

Robot Wasteland

These are largely untested rules that I developed the core of for the Robot Wasteland 3-shot game that I am working into a campaign to run in the near future. I cannot swear for balance or feasibility, but I would appreciate constructive feedback from those who use these Psionics for OpenQuest.

Conventions used in the development of these rules:

I often use a battlemat marked in squares for my game so below you will find references to measurements in squares and feet. Each square on the mat is five feet. If you don't use a battlemat, or use some other measurement system, you may need to rework things accordingly. Nothing substantial will change if you make the the base power range 10 metres instead, for example.

I also made a change to OQ difficulty. Maybe the math skills in our group below average, but we found it unintuitive to make difficulties go in 25% increments, especially when there were other instances where modifiers were done in 20% blocks. In my game I changed the increments to 20% because they went more smoothly. Thus difficult and hard are -20% and -40% respectively, while Simple and Easy are their corresponding positives. Using either Difficulty progression should not really affect the use of these rules much, but of course things will be slightly easier to accomplish in my modified system.

In order to make running large numbers of enemy easier I made some troops into Mooks by [among other things] giving these Horde troops [mooks] a Defense score that was between 1/10th to 1/5th of their Dodge skill and removing their Dodge skill. Any targeted attack was reduced by their Defense. If the roll still succeeded the target was hit. It removed the need for me to make a dozen Dodge rolls a turn and sped up play. There are occasional references to Defense in these rules. Ignore them and just make a Dodge check if you prefer.

I also worked jumping and the Athletics skill a little differently, so that the Psychic Leap power would work to give Leapers the kind of enhancements you see in films like Star Wars I-III or Crouching Tiger, Hidden Dragon. It probably isn't necessary to include my version of Athletics and Jumping here, but I can post it if asked.

I like Hit Locations, so I used them for these rules.

I found in the 3-shot that I ran that I liked having some information gathering and sensing powers that worked at extreme ranges. That is the default assumption I have made here. So powers that have ranges listed in hundreds of feet or even miles can extend their range by spending power too. If you want a lower powered, or lower-psionically powered game, you may wish to change that so that only the short range powers can be extended. I did not find it unbalanced the other way, but you might.

Thanks to Newt for doing all the heavy lifting to make OpenQuest in the first place. In some cases I have used his work with only minor modification.

Enjoy,

Clint Staples

Psionics – Robot Wasteland

A few fortunate, or perhaps cursed, individuals have reacted to the harsh conditions of life in the Robot Wasteland by developing psychic powers.

Gaining Psionics:

Character may gain Psionics in three ways:

Random – consult the Psionics chart. You may roll randomly 3 times, or you may roll once for your first power, which determines your primary path, then choose two more powers, at least one of which must be from the same path.

Active – roll for a single power; or - with GM permission, choose a single power.

Psycher – Choose up to three Powers. Select a primary path. You must have at least one power in your primary path. You may have as many powers in one or more related paths as you have primary path powers. You may have as many unrelated powers as you have related powers. You may not start with more than three powers.

Of course, if you and the GM come to some other arrangement, that is fine too.

You begin play with the starting percentage for each Psionic path you know. Starting percentage is POW +INT %. You may increase this by spending skill points, but you spend points from your normal allotment to do so.

Psionics Rules Conventions:

Any fraction derived for a power rounds down.

Range for Psionic abilities is 10 squares or 50 feet, unless otherwise stated. Base range can be extended, Each extra POW doubles the existing range.

POW cost – the cost in POW points to activate or otherwise enable the power. More POW can be spent to increase the range.

Action – Type of action required to activate or maintain the power.

Resist– the type of roll a target may make to resist the power.

Unrelated – the diminished effect for having this as an unrelated ability.

You must have a direct line of sight to the target of a psionic power, but individual powers vary. Powers with ranges measured in miles do not require line of sight, but may have other limitations.

Some durations are listed as 5 minutes or one encounter. This is intended as a flexible measure that allows a power to work in a single extended instance, but does not carry on for a long time. Thus, a psycher could not walk around all day with Heighten Senses active, but could manifest it before walking into the ruined building. If a task that requires such a power takes 6 or 10 minutes, it should not require another manifestation generally. But if the good will of the system is abused or similar, the GM may be more exacting.

