

# INTERLOCK PSIONICS

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The following optional rules for the Interlock © Role Playing System from R.Talsorian games is based on ideas that appeared in Mekton Empire, from R.Talsorian Games. Mekton Plus, from R.Talsorian Games. Nights Edge, from Ianus games. Cyber Generation, from R.Talsorian Games.

In addition many of these abilities are based on original ideas created by Mathew Keating, Sean Marshal and myself. Also one can not put a psionic system to print without tipping a hat to Star Wars and the ideas of the Force by George Lucas.

Psionics, Powers of the Mind. Telepathy, Telekinesis, the Force, the Flow, the Way, Chi. These are all names for the ability to use the powers of your mind to effect reality around you, while magic is drawn from an external source. Psionics are drawn from your own mind and its unfathomed abilities. The average human uses only 10 - 15 % of the potential of his brain, what wonders wait us when we learn to harness the rest of this amazing mussel.

The Interlock© Role Playing System is perhaps one of the best RPG systems on the market, sadly its true potential has never been met and although Mekton and Cyber Punk are two great games. Interlock has the capability to be used in other genres. It is truly a generic system waiting to be taped. This article will discuss the rules for creating and using psychic powers in your interlock game. telepathy in Cyber Punk. Telekinesis in Mekton. Why not? And that's only the beginning.

It is no mystery to fans of this game that Interlock is heavily influenced by Japanese Animation and the Oriental culture in general. While there are many schools of thought regarding Psychic powers, we will be using one that is very ANIME in nature. Akira, Psi Mu Gundam, Tokyo Babylon, Lens Man. These are some of the role models that we used in creating this system.

The following is an addition to the existing Psionic rules as they appear in Mekton Z. I have added several new abilities to better show all the verity of ways the Psionics can appear.

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## Rules and notes.

**1: What are Psionics :** While magic is the ability to tap in to an external source of power and manipulate it for desired results, Psionics are the ability to tap in to an internal source of energy and use it to attain desired results. Magic is more broad and flashy, while Psionics are more refined and specialized.

We only use 10% to 15% of our potential brain energy. There is so much possibility that we as a people have yet to tap, but what of those that can ?

History and the media is filled with stories of individuals who can read minds and bend spoons. True 99.9% of those have been fake, but there is still more in heaven and on earth than we can ever hope to explain.

Psionics are the powers of the mind. The ability to effect reality with but a thought, not everyone can call upon this power and even less can sue it wisely. It is a fine and dangerous road to walk, to be a Psy

**2: The "Psychic Control" Stat:** If you allow an individual to have Psionic powers then you must give them a new stat to add to their other stats. This new stat is known as Psionic Control or PC and is the characters raw ability to control his Psychic powers. Like all other stats in Interlock the player will roll 1d10 and place that number in his PC stat.

When using a Psychic ability he will roll 1d10 and add that Number to his PC stat plus his Rank with the Psychic power he is using.

**3: How many skills:** A starting Psychic character has Ten (10) Ranks he can assign to any psychic ability. he could take One (1) power at rank Ten (10) or Ten powers at rank One (1) or Two (2) at Rank Five (5) or divide it any way he see's fit. As long as he only has no more and no less than a total of Ten ranks to begin with.

As play progresses he may learn new Psychic powers or increase his Ranks in his Psy Skills through experience.

**4: Range:** The range for all psychic powers unless the description of the power says otherwise is Line of sight.

**5: Duration:** Unless the description of the power in question says otherwise then the duration of a Psychic ability is as long as you are concentrating on it. If you are using a psychic power then that pretty much takes up all your attention and to attempt to do anything else would be made at a Difficulty Modifier of +12

**6: Targets:** Most Psychic abilities only effect One (1) target at a time. For every additional target you wish to effect you must spend an additional Three (3) Ki over and above the total Ki cost of the power.

**7: Drain and Recovery:** Each Psychic individual draws his Psychic energy from his own untapped energy potential. What is known in Martial Arts and Anime as KI.

