be used very effectively in combat.

Telekinesis

Telekinesis is a lot like reaching out with the mind to move an object just like a pair of invisible hands. The object being manipulated can even be felt in the mind like a sense of touch allowing the psionist to know how much pressure is needed. The strength of the Telekinesis is equal the level of psionic mastery. The range is equal to the psionic mastery level, and will last up to that many combat turns.

Treat as Ranged Actions

Level 3

Cost 1

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Telekinetic Punch

This is an attack version of telekinesis, it is a concentrated force of telekinesis used to try and knockout an opponent. The telekinetic punch has a range of psionic mastery level, roll Level + Int + 1d10 to hit. Damage is to hit roll x2.

Ranged Attack (Skill+Int+1d10 x2) Damage
Level 3
Cost 1

Telekinetic Shield

A psionist can erect a powerful shield to protect themselves from danger. The shield can protect up to Psionic mastery level +1d10x3 from physical damage. Attacks will be reduced in damage equal to the shield, the shield strength is never lowered no matter how many attacks it defends. The shield will last psionic mastery level in combat turns.

Protection Shield (Skill+1d10x3)
Level 7
Cost 3

Telekinetic Throw

The psionist can use their telekinesis to increase the velocity and accuracy of a thrown object, making it a deadly attack. The attack uses the psionic mastery level+ Int + 1d10 to hit. Damage is x2 the to hit role

Throw Objects with Added Force
(Skill+Int+1d10) to hit (x2) damage
Level 5
Cost 2

Phase

This technique allows a psionist to become intangibility, to be out of phase with our world. When out of phase they can not effect our world normally and they can not be effected by normal means either. Any physically attacks has no effect, and all energy attacks will be at half strength. A psionist can phase for combat turns equal to the psionic mastery level.

Phase Throw Solid Objects
Level 5
Cost 3

Pyrokinesis

This telekinetic technique allows a psionist to increase motion of the molecules in an object, causing metals to heat up, plastics to melt, water to boil, paper and wood to burst into flames. The damage is psionic mastery level + 1d10, and if the total is more than the DAN then the object will be too hot to touch and give off it's DAN in Damage. If more than twice it's DAN it will start to burst into flames. Every time pyrokinesis is used the heat increase, with enough time almost any object can be heated to the point it catches on fire. The object being heated must be within psionic mastery level range.

Heat Object (Skill+Int+1d10)
Level 5
Cost 2

Cyrokinesis

The opposite of pyrokinesis the psionist learns to slow down molecules, causing water vapor to condense and then to freeze. It can be used to suppress fires, cool down objects and even cause damage to others. Objects in psionic mastery level range can be effected. The psionist is able to bring down the temperature psionic mastery level + Int + 1d10 in DAN. If this is more than the DAN of the object it will become frozen and brittle. Liquids will freeze and can incase and immobilize objects and people.

Chill Object (Skill+Int+1d10)
Level 5
Cost 2

Psionic Weapons

A psionist can learn to concentrate their power into a physical form and use it as a weapon. Swords, staffs, and whips are common. However any traditional weapon can be created by the mind, including a bow. The weapon will have the same damage as their normal counterparts, with the psionic mastery level added to all damage.

Create Psionic Weapons
Level 5
Cost 2

Fire Ball

Essentially a large ball of fire and heat, the to hit roll is psionic mastery level + Int +1d10 and damage done is x2 this roll. The fireball has an area effect and explodes on impact it does damage psionic mastery level in meters radius, anyone in the radius must roll a defense.

Fireball
Level 7
Cost 3

Telekinetic Flight

Using the psionist telekinesis's to lift them off the ground and through the air. A psionist can levitate up to psionic mastery skill level in the air. They are able to travel freely up to psionic mastery level in distance and turns.

Levitate and Move Around in the Air
Level 7
Cost 3

Teleportation

A psionist can learn to instantly teleport to another location. The ultimate psychokinetic technique, moving molecules instantaneously across long distances. The psionist can teleport to any place they can see or visualize up to psionic mastery miles away. They are able to take twice their normal weight this distance, anymore and the teleport will have to be smaller.