Gaining Psionics	D100
Counter Psionics [Whole Mind]	1-5
Disperse Psionics	6-10
Clairvoyance [Sensate]	11-13
Danger Sense	14-16
Empathy	17-19
Heighten Senses	20-22
Intuition	23-24
See Aura	25-26
Sense Psychic Activity	27-29
Combat Precognition [Internal]	30-32
Eidetic Memory	33-35
Mental Defense	36-39
Precognition	40-42
Psionic Healing	43-47
Retrocognition	48-49
Levitation [External]	50-51
Light	52-56
Psychic Leap	57-59
Pyrokinesis	60-61
Telekinesis	62-63
Befuddle [Mental]	64--66
Demoralize	67-69
Domination	70-72
Fanaticism	73-75
Mindspeech	76-78
Empathic Projection	79-81
Psychic Blast	82-85
Mobility [Somatic]	86-88
Psychic shield	89-91
Quickening	92-94
Reinforce Body	95-97
Strengthening	98-100

Paths, Powers and Cost

Psionic abilities range in type, but can be grouped according to their similarities into paths. A path consists of powers that are thematically similar, but it also means that they manifest most easily in a single Psychic. Powers in different paths are less commonly possessed by the same psychic, and one path is usually stronger than the others.

Skill Points and Psionic Paths – each path's skill level progresses separately. So Each path will have its own listed percentage chance of success and is increased in character creation and experience separately. Additionally, if a path is not Primary, its maximum percentage will be limited by your Power stat. All Psionic skills begin at the character's Pow + Int %.

Some psionic paths are related more closely than others. Each Psychic chooses one path as Primary. Powers from this path behave normally and have no maximum skill limit. Powers from a related path behave normally, but have a maximum skill limit of POW x 4%. Unrelated powers behave as listed in the Unrelated subsection of the power [usually diminished ability in some way] and have a skill limit of Pow x4%. Unless a power specifically states that no check is required, an activation check must be made to use the power.

Recognizing Psionic Effects – you may recognize a psionic power or effect by making a Whole Mind or applicable Path check. You may check against a related Path if necessary at Difficult. You may make the check as a free action at Difficult. You may choose to make it using a Normal action at Normal difficulty, or using a full round action at Simple.

The Cost of Failure, and Success – If you attempt to manifest a power and fail, you pay 1 POW. If you make a critical success, you spend no POW on that activation. If you make a critical failure, you pay the full POW cost. If GMs don't like this critical failure cost, they may opt to inflict a temporary Befuddle on the unfortunate Psyche from psychic trauma.

Optional Rules:

Option 1:

Psionic characters may pay power to enhance their ability to activate a power. For each extra POW spent, the difficulty is lowered by one increment. So for 2 extra POW a power could go from Hard to Normal or from Normal to Easy. This option works best when most or all of the PCs are Psionic. That way no one is left out on this little perk.

Option 2:

GMs that want scaling damage from psionic powers may use a Psionic Damage Bonus, figured just as the physical Damage Bonus, but using Power and Int as the governing abilities.

Psionic Damage Bonus Table:

Total of Pow and Int	Psionic Damage Bonus
1 – 10	-1d6
11 – 15	-1d4
16 – 25	+0
26 – 30	+1d4
31 – 45	+1d6
46 – 60	+2d6
Each +15	Additional +1d6

The Divisions of the Mind

Whole Mind – Counter Psionics, Disperse Psionics. Whole mind does not have related paths and is related to all other paths.

Sensate [Related – Internal] – sensory or extra-sensory abilities; Intuition, Empathy, See Aura, Sense Psychic Activity, Clairvoyance, Heighten Senses, Danger Sense. Those with this primary path are known as Sensates. The Skill required to use powers from this path is Sensate.

Internal [Related – Mental]– mental disciplines that involve concentrating on the power within you. Precognition, Retrocognition, Mental Defense, Psychic Healing, Combat Precognition, Eidetic Memory. Those with this primary path are known as Internalists. The skill required to use powers from this path is Internal.

External [Related – Sensate]– exerting the mind to directly affect the environment. Light, Telekinesis, Levitation, Pyrokinesis. Those with this primary path are known as Externalists. The Skill required to use powers from this path is External.