A starting Psychic will have an amount of Ki equal to his EMPATHY plus his COOL plus 1d10. This total may be increased through the course of play if the GM so desires ( like after you spend two months training with Yoda©)

Each Psychic ability costs an amount of Ki energy to use it. When you are out of Ki energy you can still use your Psychic abilities but the cost now comes off your BODY (And yes you can kill yourself doing this)

Ki energy is regained at a rate of Three points per hour of Rest. After using your psychic abilities you MUST rest for at least Six (6) hours. This does not mean you have to be asleep, just not doing anything more stressful than walking and talking and shopping. NO matter if you only use One (1) psychic power or Twenty (20) psychic powers a day, you MUST rest at least Six (6) hours.

**8: Limitations and Times per day:** You can use your Psychic powers as many times a day as you have Ki points to spend. The only two limitations on Psychic powers is that A) you must be able to visually see your opponent when using a Psychic attack and have a general idea where a target is when using any other type of Psychic ability.

And B) Psychic powers will almost never function on or near a Dragon Line or Node (see the Interlock magic rules also by this author for a description of these things). This is due to the fact that the energy given off by a Dragon Line is so great that it acts like Psychic static, drowning out the abilities of the Psy. There are a few powerful Psychics (Yoda) who have learned to attune themselves to this static and who remain unaffected by it.

**9: Types of Psy:** There are Six (6) known types of psychic categories or Ways. They are...

Telepathy. Ability's that effect an individuals mind or perception of reality.

Telekinesis. The ability to effect external events and individuals.

Projection: the ability to project your senses or body beyond the normal human range, this would include astral travel.

Body Control. Abilities that allow you to internalize your psychic energy to perform super human feats, like shape changing or flight.

Technology. The ability to effect and control technological devices.

#### **10: The "Dark side" of the Force:**

"Is the dark side more powerful?"

"No, quicker. Easier. Not more powerful."

Psionics are energy and energy is neither good nor evil, it is the will of those that use that energy that makes it evil or good. We all have a dark side and the use of some of these powers reflect that dark side. Some of these powers could be considered "Evil" in their use and are noted as "DARK SIDE" powers. Like in anything else, it is a lot easier just to take short cuts and go for the quick power then spend time and effort learning the slower, more complicated tasks. Taking the quick way, using powers that are dangerous or "Evil" in nature can be a deadly road to travel.

It would seem at first sight that the Dark Side powers are more powerful and cheaper to use than any of the other powers and that is true. BUT, that's what the Dark Side wants you to think.

In truth. Every time you use a Dark Side power you lose ONE (1) point of EMPATHY. EVERY TIME! Should your EMPATHY ever drop to Zero (0) you have "fallen to the dark side" . Hand your character over to the GM and roll up a new one.

Once the fall to the Dark Side has started it is hard to stop, but lost EMPATHY can be regained. There are a few Psychic powers that can heal this loss and there are places that are so pure and empowered with the "Light" (Lothlorian, Minbari, Dagoba) that staying there can also heal you. Still it is just far better to avoid the Dark Side all together.

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**Ki Formula**  
**EMP+COOL+1d10**

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### **Psionic Categories**

#### **Telepathy.**

Powers of the mind and communication.

#### **1: Animal Empathy**

**Cost:** Two (2) Ki per Skill level

The ability to communicate with animals.

#### **Level Effect**

- 1: Sense all animals within a 100 foot radius.
- 2: Sense/Locate specific animal within a 500 foot radius.
- 3: Sense all animals of a specific type within a 1 mile radius.
- 4: Summon all animals within 500 foot radius.
- 5: Summon specific animal type within a 1 mile radius.
- 6: Influence animals, transmitting emotions and base ideas.
- 7: Summon all animals within a 2 mile radius
- 8: Communicate with specific animal type
- 9: Communicate with all animals
- 10: See through animals eyes.

#### **2: Empathy**

**Cost:** Three (3) Ki per skill level

The ability to "read" the emotions of others.

