

Psionic Collection 2023

Introduction

I began creating new psionic abilities and talents and publishing them this year. This is a compilation of those abilities. Hopefully someone will find it useful.

Disclaimer

The material presented here is my original creation, intended for use with the [GURPS](#) system from [Steve Jackson Games](#). This material is not official and is not endorsed by Steve Jackson Games.

Table of Contents

Introduction.....	1
Disclaimer.....	1
Animal Telepathy.....	4
Perks.....	4
Cognitive Parry.....	4
Call of the Wild (Power-Ups 2, p. 12).....	4
Anti-Psi.....	4
Mind Shield.....	4
Hide Emotions.....	4
Ergokinesis.....	4
Perks.....	4
Laser Pointer.....	4
Parasol.....	4
Electronic Impersonation.....	4
Gray Man.....	4
Ergokinetic Clairsentience.....	4
EK Railgun.....	4
ESP.....	5
Para-Radar.....	5
Fine Relief.....	5
Increase Wavelength.....	5
Precognitive Alteration.....	5
Speed of Thought.....	5
Necrokinesis.....	6
Perks.....	6
Covenant of Rest (Power-Ups 2, p. 19).....	6
Parasol.....	6
Rest in Pieces (Power-Ups 2, p. 19).....	6
Bind Spirit.....	6
Expansion.....	6
Extended Range.....	6
Immobilize Spirit.....	7
Spiritual Constriction.....	7
Spirit Trap.....	7
Surging Bind.....	7
Unbreakable Bonds.....	7
Shadow Hands.....	7
Mass Grab.....	8
Split Focus.....	8
Shadow Body.....	8
Strike Blind.....	8
Mental Blindness.....	8
Tenebrism.....	8
Umbral Fantasm.....	8
Physical Fantasm.....	9
Tactile Shadows.....	9
Psychic Vampirism.....	9
Drain (Attribute).....	9
Drain Additional Attribute.....	9
Irritating/Incapacitating Drain.....	9
Steal (Attribute).....	9

Steal (Different Attribute).....	10
Steal Talent.....	10
Improved Theft.....	10
Psychokinesis.....	11
Perks.....	11
Haptic Feedback.....	11
Thermometer.....	11
Third Hand.....	11
Telekinetic Sense.....	11
Active Sense.....	11
Targeting.....	12
Missile Deflection Field.....	12
Defensive.....	12
Expansion.....	12
Telepathy.....	12
Perks.....	12
Cognitive Parry.....	12
Presence.....	12
Allure.....	12
Beguiling Words.....	13
Resonating Performance.....	13
Aspect.....	13
Appealing Aspect.....	13
Regal Aspect.....	13
Comprehension.....	13
Far Learning.....	13
Faster Learning.....	14
Full Fluency.....	14
Retention.....	14
Emotion Clouding.....	14
Expansion.....	14
Suppress Fear.....	14
Suppress Influence.....	14
Hostility Sense.....	15
Exclusion.....	15
Extended Range.....	15
Lock-On.....	15
Impersonation.....	16
Bulk Compensation.....	16
Exclusion.....	16
Gray Man.....	16
Gray Man Alternate.....	16
Rapid Adaptation.....	17
Mind Shield.....	17
Hide Emotions.....	17
Share Pain.....	17
Full Shock Transfer.....	17
Full Transfer.....	17
Transfer Link.....	18
Telereceive.....	18
Receive Senses.....	18
Telepathic Clairsentience.....	18

Teleportation.....	18
Interportation.....	18
Warp Missile.....	18
Expansion.....	19
Reflection.....	19
Suppression.....	19

Animal Telepathy

Perks

Cognitive Parry

An Animal Telepathy variant of the Telepathy perk (below) may exist for defending against non sapient creatures, but it isn't as useful unless your setting tends to have animals that make attacks that are too fast to parry.

Call of the Wild (Power-Ups 2, p. 12)

This is suitable for Animal Telepathy.