Mental [Related – External]– Domination, Mindspeech, Empathic Projection, Psychic Blast. Those with this primary path are known as Mentalists. The skill required to use powers from this path is Mental.

Somatic [Related – Internal] – Psychic shield, Reinforce Body, Strengthening, Toughening, Quickening. Those with this primary path are known as Soma, or Somatics. The skill required to use powers from this path is Somatic.

Note to GM: In play, it may be necessary for the GM to make certain psionic or Resistance rolls to avoid giving a player knowledge of his success or failure at a task. For example, a player who critically fails Intuition gains false information. Let players make their own rolls as much as possible, relying on them to roleplay the character's not knowing. Occasionally though, it can be beneficial to roll in secret.

Whole Mind:

Counter Psionics, Disperse Psionics;

Counter Psionics - Counter Psionics is used as a reaction, and only when another power is manifested that the character wishes to counter. The countering character must be aware of the power, or be a target of the power. Making a successful Counter Psionics disrupts the other power and nullifies it if the countering character pays the necessary POW. You determine range [and thus extra POW cost for range] by your distance to the person who manifested the power to be countered. You may counter a power without knowing the source of the power, so long as you are aware of the power as it manifests and can pay the POW in full. If you cannot spend the necessary POW, the power cannot be Countered.

Action – Normal;

POW Cost – equal to the POW cost of the power to be negated, + 1 POW per range increment to the caster if beyond normal.

Disperse Psionics - This power negates other ongoing psionic powers. Disperse Psionics will negate a Power affecting an area, item or creature targeted by the Dispersing character. You may choose to disperse a single power on a target if you know what power you wish to Disperse. In this case you must Succeed with your Whole Mind check and pay POW equal to the POW used to manifest the power you wish to disperse, including any POW spent on increments if applicable. You do not spend POW on range if the target power was cast at increased range, but you might need to spend POW if you are too far from the target of your Disperse. If you cannot spend the necessary POW, the power cannot be Dispersed.

You may also attempt to Disperse the most powerful psionic effect on an area, item or character by making a Whole Mind check. On making the check you learn the power you can disperse. If you pay the POW cost [see the above paragraph for POW costs] it is Dispersed. If you choose not to Disperse the power, you pay 1 POW + the POW for any extra range to the target to learn the nature of the power.

If a power is Dispersed, its effects end immediately.

Action – normal.

POW Cost – equal to the POW cost of the power to be negated, + 1 POW per range increment to the area, item or creature affected.

Sensate:

Clairvoyance, Danger Sense, Empathy, Heighten Senses, Intuition, See Aura, Sense Psychic Activity;

Clairvoyance – You can project your senses to any point within your current POW in miles and can see and hear what transpires there. If you are very familiar with the location, the Sense check is Simple. If you have never been there, the task is Hard. You cannot move the point of view, but may see and hear in 360 degrees from it. You have your normal senses, so there must be available light, etc.

A character may use Clairvoyance to search for a mind to communicate with using Mindspeech.

Action – Full Round to initiate.

POW cost – 3. It lasts for 5 minutes or one encounter.

Unrelated – See or hear, but not both, choose as you roll Sense.

Danger Sense – Range – radius of POW in Squares; You have two modes of Danger Sense.

Passive – you are not actively scanning for danger, the GM rolls your Sense skill before you are attacked by anything that actively means you harm. This is a Difficult test. In this mode, Danger Sense costs no POW.

Active – You may elect to pay a single POW and actively scan an area extending 50 feet in all directions.

Either mode scans regardless of intervening obstruction. If you make a special success, you gain some impression of the type of danger. A critical success gives you more details [numbers, type of foe, rough positions]. If the test is passed in either mode, you become aware of the danger in time to take a single action.

Action – Passive – none, Active – normal;

POW Cost – 1.

Unrelated – You only have the Active version of Danger Sense.

Empathy – You can study an individual and learn about their mood and behavior. On a Sense success, you know their current mood. The target must also make Persistence check. If this fails, you also learn her current surface thoughts. If you made a Difficult success and the target failed its Persistence, you learn its general personality or behavioral type [generally, so – Brutal, Kindly, Greedy, Tenacious, etc.]