#### **Level Effect**

- 1: Get a basic feeling from the target.
- 2: Gets a detailed feeling from the target
- 3: Can perceive complex emotional patterns and their reasons.
- 4: Can make slight modifications on existing emotions (Hate to dislike)
- 5: Can make moderate modifications on existing emotions (Hatred to neutrality)
- 6: Massive modifications to existing emotions (Like to passionate love)
- 7: Implant simple emotions (Like me)
- 8: Implant moderate emotions ( Trust me)
- 9: Implant intense emotions (Love me)
- 10: Effect multiple targets at once. +5 difficulty per target.

### **3:Morpheus**

**Cost:** Four (4) Ki points per skill level

\* Must know Telepathy at rank Four (4) before you can learn/use this skill.

The psychic ability to effect the sleep patterns of others.

#### **Level Effect**

- 1: Awaken any one from light sleep by touch.
- 2: Awaken anyone from deep sleep by touch.
- 3: Make target drowsy:-1 to all rolls for 1d10 rounds
- 4: Make subject exhausted:-4 to all rolls for next 1d10 rounds.
- 5: Cause subject to fall asleep for 1d10 rounds. Can be awakened.
- 6: Cause subject to fall asleep for 1d10 hours. Can be awakened.
- 7: Cause subject to fall asleep for 1d10 hours. Can not be awakened.
- 8: Can send telepathic messages to target through their dreams.
- 9: Can communicate with a target through their dreams.
- 10: Can create dreams/nightmares in target.

### **4:Telepathic Illusion**

**Cost:** Four (4) Ki points per Skill level

The ability to create realistic illusions.

#### **Level Effect**

- 1: Create simple visual illusions
- 2: Create complex visual illusions
- 3: Create simple audio illusions
- 4: Create complex audio illusions
- 5: Create illusions with both sight and sound
- 6: Create simple illusion of smells
- 7: Create complex illusion of smells. Create illusions with taste
- 8: Create complex 3d illusions with sight, smell, audio and taste
- 9: Create tactile illusions.
- 10: Create programed illusions.

### **5: Mind Lock**

**Cost:** Five (5) Ki per skill level

The ability to freeze anthers mind and keep them from acting.

#### **Level Effect**

- 1: Target frozen for one action
- 2: Target frozen for 1 round
- 3: Target frozen for 1d6 rounds
- 4: Target frozen for 1/2 an hour
- 5: Target frozen for an hour
- 6: Target frozen for 1d6 hours
- 7: Target frozen for One (1) day
- 8: Target frozen for 1d6 days
- 9: Target frozen for a week
- 10: Target frozen for 1d6 weeks

### **6:Possession**

**Cost:** Four(4 )points per level

The character can assume control of another subjects mind. This is a Dark Side power.

#### **Level Effect**

- 1: See through targets eyes
- 2: Can sense all the sensations that the target is sensing.
- 3: Can take control of targets voice
- 4; Can take control of target. Movements are sluggish.
- 5: Can take control of targets body. Movements normal
- 6: Can assume enough control to act and sound just like the target. Has access to targets memories.

7: My "trade" your personality with Targets. Trapping target in your body while you are in control of the target's body.

8: Can make mind transfer permanent.

9: Can switch minds of two targets.Placing your personality in one target, placing that targets personality in a second targets and placing the second targets personality in your body.

10: Can permanently transfer between two people.

### **7: Telepathic Assault**

**Cost:** Three (3)Ki points per skill level.

The ability to project bolts of pure Telepathic force.

#### **Level Effect**

- 1: -3 to targets next action
- 2: Target loses next action
- 3: Target loses next turn
- 4: Target loses next two turns
- 5: Target loses next three turns.
- 6: Target takes 1 point of damage. Loses next three turns.
- 7: Targets head takes 2 points of damage. Lose 3 turns
- 8: Target's head takes 1d6: Lose 3 turns.
- 9: Targets head takes 1d6+2:Lose 3 turns 1
- 10: Targets head takes 2d6. If target is still alive make stun save to avoid going in to coma.