Anti-Psi

Mind Shield

Hide Emotions

See the Telepathy technique.

Ergokinesis

Perks

Laser Pointer

You can focus light into a small beam. This is mostly useful for pointing at distant objects. If shined in someone's eyes, treat it as a Dazzler Laser (Ultra-Tech, p. 113). The GM is free to treat offensive use as a Dirty Trick (B405).

Parasol

You can reduce the light in a small area to create an effect similar to shade. It won't help with

stealth but it can prevent sunburn and give +1 to HT for resisting heat in the sun. You can produce enough shade to cover yourself or another person with 1 yard.

Electronic Impersonation

As for Impersonation but replace Telepathy with Ergokinesis and Only against living, sapients with Only against electronic machines.

Roll at a penalty equal to the target's complexity for most machines instead of a Quick Contest. Make a Quick Contest against AI's Will.

Gray Man

The Gray Man technique applies to algorithmic searches to notice you. Gray Man Alternate removes you from the "memory" of computers but leaves clear traces of tampering.

Ergokinetic Clairsentience

EK Railgun

Skill: EK Railgun (IQ/Hard)

You can launch nearby small, ferreous objects and launch them at high speeds like a railgun. This ability requires ferreous objects and is part of the Ergokinesis power but is otherwise identical to TK Bullet.

The Environmental limitation is slightly more restrictive than TK Bullet, so you may be able to Fast-Talk your GM into increasing it to -15%. You will need a substantial bribe to get -20%.

One may consider adding an inherent armor divisor to make the ability work like a typical railgun in GURPS. This is certainly an option,

but some objects such as coins may not warrant the armor divisor.

ESP

Para-Radar

18 points for Level 1 +4 points/additional level

Skill: Awareness (Per/Hard)

This is a variant of the Awareness ability based on Para-Radar (B81) instead of Extra-Sensory Awareness. To determine the range, find the range for the Awareness ability and multiply it by 10.

Your range may be better than with the Awareness ability, and you can see through thin fabric and vegetation (gaining +3 to locate objects like concealed weapons), but your senses are not as detailed. You must make a separate Awareness roll to distinguish fine relief).

An even lower resolution version is possible. Treat this as Para-Radar based on normal Radar instead of Imaging Radar (B81). This is a separate ability and has 100 times the range but can only provide a general size and shape.

This ability may be taken as an alternative to the Awareness ability. Alternatively, the following techniques may be available:

Fine Relief

Hard

Default: Awareness-4; cannot exceed Awareness.

You can see fine details as if you had the Awareness ability of the same level as your Para-Radar ability. You lose the ability to sense through light concealment, and your range is divided by 10.

This technique can only be used with the Para-Radar ability.

If used with the low resolution variant, it instead increases the resolution to that of the “normal” Para-Radar ability. Each type of use is a separate technique.

Increase Wavelength

Hard

Default: Awareness-4 or Awareness-8; see below; cannot exceed Awareness.

You “increase the wavelength” of your psionic sense. This increases the range of your sense at the cost of reducing your resolution.

Switching from Awareness to Para-Radar is at a -8 penalty and allows you to sense as if you had Para-Radar at half your Awareness level.

Switching from Para-Radar to the “low resolution” variant is at a -4 penalty.

Each use is a separate technique.

Precognitive Alteration

8 points/level

Skill: Precognitive Alteration (IQ/Hard)

This ability is identical to Timeline Alteration (Pyramid 4/3, p. 27) except as an ESP ability and without the Backlash and the restriction on involving help from others. Instead of altering the timeline, you foresaw the event and made the necessary alterations in advance.

Speed of Thought

This is identical to the Chronokinesis version (Pyramid 4/3, p. 25).

Necrokinesis

Perks

Covenant of Rest (Power-Ups 2, p. 19)

This is a suitable perk for Animakinesis and Necrokinesis.

Haptic Feedback

Prerequisite: Shadow Hands

This perk *may* also work for Shadow Hands.