Action – Normal;

POW cost – 2.

Resist – Persistence, partial.

Unrelated – You cannot learn the target's behavioral type.

Heighten Senses – You can psionically tune your senses to a higher pitch. Make a Sensate check to add 20% to Perception checks for 5 minutes or one encounter.

Action – Normal. Full round for Unrelated.

POW cost – 1, Unrelated – 2;

Unrelated – Pow Cost 2, and full round to activate.

Intuition – You sometimes have impressions of the positive or negative future effects of certain actions. You can spend POW to Intuit the more beneficial of two opposed choices [beneficial as defined by you when you use this ability]. You ask the GM a simple question that may be defined by two alternatives, and which is immediate to your situation, then make a Sensate check.

Ex: which route will get you to your destination sooner [or safer, or get you the information/goods you seek, etc]. Not – Will I ever find my lost family.

Your Sensate check determines the accuracy of your intuition. If you fail, you gain no special knowledge. If you roll a special or critical success, you gain further impressions of the situation. If you critically fail, you gain false information.

Action – 1 full round.

POW – 2.

Unrelated – No special or critical bonus information.

See Aura – Make a Sensate check. On a success you can see the auras of living creatures around you to a range of 50 feet or 10 squares. By studying a specific aura for 1d3 rounds you can gain further information through another Sensate check. On a success, you can determine if the aura is Psychic. On a difficult success, you know whether the aura is aware of you. On a hard success you know whether the aura is hostile to you.

Action – Normal to initiate,

POW Cost – 2. The power lasts for 5 minutes or one encounter.

Unrelated – You gain no additional benefit from a Hard success.

Sense Psychic Activity – On a successful Sensate check you can sense active Psionics in an area around you equal to your POW x100 feet. If you detect Psionic activity, you can make a further Sensate check to determine its distance and direction. Note: A Sensate will know they have been detected if they make their own Sensate success. This power lasts for 5 minutes or one encounter.

Action – Normal;

POW cost – 3;

Unrelated – you do not gain distance, only direction to psionic activity. A Sensate who know they have been detected can make a Persistence check to block their presence from your scan.

Internal:

Combat Precognition, Eidetic Memory, Mental Defense, Psychic Healing, Precognition, Retrocognition;

Combat Precognition – You may make an Internal check to Psionic Dodge any attack that could reasonably be dodged. If you succeed on the Internal roll, this dodge use does not reduce further dodge attempts by the usual 20%. A failed Psionic Dodge makes subsequent Psionic Dodges in that encounter Difficult. Once Psionic Dodge has been activated, it lasts for the rest of the round. You cannot maintain this power, but may reinitiate whenever you are subjected to a dodgeable attack, subject to the limits of your POW points.

Action – Immediate reaction.

Cost 2 POW per round used.

Unrelated – Cost – 3 POW per round used.

Eidetic Memory – You have perfect recall of events you have witnessed, books you have read, etc. However, you cannot always call upon these memories in times of stress. If you are in a stressful situation, you must roll your Internal skill to bring forth the information in a timely manner.

Action – Normal,

POW cost – 1.

Unrelated – POW cost – 2.

Mental Defense – You may choose to make any check made to reduce or resist or avoid Psychic powers at +20%. No Internal check is required, you simply spend the POW to activate your defenses.

Action – immediate reaction.

POW cost – 1.

Unrelated – POW cost – 2.

Psionic Healing - restores 1d4+2 Hit Points per use and can reattach lost limbs. Time required is 1 round for normal healing, or 1 minute for a removed limb.

Psionic healing may be done as often as desired, as long as POW is spent. In stressful situations, you must make an Internal check to heal. Normally you need not do so.

Pow Cost – 1; Range – touch.

Unrelated – heals 1d4. per POW.

Precognition – you gain occasional glimpses into the future, sometimes by choice, often without your volition. You can attempt Precognition by stating that you are doing so, asking the GM a question and making an Internal check. The question can be as specific or as general as you choose, but the less specific the question, the more vague the answer.

Precognition also opens your character as a conduit for information from the GM. The GM may choose to activate your Precognition at any time, though usually not in a crisis situation.

