



The Stages of Psionics

Psionic personal development progresses through five Stages, perhaps six Stages.

Psionics Stages

1 THE FIRST STAGE- BASIC ACTIVITIES

Allocate:	To	
	Direct	
3x CP	Self	May be Zero. If Not Zero, Minimum -= Half CP.
	Remote	

Direct requires physical contact between the operator and the subject. Psionic tasks assume Direct.

Remote operates at a distance from the operator and without physical contact. Remote Psionic tasks add a Remote component (and cost).

Self reflects the power of Psionics onto the individual himself. Self Psionic tasks are distinct from Remote or Direct.

2 THE SECOND STAGE- PSI-SENSES

Allocate:	To	
	Psi-Vision	
3x CP	Psi-Hearing	
	Psi-Smell	May be Zero. If Not Zero, Minimum -= Half CP.
	Psi-Touch	
	Psi-Aware	
	Psi-Percept	

The six Psi-Senses are analogs of the six physical senses. Create a String for the resolution each available Psi-Sense.

3 THE THIRD STAGE- ECM

Allocate:	To	
	Move	
3x CP	Teleport	
	Eshift	May be Zero. If Not Zero, Minimum -= Half CP.
	The Touch	
	OOB	
	Mentation	

Move is the Ability to change an object's physical location.

Teleport is the Ability to move objects (including the Operator himself) instantaneously to a distant point.

Energy Shift is the Ability to channel energy from the environment into or out of object: Energy Transfer is the equivalent of a heat pump.

The Touch is the Ability to influence biological processes. It may be a positive or a negative activity.

Out Of The Body is the Ability to project one's consciousness to a location apart from the body and without regard to barriers.

Mentation is the Ability to read minds.

4 THE FOURTH STAGE TEST

	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5
-5											
-4											
-3											
-2											
-1											
0											
+1											
+2											
+3											
+4											
+5											

Roll Flux Twice (once on each axis) to determine the preliminary ethical predisposition of the character. These values can be adjusted in the course of negotiations with the committee.

5 THE FIFTH STAGE- INTUITIONS

Allocate:	To	
	Insight	
2x CP	Curiosity	May be Zero. If Not Zero, Minimum -= Half CP.
	Luck	

Curiosity relates to the serendipitous acquisition of information. The character wonders about the nature of objects or the environment, which usually expresses itself as a question: "Why is that (blank)?"

Insight relates to the processing of information. The character can see (or puzzle out) correct action, which usually expresses itself as a question: "Why don't we try (blank)?"

Luck relates to forcing favorable outcomes. The character is naturally lucky. When a negative event occurs, he has a chance that it will miss him. "Just lucky I guess." Luck applies to its holder: it cannot be shared or transferred to others.

6 THE SIXTH STAGE...

The teachings of the Institutes say the Sixth Stage is one of self-directed enlightenment.