Parasol

Parasol is also an Umbrakinesis ability (and should be called “umbrella,” but that name was taken by the PK perk).

Rest in Pieces (Power-Ups 2, p. 19)

This is also suitable for Anaimakinesis and Necrokinesis.

Bind Spirit

4.5/level; 3.18/level with Multiplicative Modifiers

Skill: Bind Spirit (Will/Hard)

You can bind insubstantial beings - rooting them in place. Make a Quick Contest of your skill (at -1/yard of distance to your target) vs your target’s Will or Mental Strength. If you win, your target is “grappled,” at -4 to DX and cannot move or change posture until free. The victim can free himself by winning a Quick Contest of Will vs this ability’s level. This attempt takes one second. If he fails, he loses 1 FP but may try again.

The binding can also be damaged by attacks that can affect insubstantial targets. The Binding has a DR of the Bind Spirit level/3. Each point of penetrating damage reduces the binding’s effective level by 1. Once the binding’s level is reduced to 0, the victim is freed. Innate

Attacks from the victim hit automatically; other attacks are at -4. The binding itself is normally invisible, but it can be detected by supernatural means. External attacks on the Binding are at -10 to hit unless they can be perceived and risk hitting the victim on a miss (see Striking Into a Close Combat, B392).

You may add another “layer” to your binding by using this ability on an already bound target. Each “layer” adds +1 to the binding’s effective level.

This ability can only be used against insubstantial targets (including naturally substantial creatures made insubstantial though some supernatural ability) or normally insubstantial creatures that are manifest.

The Rule of 16 applies to the initial Quick Contest of Will but not to the contest to break free of this ability.

Statistics: Binding (Based on Will, +20%; Insubstantial Only, -30%; Malediction 1, +100%; Materialized spirits are valid targets, +5%; Necrokinesis, -10%; No Signature, +20%; Only Damaged by Affects Insubstantial, +20%) [4.5/level]. Replace Escape with Mental Strength for the victim to break free as a feature of Based on Will.

Expansion

Hard

Default: Bind Spirit-5; cannot exceed Bind Spirit.

You can bind all insubstantial beings in a two yard area. For every 5 points by which you make the (modified) roll, double the affected area.

Extended Range

Hard

Default: Bind Spirit-5; cannot exceed Bind Spirit.

Your binding uses the normal range penalties (B550) instead of -1/yard. For an additional -5 penalty (which can be bought off), it uses the long-range modifiers (B241) instead.

Immobilize Spirit

Hard

Default: Bind Spirit-6; cannot exceed Bind Spirit.

Your target is “pinned” instead of merely “grappled.” He can only attempt purely mental abilities, attack the binding or try to break free. He is only able reattempts to free himself once every 10 seconds. If he rolls 17 or 18, the victim becomes so entangled that he is unable to free himself and must be freed by someone else.

Spiritual Constriction

Hard

Default: Bind Spirit-8; cannot exceed Bind Spirit.

Each turn your target is bound, the binding attacks him with a Constriction Attack with a ST equal to Spirit Binding’s level. Your target resists with Will instead of HT.

Spirit Trap

Hard

Default: Bind Spirit-2; cannot exceed Bind Spirit.

Any insubstantial being that touches the bound target must win a Quick Contest as if he were the original victim or become bound as well. This lasts for a minute or until the bonds are broken, whichever comes first.

Surging Bind

Hard

Default: Bind Spirit-4; cannot exceed Bind Spirit.

If you have the [Physical Fantasm](#) Spectral Surge (Pyramid #3/99, p. 5) ability, you can use it in conjunction with Bind Spirit. Use the worse range penalties and smaller area for both abilities when used this way, and make a single roll against this technique for both abilities.

Spectral Surge does not become “sticky” when this technique is used with Spirit Trap.

Unbreakable Bonds

Hard

Default: Bind Spirit-2; cannot exceed Bind Spirit.