### **8: Telepathic Shield**

**Cost:** Two (2) Ki points per skill level.

The ability to block Telepathic probes and ability's

#### **Level Effect.**

- 1: Block any level One skill
- 2: Block any level 2 skill
- 3: Block any level 3 skill
- 4: Block any level 4 skill.
- 5: Block level 5:
- 6: Block level 6
- 7: Block level 7
- 8: Block level 8
- 9: Up to level 9
- 10: Up to level 10

### **9:Suggestion**

**Cost:**Three (3) per level.

\* Must have Telepathy at rank Three (3) before you can learn/use this skill.

The ability to implant suggestions and alter a targets memories.

#### **Level Effect**

- 1: Modify a minor memory (You are looking for a blue droid)
- 2: Modify larger memory.( you are looking for Three droids)
- 3: Minor modification to important memory (You are supposed to look for the droids tomorrow)
- 4: Major modification to an important memory (You are looking for Druids not Droids)
- 5: Slight implanted memory (You just saw the droids)
- 6: Sizable implanted memory (These are not the droids you are looking for)
- 7: Massive modification of important memory.( You like droids)
- 8: Able to place small "ideas" that go against the basic nature of the target( You already found them)
- 9: Place large or important memories in the target. ( You love droids and want to help them)
- 10: The ability to place any idea or memory in the target.(You are a droid)

### **10:Telepathy**

**Cost:** Two (2) Ki points per Skill level

The legendary ability to read minds.

#### **Level Effect**

- 1: May send simple thoughts.
- 2: May receive simple thoughts.
- 3: May send and receive simple thoughts.
- 4: Send complex patterns of thought. Up to Two ( 2 )minds at once.
- 5: Send and receive complex patterns of thought.
- 6: As above. Four (4) minds at once
- 7: Transmit large amounts of data(ten minutes of speech in one action) Up to Six (6) minds at once.
- 8: Revive large amounts of data.
- 9: Send and receive huge amounts of data (an hours worth of information in one action).
- 10: As above. Up to Eight (8) minds at once

### **11:Psychometry**

**Cost:**Three (3) Ki points per Skill Level

The ability to telepathically see see the past of an area or object.

#### **Level Effect**

- 1: Simple sensory impressions (A color)
- 2: Multiple sensory impressions(A sound)
- 3: Simple emotional impressions
- 4: Complex emotional impressions
- 5: Simple conceptual associations
- 6: Complex conceptual associations
- 7: Simple history
- 8: Involved history
- 9: Complex history and biography
- 10: Complete understanding.

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### **Telekinesis**

The ability to effect the environment around you. To cause objects to move by will alone and to alter the energy effecting an object.

#### **1:Creation**

**Cost:**Seven (7) Ki points per skill level

The legendary ability to create organic matter (food and water) and life.

#### **Level Effect**

- 1: Can alter the shape of any handheld organic matter.
- 2: Can alter the mass/density of any handheld matter by +/- 10%
- 3: Can create one handful of organic goop.
- 4: Can alter the size and density of organic materiel by +/- 10%
- 5: Can destroy any handheld organic matter
- 6: Can alter the mass of handheld matter by +/- 20%
- 7: Can alter the mass of matter by +/- 20%.
- 8: Can destroy up to 5X 5 of organic matter
- 9: Can create up to 5X5 of organic goop
- 10 Can animate up to 5X5 of organic matter.

#### **2:Cryokinesis**

**Cost:** Four(4 )per level

The ability to cause items to freeze.

#### **Level Effect**

- 1: Cool one foot of mater by one degree.
- 2: Cool 5 feet of mater by 2 degrees.

3 :Cool 10 feet of mater by four degrees.

4: Can freeze light liquids:

5: Can freeze dense liquids

6: Can freeze soft matter.

7: Can freeze hard matter.

8: Can freeze dense matter.

9: Can quick freeze all matter.

10: Can freeze flesh 3d6

#### **3:Levitation.**

**Cost:** Two (2) Ki points per skill level

\* must know Telekinesis at rank Two (2) before you can learn/use this skill.

The ability to use Telekinesis to Fly.