In either version, the GM may answer as openly or a cryptically as he wishes, and is freely encouraged to use Precognition to foreshadow coming events or scenarios.

Action – 1 minute, or immediate if Initiated by GM;

POW cost 3 – or none if Initiated by the GM.

Unrelated – you cannot initiate Precognition, only the GM can. POW cost - 5.

Retrocognition – you gain occasional glimpses into the past of your current locale, sometimes by choice, often without your volition. You can attempt retrocognition by stating that you are doing so, asking the GM a question about the location and making an Internal check. The question can be as specific or as general as you choose, but the less specific the question, the more vague the answer.

Retrocognition also opens your character as a conduit for information from the GM. The GM may choose to activate your power at any time, though usually not in a crisis situation

In either version, the GM may answer as openly or a cryptically as he wishes, and is freely encouraged to use Retrocognition to flesh out current events by giving them context and history.

Action – 1 minute, or immediate if Initiated by GM;

POW cost 3 – or none if Initiated by the GM.

Unrelated – you cannot initiate Retrocognition, only the GM can. POW cost - 5.

External:

Levitation, Light, Psychic Leap, Pyrokinesis, Telekinesis;

Levitation – you can telekinetically move yourself from place to place without heed to the limitations of gravity. You can fly at a speed equal to $POW/2$ squares per round. You can hover in place and otherwise take most actions you would normally in combat. Going prone gives you no benefit however, and generally it is easier for others to see or target you, as cover is more difficult to find. You are encumbered normally while levitating, so carrying too much will reduce your speed and effectiveness. Levitation lasts for 5 minutes or one encounter. Additional External checks may be needed to levitate in trying circumstances or when precision movement is required.

Action – 1 round;

POW cost – 3;

Unrelated – you cannot move around, only up or down. POW cost – 2.

Light - Touch a physical object (including living material), causing the object to shed light within 10 squares of the source. Lower light conditions extend for another 10 squares, making Perception rolls difficult from 10 to 20 squares. This spell creates raw light, not flame

You can also cancel a single light source [chemical or electrical but not fire].

If you attempt to light or cancel a portion of another creature or something in its possession, it may make a Persistence check to resist.

You may create or cancel light at range as well but must pay 1 POW for the first 50 feet and may extend it normally.

POW cost – 1; The light lasts for 8 hours, but may be doubled for each POW point spent. +1 POW at 50 feet range, normal POW to extend range.

Unrelated – you cannot cancel light sources;

Psychic Leap – A limited form of telekinesis propels you through the air in great bounds. With a running start of 2 squares, you may leap $SIZ \times 2$ in feet of distance [or $SIZ \times ft.$ in height] with no POW cost. You may choose to roll for a jump using Athletics or External and it begins as a Simple check for you.

You may charge your leaps by expending POW. Whenever you have charged your leaps, you do not suffer for not having a running start. Further, Each additional POW spent may be used to increase the distance by your SIZ in feet of distance and half of that in height. So you could spend 3 POW to increase your Leap distance to $SIZ \times 5$ in distance and $SIZ \times 2.5$ in height.

Because Jumping is a Simple check for you, you are more able to reliably clear a given distance, or even exceed it [see the rules for jumping under Athletics.

Enacting Psychic Leaps takes no action in itself, other than that required for the jump. Once charged, your leap distance remains boosted for 5 minutes or one encounter. You can increase the charge, and any distances, but must pay any additional POW cost involved.

Action – none;

POW cost – 1 per distance multiple, also charges your leaps.

Unrelated – Your beginning jump distances are normal as listed under the Athletics rules, rather than the ones listed under this power.

Pyrokinesis – You can generate fire in one of the following forms [chosen when you take this power] – Create Fire, Hurl Flame, Fan of Fire. You may learn more than one form, but unless the GM permits, you may start play with only one.

Create Fire – You can fill a continuous trail of connected squares with fire. The maximum number of squares is equal to your Pow /3. The fire flares up to about 5 feet in height so can be leapt over, but otherwise does 1d8 damage to total Hit Points. Armour protects against this damage to the lowest armour value, and is overcome for the encounter if the damage die roll is 5 or higher, regardless of whether the damage penetrates. Any target caught within, or passing through the fire is subject to this damage. If the target squares are occupied, the occupants may roll Dodge to evade to any square that borders the square they are in. If they choose a fire square, they suffer the damage normally.