Teleport of Great Distances
Level 9
Cost 4

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Psionic Boost

Psionic boost disciplines allow a person to amplify their bodies' ability with their Psionic potential. Most boosts only last a short period of time but the benefits can be extremely useful.

Body Manipulation

The body can be controlled by the mind, even heart rate and breathing can be effected. A psionic master will recover hit points and metaphysical points at 1.5. Through concentration a person can recovery more quickly. While in a trance like state they can recover hit points and lost metaphysical points at 3 time the normal rate. Body Manipulation can also be used to help heal wounds. To survive longer with no food or water, even to fake death by lowering heart rate and breathing.

Recover Faster 1.5 points normally

3 times when in a Trance

Level 1

Cost None

Intelligence Boost

A psionist can learn to channel their psionic energies to boost their intelligence when needed, giving a psionist a great edge. The boost will raise the characters Intelligence +5 for psionic mastery level turns. The character cannot raise there intelligence above 15.

Boost Int +5 Skill Lvl turns

Level 3

Cost 1

Abstract Reason Boost

A psionist can learn to channel their psionic energies to boost their Abstract Reason when needed, giving a psionist a great edge. The boost will raise the characters Abstract Reason +5 for psionic mastery level turns. The character cannot raise there Abstract Reason above 15.

Boost A/R +5 Skill Lvl turns

Level 3

Cost 1

Comprehension Boost

A psionist can learn to channel their psionic energies to boost their comprehension when needed, giving a psionist a great edge. The boost will raise the characters Comprehension +5 for psionic mastery level turns. The character cannot raise there comprehension above 15.

Boost Comp +5 Skill Lvl turns

Level 3

Cost 1

Coordination Boost

A psionist can learn to channel their psionic energies to boost their coordination when needed, giving a psionist a great edge. The boost will raise the

characters Coordination +5 for psionic mastery level turns. The character cannot raise there coordination above 15.

Boost Coord +5 Skill Lvl turns

Level 5

Cost 2

Strength Boost

A psionist can learn to channel their psionic energies to boost their strength when needed, giving a psionist a great edge. The boost will raise the characters Strength +5 for psionic mastery level turns. The character cannot raise there strength above 15.

Boost Str +5 Skill Lvl turns

Level 5

Cost 2

Speed Boost

A psionist can learn to channel their psionic energies to boost their speed when needed, giving a psionist a great edge. The boost will raise the characters Speed +5 for psionic mastery level turns. The character cannot raise there speed above 15.

Boost Speed +5 Skill Lvl turns

Level 5

Cost 2

Cool Boost

A psionist can learn to channel their psionic energies to boost their cool when needed, giving a psionist a great edge. The boost will raise the characters Cool +5 for psionic mastery level turns. The character cannot raise there cool above 15.

Boost Cool +5 Skill Lvl turns

Level 5

Cost 2

Heal

This technique allows the psionist to heal someone. They can heal psionic mastery level +Int+1d10 hit points for every psionic point used. It could be used to heal someone sick or heal hit points lost. Characters will only return to their maximum hit point level, any point's gain past their maximum is lost.

Heal (Skill+Int+1d10x Psi points used)

Level 7

Cost X

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Defending Against Psionics

Normally a psionist rolls their psionic mastery level + Intelligence + 1d10 when using a technique. If the technique affects another the attack must first penetrate the other defenses. Another psionist can use their psionic shields and roll their psionic mastery level + intelligence + 1d10 to defend. Characters without psionic mastery can roll Intelligence + 1d10 to try and defend, even though it is unlikely.

However once the attack is successful it is up to the effected person to roll an Intelligence stat check to see if they can regain some level of control or break the technique. For every 5 points the psionist beat there subject by the stat checked in halved.

It is also possible for non-psionist to learn to defend their minds from psionic attack. Any discipline training that teaches both mind and body can be trained to defend the mind. However this is seldom taught unless they are accepted to encounter psionists.

Advanced Psionics

A lot of the limits of Psionic Disciplines have been left a little vague. The grey area is left for the Architect to decide what will be allowed. Psionic Disciplines are not meant to be all powerful, being able to easily effect all those that are not skilled in defending against them. However most others abilities in More Power More Damage are easily controlled because you can put limits on damage caused or protection used to defend.