#### **Level Effect.**

- 1: Lift own weight up to 5 feet off ground
- 2: Lift own weight up to 10 feet off ground
- 3: Flight: MA of 3
- 4: Flight: MA of 4
- 5: Flight: MA=6
- 6: MA=8
- 7: MA=10
- 8: MA=12
- 9: MA=16
- 10: Flight: MA of 20

#### **4:Matter Alteration**

**Cost:** Five(5) per level.

The ability to alter matter.

#### **Level Effect**

- 1: Can alter the shape of any handheld inorganic matter.
- 2: Can alter the mass/density of any handheld matter by +/- 10%
- 3: Can create one handful of inorganic goop.
- 4: Can alter the size and density of inorganic materiel by +/- 10%
- 5: Can destroy any handheld inorganic matter
- 6 :Can alter the mass of handheld matter by +/- 20%
- 7: Can alter the mass of matter by +/- 20%.
- 8: Can destroy up to 5X 5 of inorganic matter
- 9: Can create up to 5X5 of inorganic goop
- 10: Can alter the shape of up to 5X5 of mater

#### **5:Pyrokinesis**

**Cost:** Three (3 )per level.

The ability to create heat and flame.

#### **Level Effect**

- 1: Can start fires in easily flammable objects.
- 2: Can ignite easily flammable objects.
- 3: Can burn easily flammable objects.
- 4: Can ignite flammable objects.
- 5: Can burn flammable objects.
- 6: Can ignite less flammable objects.
- 7: Can burn less flammable objects.
- 8: Can heat up nonflammable objects.
- 9: Can melt nonflammable objects.
- 10: Can burn flesh. 3d6

#### **6:Telekinesis**

**Cost:** Three (3) points per skill level.

The ability to move objects with your mind.

#### **Level Effect**

- 1: Effect up to 5 lbs

- 2: Effect up to 10 lbs
- 3: Effect up to 15 lbs
- 4: Effect up to 20 lbs
- 5: Effect up to 40 lbs
- 6: Effect up to 80 lbs
- 7: Effect up to 100 lbs
- 8: Effect up to 500 lbs
- 9: Effect up to 800 lbs
- 10: Effect up to 1000 lbs

### 7: Telekinetic Shield

**Cost:** Two (2) per skill level

The ability to create a field of force that will protect you from damage much the same way Armor does

#### Level Stopping Points Provided

- 1: 2 SP
- 2: 4 SP
- 3: 6 SP
- 4: 8 SP
- 5: 10 SP
- 6: 12 SP
- 7: 14 SP
- 8: 16 SP
- 9: 18 SP
- 10: 20 SP

### 8: Telekinetic Blade

**Cost:** Three (3) points per skill level

The ability to create a blade or sword of solid telekinetic energy.

#### Level Damage

- 1: 1d6/2
- 2: 1d6
- 3: 1d6+1
- 4: 1D6+2
- 5: 2D6
- 6: 2D6+1
- 7: 2D6+2
- 8: 3D6
- 9: 3D6+1
- 10: 3D6+2

### 10: Telekinetic Bolt

**Cost:** Four (4) Ki per skill,level

The ability to project a bolt of solid telekinetic force

#### Level Damage

- 1: 1d6/2
- 2: 1d6
- 3: 1d6+1
- 4: 1D6+2
- 5: 2D6
- 6: 2D6+1
- 7: 2D6+2
- 8: 3D6
- 9: 3D6+1
- 10: 3D6+2

### 1:Astral Projection.

**Cost:**Three (3) Ki per skill level

This is the ability to depart your physical body and enter the astral plane.

#### Level Distance

- 1: Travel up to 100 feet from body
- 2: Travel up to 500 feet from body
- 3: Travel One Mile from body
- 4: Travel Five (5) miles from body
- 5: Travel 10 miles
- 6: 50 miles
- 7: 100 miles
- 8: 500 miles
- 9: 1000 Miles
- 10: Anywhere you know of .

### 2:Clairvoyance

**Cost:**Three (3) Ki points per level.

The ability to "far See".Getting a mental picture of events happening far away.