Action – normal;

POW cost – 1 per 2 squares;

Resist – Dodge [special]. Flames last for 1 minute.

Unrelated – Squares = Pow/3; flames last 1d4+2 rounds.

Hurl Flame – You can throw fiery missiles at nearby targets. Make an External check to hit [targets may dodge normally, but cannot block] at normal with one missile, or at Difficult to fire a burst of 1d4. Normal modifiers for ranged attacks apply. Roll location for each hit from the burst. You may choose to attack multiple targets with a fire burst, but if you do you may hit each only once. Each missile does 1d8 of fire damage and is affected by armour or Psychic Shield, but has Leak 2 against all such defenses.

Action – normal;

POW cost – 1 or 3 for burst.

Unrelated – Burst is only 1d3, and you cannot attack multiple targets.

Fan of Fire – You can pour a momentary gout of fire into an area 4 squares [20 ft. x 20 ft.] on a side. The area of effect must connect to your own square at either

a point or on the side [thus range is effectively zero]. All targets in the area are affected unless they Dodge or their Defense prevents a hit. Roll a single Externals check to hit, and modify it by the Defense of each target to see if that target is hit. Targets with Dodge skills may dodge instead. On a hit, you deal 1d10 to total hit points. Protection from Armour or Psychic Shield applies, but the attack has Leak 2. Swarms do not get the benefit of their Dodge or Defense vs. Fan of Fire.

You may reduce the size of your area to 1, 2, or 3 squares on a side if you make the Externals check at Difficult.

Action – normal;

POW cost – 3.

Unrelated – Area is 3 squares on a side; does not benefit from Leak 2.

Telekinesis – You can generate an invisible force capable of interacting with the environment or creatures in one of the following ways [chosen at the time you take this power]. Move Target, Hurl Object, Telekinetic Strike. You may learn more than one form, but unless the GM permits, you may start play knowing only one.

Move Object – you can move an object or a willing creature [including yourself] up to your Pow /3 squares per turn. You are limited to your Pow in total SIZ you can move. You can also attempt fine manipulation of distant objects [ex: to flip a switch, or lift a key from a keyring as a Difficult External check. If the object is in the possession of a creature, it makes a Persistence check to resist your attempt, becoming aware of your actions if it succeeds. Anything moved must remain within 10 squares of you or you lose control of it and it falls to the ground. You may attempt to drop Moved items onto a target, but any target may Dodge at Simple to evade this rather clumsy maneuver.

Move Object lasts for 1 minute and affects a single object.

Action – Normal;

POW cost – 3; you can extend the duration for 1 POW per minute; you can change the affected object for 1 POW per change; You can increase the SIZ of the object or willing creature for 2 POW for each multiple of your Power in SIZ.

Unrelated – Maximum SIZ load is Pow /2. You cannot extend, or change affected objects.

Hurl Object – You can lift one or more objects and hurl them at nearby targets. If there are appropriate objects to hurl, you can throw a 1d6 burst of them at one or more targets. Roll an External check to hit, subject to normal ranged modifiers and Defense or Dodge. If you choose to attack more than one target, you may hit each one only once. You may hurl up to your SIZ total, but if you throw more than one object, none may be more than SIZ /4. A large single object does 2d6+2

damage. Smaller or multiple objects do 1d6 each. Streamlined or balanced items do Peirce 2.

Targets may Dodge, or may Block smaller objects.

Action – Normal;

POW cost – 3.

Unrelated – Burst is 1d4.

Telekinetic Strike - you project a ram of force from your hands that strikes all in its path. The ram originates in a square touching yours and travels out to a distance of 10 squares, attacking everything in its path. Roll External once and apply any defense or dodges as appropriate to see which targets are struck. Any that are hit take 1d12 to a random location and must make a Resilience check to remain standing. Armour applies normally.

Action – Normal;

POW cost – 3

Unrelated – attack strikes out only to 5 squares.

Mental:

Domination, Mindspeech, Befuddle, Demoralize, Fanaticism, Psychic Blast.