The binding cannot be damaged with attacks. It must be escaped by winning the Quick Contest to break free.

The GM may wish to make this technique and Immobilize Spirit mutually exclusive.

Shadow Hands

3.25/level; 2.275/level with Multiplicative Modifiers

Skill: Shadow Hands (IQ/Hard)

You can create a pair of shadowy hands that can move objects at a distance. They have a ST and Move (modified by encumbrance) equal to your Shadow Hands level. You can use the hands to grab objects, strike, grapple, throw objects, etc. but you cannot affect yourself directly. This ability works like the short ranged variant of TK Grab (Psionic Powers p. 54), but your shadowy hands are visible. You may use this ability only in an area with nearby shadows.

Statistics: Telekinesis (Based on IQ, +20%; Cannot Affect Self, -20%; Environmental, Shadows, -5%; Increased Range, x2, +10%; Necrokinesis, -10%; Requires IQ Roll, -10%; Visible, -20%) [3.25/level]

Mass Grab

This is identical to the TK Grab technique (Psionic Powers p. 55).

Split Focus

Hard

Default: Shadow Hands-8; cannot exceed Shadow Hands.

Prerequisite: Shadow Hands at level 8 or higher; 10 or higher with Multiplicative Modifiers

This works like the TK Grab technique (Pyramid 3/97 p. 10) but note the prerequisite.

Shadow Body

This is identical to the Tactile Telekinesis TK Grab technique (Pyramid 3/97 p. 11) with the added effect of covering your body with visible shadows making it obvious that something is happening.

Strike Blind

22/25/28/33 for levels 1-4 + 33points/additional level; 8/16/27/31 +31/additional level with Multiplicative Modifiers

Skill: Strike Blind (Will/Hard)

You can blind a target. Roll a Quick Contest of skill vs. the subject's Will; Mind Shield protects normally. If he loses, he is Blinded (B124) for minutes equal to his margin of failure.

At level 1, this requires skin-to-skin contact. At level 2, it requires a touch. At level 3, it can be used at range at -1/yard to skill. At level 4, apply normal range penalties (B550). Your target resists at -1/level after 4.

Statistics: Affliction 1 (Will; Based on Will, +20%; Blindness, +50%; Contact Agent, -30%; Malediction 1, +100%; Melee Attack, C, No Parry, -35%; Necrokinesis, -10%; No Signature, +20%) [22]. Further levels remove Contact

Agent at level 2 and Melee Attack at level 3 then improve Malediction to 2 at level 4. Additional levels add levels to Affliction.

Mental Blindness

Default: Strike Blind -3; cannot exceed Strike Blind

If you blind your target successfully with this technique, you also "blind" his memory. When the effect ends, he will have no memory of the events when he was blinded or even that he was blinded. Contextual clues may reveal that something transpired and that he may be missing memories, and he may recover the lost memories with certain psychic treatment, Hypnosis, Psychology, etc.

Tenebrism

4.8/level; 4.16/level using Multiplicative Modifiers

Skill: Tenebrism (IQ/Hard)

You cloak the area around you in darkness and shadow. This works exactly the same as Photorefraction (Psionic Powers, pp. 36-37) except that it is only Stealthy in a sufficient amount of darkness (i.e., darkness penalty of -1 or worse). The darkness need not be natural, but darkness but it must not come from *this* ability.

Statistics: As Photorefraction except that the Stealthy enhancement is limited by Environmental, Darkness, -10% and the Power Modifier is replaced by Necrokinesis, -10%.

The Blocking variant is available, as is an additional non-stealthy variant.