#### Level Range

- 1: Events involving a known person or location.One Mile away
- 2: As above, 2 miles away.
- 3: As above, 4 miles away. See events involving a Familiar person or location up to 1 mile away.
- 4: Known person/location up to 7 miles. Familiar person/location up to 2 miles
- 5: Known up to 11 miles. Familiar up to 4 miles. See events involving unknown person or location up to 1 mile away.
- 6: Known up to 16 miles.Familiar up to 7 miles. Unknown up to 2 miles.
- 7: Known up to 22 miles. Familiar up to 11 miles. Unknown up to 4 miles.
- 8: Known up to 29 miles.Familiar up to 16 miles. Unknown up to 7 miles.
- 9: Known up to 37 miles. Familiar up to 22 miles. Unknown up to 11 miles
- 10: Known person or location up to 47 miles. Familiar person or location up to 29 miles. Unknown person or location up to 16 miles.

### 3:Precognition

**Cost:** Four (4) Ki per skill level

The ability to get a glimpse in to the possible future. You can only use this ability once per day

#### Level Effect

- 1: Receive One (1 )very vague Vision per day
- 2: One (1 )rather vague Vision per day
- 3: One simple Vision per day
- 4: One easy to interpret Vision per day.
- 5: One clear Vision per day.
- 6: One obvious Vision per day
- 7: Receive Two Visions per day (1 obvious, 1 vague)
- 8: Three Visions per day.(1 obvious.2 vague)
- 9: Two obvious flashes per day.
- 10: Receive up to Three obvious visions per day

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### Projection

The ability to project your senses and conscious across space and time

#### **4:Retrocognition**

**Cost:** Four (4) Ki per skill level

The ability to get a mental glimpse in to the past.

##### **Level Effect**

- 1: Can see 6 hours in to the past
- 2: Can see 1 day back in time.
- 3: Can see 1 week back in time.
- 4: Can see 1 month back in time.
- 5: Can see 1 year back in time.
- 6: Can see 5 years back in time.
- 7: Can see 10 years back in time.
- 8: Can see 20 years back in time
- 9: Can see 50 years back in time.
- 10: Can see 100 years back in time.

#### **5:Teleportation**

**Cost:** Six (6) Ki per Skill level

The very rare ability to instantly transport mass across space.

##### **Level Range**

- 1:Teleport self up to one mile
- 2: Up to 2 miles.
- 3: Teleport self 4 miles.
- 4: Self and One other up to 7 miles.
- 5: Self and One other up to 11 miles.
- 6: Self and 2 others up to 16 miles.
- 7: Self and 2 others up to 22 miles.
- 8: Self and 3 others up to 30 miles.
- 9: Self and 3 others up to 60 miles.
- 10: Self and 4 others up to 100 miles.

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#### **Body Control**

The ability to mental control your body and to some extent the body of another individual by touch.

##### **1:Aura Viewing**

**Cost:**Two (2) Ki per Skill level.

The ability to View another Aura or personal energy signature.

##### **Level Effect**

- 1: Tell age, sex, physical health of target.
- 2: Tell mental health of target
- 3: Tell if the target has Psionic potential
- 4: Tell if target is an active or latent Psy
- 5: Base understanding of how powerful target is on a scale of 1-10 (10 being Yoda)
- 6: Tell how many total Ki points target has
- 7: Can tell what Psionic Skills the target knows.
- 8: Can tell what Skill Levels each of the targets Psionic skills are at.
- 9: Can read Three (3) individuals at once.
- 10: Can read Six (6) individuals at once.

##### **2:Body Control**

**Cost:** Three (3) Ki points per Skill Level

The ability to control functions of your own body

##### **Level Effect**

- 1: Second Wind: You are immune to the effects of fatigue rolls for an amount of rounds equal to your COOL stat.
- 2: You can ignore pain for an amount of rounds equal to your COOL stat.
- 3: Furry:You do not need to make Stun or Death checks for an

amount of rounds equal to your COOL stat

4: You can ignore the effects of Hunger for an amount of days equal to your COOL stat

5: You can ignore the effects of thirst for an amount of days equal to your COOL stat

6: You can hold your breath for an amount of rounds equal to your COOL stat

7: Can *Figen Death*. Placing your self in to a comatose like state for up to COOL hours. During this time you will not take any damage from blood loss or the effects of any toxin in your system as your body is Mostly dead.