Domination – you exert mental control over the physical actions of another creature with a mind. Make a Mental check to take control. If you succeed, the target may make a Persistence check to throw off your control. If the target does not successfully resist, you can dictate the actions of the target for the round. Your control lasts until the target succeeds at a Persistence check.

At the beginning of your turn each round after the first, the target may attempt a Persistence check to throw off the domination. If the Persistence check succeeds you lose control, the target can act freely that round, and your Domination ends unless you spend a POW point to continue the battle of wills next round. If you pay the POW, you may attempt to Dominate again on your turn.

This will continue until you stop paying POW to maintain the Domination.

Your mental slave will not do anything directly harmful to itself, but can be given orders that could result in injury or death. So you could not order someone to kill oneself, or attempt an action that is overwhelmingly likely to result in their death, but you could tell the shopkeeper to stop the feral berserker from messing up the shop, even though that could get him killed. You can also give your thrall orders to attack friends, loved ones, etc.

You may only ever Dominate a single target at a time. You may abandon a Domination at any time and may then Dominate a new target on your next turn by manifesting the power again.

This power is effective against humanoids and [mostly] natural creatures. Unnatural creatures, as well as creatures with no mental activity, or an alien mind are not affected by this power.

Action – Normal to manifest. Normal on any turn you pay POW.

POW cost – 4 POW to manifest; 1 POW to maintain the ability when the target successfully Resist.

Resistance – Persistence checks.

Unrelated – You may not maintain the ability by spending more POW.

Mindspeech – On a successful Sense check you may communicate with another mind at a distance. You can project your thoughts to any mind you know of within your current POW in miles. If you are very familiar with the target the Mental check is Simple. If you are unfamiliar with the mind, the task is Hard. You can conduct a single conversation of no longer than 5 minutes or so. Your target can send its own thoughts to you, whether it is psionic or not.

You may include more minds to your conversation at a cost of 1 POW per extra mind. If more than one mind in the contact has Mindspeech, they may split all POW costs of the conversation as they see fit.

You may use Clairvoyance to search for a mind then Mindspeech to contact it.

Action – 1 round to initiate.

POW cost 3 POW. It lasts for 5 minutes [or one encounter].

Unrelated – you can only receive thoughts from the other mind if it is psionic. You cannot include other minds, though other Mindspeakers might include you.

Befuddle – You sow confusion and hesitation in the mind of the target. The target may make a Persistence roll to avoid the effects of this power. An affected target may not use powers and may only take non-offensive actions. The target may run if it so chooses and may dodge and parry normally in combat, though it may not make any attacks unless it is attacked first.

This power is effective against humanoids and [mostly] natural creatures. Unnatural creatures, as well as creatures with no mental activity, or an alien mind are not affected by this power.

POW cost – 2 POW to manifest;

Action – Normal to manifest.

Resist – Targets with Persistence may make a new check at Difficult at the beginning of their action each turn. If the target succeeds, it is no longer affected.

Unrelated – If you fail to affect a target, or the target makes a Persistence check and throws of the power's effects, you cannot attack that target again with this power in this encounter.

Demoralise – you instill doubt and uncertainty into the very heart and soul of the target. The target may make a Persistence roll to avoid the effects of this power. A target affected by this power has all Weapon skills halved and may not use offensive powers. If this power takes effect before combat begins, the target will try to avoid fighting and will either run or surrender. The effects of this power are automatically cancelled by the Fanaticism power or effect, or a rage ability and vice versa.

This power is effective against humanoids and [mostly] natural creatures. Unnatural creatures, as well as creatures with no mental activity, or an alien mind are not affected by this power.

POW cost – 2 POW to manifest;

Action – Normal to manifest.

Resist – Targets with Persistence may make a new check at Difficult at the beginning of their action each turn. If the target succeeds, it s no longer affected.

Unrelated – If you fail to affect a target, or the target makes a Persistence check and throws of the power's effects, you cannot attack that target again with this power in this encounter.

Fanaticism – You instill extreme confidence and considerable martial ability in the target. The target may make a Persistence roll to avoid the effects of this power. A creature affected by this power makes all attacks at +20% but may not attempt to parry, dodge or use powers. Also for the duration of the power the target has a +40% bonus to any Persistence test related to Morale. The effects of this power are automatically cancelled by the Demoralise spell and vice versa.