8: Emptiness:You may place your self in a state of total meditation for an amount of rounds equal to your COOL. When you exit this state you will be +\_4 to all rolls for that same amount of time.

9: Can walk/Run/Swim or preform any other task of labor for an amount of Hours equal to your COOL.

10: Character gets TWO hero saving throws when ever he is at deaths door.

#### **3:Cure**

**Cost:** Three(3 )Ki points per skill level

The ability to purge your body of toxins and impurity, you may use this skill on others by placing your hands on them.

##### **Level Effect**

- 1: Purge subject of the effects of alcohol
- 2: Purge the subject of the effects of any chemicals or drugs in the system.
- 3: Purge the subject of the effects of any natural venom or toxin in the system.
- 4: Cure the subject of any minor disease (A cold)
- 5: Purge the subject of the effects of any poisons in the systems
- 6: Cure the subject of the effects of any major disease (Small pox)
- 7: Restore up to 1d6 years of lost youth to a subject
- 8: Restore up to 1d6 lost Ki to a subject
- 9: Restore up to 1d6 lost BOD to a subject
- 10: Restore up to 1d6 lost EMP to a subject

#### **4:Danger Sense**

**Cost:** Two (2) Ki per level

When ever the character is in a life threatening situation the GM may roll 1d10. If the result is equal to or lower then the characters Danger Sense level they will get a warning flash of the danger.

#### **5:Healing**

**Cost:**Three (3) Ki points per skill level

The ability to heal damage on yourself or another by touch

##### **Level Amount healed**

- 1: One (1) point
- 2: 1d6/2 points
- 3: 1d6 points
- 4: 1d6+1 points
- 5: 2d6 points
- 6: 2d6+2 points
- 7: 3d6 points
- 8: 3d6+3 points
- 9: 4d6
- 10 4d6+4 points

### **6: Psychic Focus**

**Cost:** Three (3) per level

The ability to improve the effectiveness of your physical Stats, you can only use this ability to boost your MA, REF, ATT or BOD

#### **Level Effect**

- 1: +1 to One(1) stat for One (1) action
- 2: As above for One (1) round.
- 3: As above for an amount of rounds equal to your COOL
- 4: +2 to One(1) stat or +1 to Two(2) for One (1) action.
- 5: As above for One round
- 6: As above for an amount of rounds equal to your COOL
- 7: +3 to One (1) stat or +2 to One stat and +1 to a second stat or +1 to Three (3) stats for One (1) action
- 8: As above for One (1) round
- 9: As above for an amount of rounds equal to your COOL
- 10: +3 to ALL stats for One (1) round.

### **7: Sensory link**

**Cost:** Three (3) Ki per skill level

The ability to enhance your own senses.

- 1: +1 your perception roll for an amount of rounds equal to your COOL
- 2: +1 to all your senses for an amount of rounds equal to your COOL
- 3: Can see objects clearly up to 2 miles away
- 4: Can hear well beyond his normal range. Can listen to a whisper in a crowded room.
- 5: Can locate a specific individual within 1000 feet by smell
- 6: Can tell the ingredients in a substance by taste/smell. Can spot ingested poison just by taste alone
- 7: Aware of all individuals within a 100 foot radius. Can not be surprised or snuck up on.
- 8: Sense of touch is so sensitive that you can tell the colors on a painting just by the amount of warmth they give off. You can read printed words by touch.
- 9: +2 to perception rolls for an amount of rounds equal to your COOL
- 10: +2 to all senses for an amount of rounds equal to your COOL

### **8: Reduce Injury**

**Cost:** Two (2) points per skill level.

The "Selfish" ability to reduce the amount of damage you take from a blow, this is not armor but rather you simply ignore the damage. This drastic altering of probability is a Dark Side power.