This power is effective against humanoids and [mostly] natural creatures. Unnatural creatures, as well as creatures with no mental activity, or an alien mind are not affected by this power.

POW cost – 2 POW to manifest;

Action – Normal to manifest.

Resist – Targets with Persistence may make a new check at Difficult at the beginning of their action each turn. If the target succeeds, it s no longer affected.

Unrelated – If you fail to affect a target, or the target makes a Persistence check and throws of the power's effects, you cannot attack that target again with this power in this encounter.

Psychic Blast – You unleash a devastating Psychic assault, causing mental and physical damage. Choose a target and make a Mental check, the target may make a Resilience check to negate the effects of your attack. If you succeed you deal 1d4 [armor does not apply] to the head location [or whatever location houses the targets brain] and reduce the target's Power characteristic by 1d8. The Power damage reduces Power related abilities and current POW points as well [Persistence, Resilience, POW, Perception, Streetwise, Psionic Skills]. You may drive a target's Power into negative numbers with this ability. Negative modifiers also reduce any figured abilities, skills, etc, and affect how long the target takes to regain its POW points. A target must regain negative POW first, then may regain normal POW.

Creatures with no mental activity are not affected by this power.

POW cost – 3 POW to manifest;

Action – Normal to manifest.

Resist – Resilience.

Unrelated – You do not damage the target's Power, only doing the physical damage to the location housing the brain.

Somatic:

Psychic Shield, Mobility, Quickening, Reinforce Body, Strengthening;

Psychic Shield – You project a powerful field of force around you, protecting you from injury. Your shield reduces damage to you by 1 for each POW you spent, to a maximum of Power/3. If you are the target of Psychic Blast, your shield also protects you from the same amount of POW loss. The shield lasts for one encounter or about 5 minutes. The Bonus to armour from Psychic Shield may be combined with other armour.

For an extra POW point you can bestow this power upon someone else that you touch.

POW cost – 1 POW per point of Shield, +1 POW if on another;

Action – Normal.

Unrelated – You cannot manifest this power on another.

Mobility – You can travel across the battlefield in bursts of terrific speed. Each POW spent increases you Move by 4 squares. The power lasts for one encounter or about 5 minutes.

For an extra POW point you can bestow this power upon someone else that you touch.

POW cost – 1 POW per 4 squares of extra movement; +1 POW if on another;

Action – Normal.

Unrelated – You cannot manifest this power on another.

Quickening – You increase your reaction time and co-ordination. For 2 POW you spend, you increase your Dodge Bonus or Defense by 10%, Add + 2 to your initiative, and add 10% to any Dexterity related skill or check. For each further POW you spend, you gain this bonus again. This power lasts for one encounter or about 5 minutes.

For an extra POW point you can bestow this power upon someone else that you touch.

POW cost – 2 POW + 1 POW per further increment ; +1 POW if on another;

Action – Normal.

Unrelated – You cannot manifest this power on another.

Reinforce Body – You psychically reinforce your own physical body. For each POW you spend, you add +3 Temporary Hit Points to your total Hit Points and +1 Temporary Hit Point to each location. Any damage done to you reduces any magical hit points first.

This power does not heal you, any wounds you have taken still affect you, but the effect may be lessened if a damaged location gains enough hit points to reduce a wound's effects.

If a location was removed prior to manifesting this power, the added Hit Points may allow you to use it [GM discretion whether the location is still attached]. The location is still considered removed for purposes of healing powers or effects. Any healing to a removed location must be able to reattach in order to allow prolonged use of the location.

For an extra POW point you can bestow this power upon someone else that you touch.

This power lasts for one encounter or about 5 minutes.

POW cost – 1 POW per 3 total Hit Points, and +1 Hit Point per location; +1 POW if on another;

Action – Normal.

Unrelated – You cannot manifest this power on another.

Strengthening – You psychically strengthen yourself. For each 3 POW you spend, you increase your Damage Bonus by one step and add 10% to any strength related skill or check. This power lasts for one encounter or about 5 minutes.

For an extra POW point you can bestow this power upon someone else that you touch.

POW cost – 3 POW per increment; +1 POW if on another;

Action – Normal.

Unrelated – You cannot manifest this power on another.