#### **Level Effect**

- 1: Ignore Two (2) points of damage
- 2: Ignore Four (4) points of damage
- 3: Ignore Eight (8) points of damage
- 4: Ignore Ten (10) points of damage
- 5: Ignore Twelve (12) points of damage
- 6: Ignore Sixteen (16) points of damage
- 7: Ignore Twenty (20) points of damage
- 8: Ignore Twenty Five (25) points of damage
- 9: Ignore Thirty Two (32) points of damage
- 10: Ignore Forty (40) points of damage

### **9: Transform.**

**Cost:** Five (5) Ki points per skill level.

The rare ability to alter your shape.

#### **Level Effect**

- 1: +/-1 to ATT at will.
- 2: Alter mass by +/- 10%
- 3: +/-1d6 to ATT at will.
- 4: Alter size/mass by +/- 20%
- 5: Alter hair length/color. Alter skin color. Alter eye color.
- 6: Take on minor aspects of animals. Can grow slight fur, longer nails or teeth.
- 7: Dopilganger. Assume the shape of any human you have seen.
- 8: Shape shift. Assume the basic shape of any humanoid you have seen.
- 9: Shape change: Assume the form of any animal you have seen.
- 10: Mater shift: Assume any shape you can imagine.

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### **Technology**

The most recent development in psychic powers is the ability to psychically manipulate and control technology. As the advent of technology is directly opposed to the basic nature of psychic energy, all these powers are DARK SIDE POWERS

#### **1: Electrokinesis**

**Cost:** Three (3) Ki per Skill level

The ability to manipulate electricity.

#### **Level Effect**

- 1: Joy buzzer touch. 1d6 /2
- 2: Emit electrical charge. 1d6
- 3: Shield: Can ignore up to Three (3) points of electrical damage.
- 4: Emit electrical charge. 1d6+1
- 5: Can disrupt electrical equipment causing them to act strangely or not at all for an amount of rounds equal to your COOL
- 6: Can shield self from up to 6 points of electrical damage.
- 7: Emit electrical charge:2d6
- 8: Can short out electrical equipment. Making them useless for an amount of hours equal to your COOL or until repaired.
- 9: Can shield self from up to 12 points of electrical damage.
- 10: Lightning bolt:3d6

#### **2: Radikinesis**

**Cost:** Four(4) Ki points per skill level.

The ability to effect radiation.

#### **Level Effect**

- 1: Can receive radio waves.
- 2: Can receive and interpret TV signals.
- 3: Can broadcast radio waves.
- 4: Can jam and disrupt radio waves within a 100 foot radius.
- 5: Can shield self from up to 6 points of radiation damage.
- 6: Can project 1d6 worth of gamma waves.
- 7: Can jam and disrupt TV broadcasts within a 100 foot radius.
- 8: Can broadcast TV
- 9: Can shield self from up to 12 points of radiation damage
- 10: Can project 2d6 worth of gamma waves.

### **3:Mechno-Emathy**

**Cost:**Three (3) points per skill level

The ability to communicate with machines much the same way a telepathy communicates with a mind.

1: May send simple commands.

2: May receive simple thoughts.

3: May send and receive simple thoughts.

4: Send complex patterns of thought. Up to Two ( 2 )machines at once.

5: Send and receive complex patterns of thought.

6: As above. Four (4) machines at once

7: Transmit large amounts of data(ten minutes of speech in one action) Up to Six (6) machines at once.

8: Revive large amounts of data.

9: Send and receive huge amounts of data (an hours worth of information in one action).

10: As above. Up to Eight (8) machines at once

### **4:Force Lighting**

**Cost:** Two (2) Ki points per skill level

The "Dark Side" ability to project bolts of pure force energy

#### **Level damage**

1: 1d6

2: 1d6+2

3: 2d6

4: 2d6+2

5: 3d6

6: 3d6+3

7: 4d6

8: 4d6+4

9: 5d6

10: 5d6+5