Umbral Fantasm

Skill: Fantasm (IQ/Hard)

You can rearrange the shadows in a two-yard area to produce believable, moving illusions. This ability works like the Hologram ability (Psionic Powers, pp. 35-36) except that it

requires a sufficient amount of darkness (i.e., darkness penalty of -1 or worse). It can work in total darkness by “controlling the shadows” to “produce sufficient light” to allow the illusion to be meaningful. It can’t create a Flash type effect like Hologram, but it can produce startling shadow effects. If your GM agrees that the illusion is sufficiently startling, make a Quick Contest of Fantasm vs the higher of your targets IQ or Perception. If you win, your target must make a Fright Check. The modifiers from Powers p. 94 apply.

Statistics: As Hologram except replace the Environmental limitation with Environmental, Darkness, -10% and the Power Modifier with Necrokinesis, -10%

Physical Fantasm

Hard

Default: Umbral Fantasm-4; cannot exceed Umbral Fantasm.

If you know the Shadow Hands ability, you can use Link it to your fantasm. This allows your fantasm to affect the world as if through a pair of shadowy hands. This gives your +4 in the Quick Contest to pass your illusion as real.

Tactile Shadows

Hard

Default: Umbral Fantasm-2; cannot exceed Umbral Fantasm.

You can make your illusion feel real. It still can’t affect the physical world (but see Physical Fantasm).

Psychic Vampirism

Drain (Attribute)

Drain Additional Attribute

Hard

Default: Drain (Attribute)-3; cannot exceed Drain (Attribute)

You can drain an additional attribute. Use a single Quick Contest and a single duration. You drain both attributes at once. Purchase this technique separately for each skill and other attribute combination.

Irritating/Incapacitating Drain

Hard

Default: Varies; cannot exceed Drain (Attribute)

Psionic Powers has Painful Draining, but other irritating/incapacitating conditions are possible. Some examples are listed below with their defaults:

- Tipsy: Drain (Attribute)-1
- Nauseated: Drain (Attribute)-3
- Euphoria: Drain (Attribute)-3
- Severe Pain: Drain (Attribute)-4
- Daze: Drain (Attribute)-5

Many of the Incapacitating conditions may have too high a penalty, so make those secondary conditions:

- Agony: Drain (Attribute)-2
- Ecstasy: Drain (Attribute)-2
- Unconsciousness: Drain (Attribute)-4
- Heart Attack: Drain (Attribute)-6

These lists are merely a few examples. Each condition is a separate technique. Alternatively, combine primary irritating and secondary incapacitating condition into single techniques.

Steal (Attribute)

96/100/104/108/112/116/120/124/128 points for levels 1-9; 36/58/60/63/65/68/71/76 with Multiplicative Modifiers

Skill: Steal (Attribute) (Will/Hard)

This ability works like Drain (Attribute) except that it also increases your attribute by the same amount for the duration. Your enhanced

attributes can be negated like any other Psionic effect.

The GM should forbid using the increased Will from Steal IQ to gain ever increasing margins.

If Steal (Attribute) and Drain (Attribute) coexist, feel free to allow them to use the same skill. This is simply an alternate version with an added effect.

Statistics: As Drain (Attribute) with an added Linked, +10% and add a linked Affliction with the same modifiers except with the Attribute Penalty replaced with Advantage, Enhanced Attribute, Margin Based, +540% and Self Only, -50%. Note: Enhanced Attribute is the either +1 DX or IQ or +2 ST or HT with a Psychic Vampirism -10% modifier. [25+71, 27+73, 29+75, 31+77, 33+79, 35+81, 37+83, 39+85, 41+87] or [20+16, 26+32, 27+33, 29+34, 31+34, 33+35, 35+36, 36+37, 38+38] with Multiplicative Modifiers

Steal (Different Attribute)

Default: Steal (Attribute)-11; cannot exceed Steal (Attribute).

You can steal a different attribute instead. You must specialize by different attribute.

A Drain (Different Attribute) technique is also possible and has a -1 penalty.

Steal Talent

26/30/32/34/36/38/41/43/45 points for levels 1-9

Skill: Steal Talent (Will/Hard)

You can steal psionic talent with a touch, adding it to your own. This ability functions like Drain (Attribute) except that it drains a single level of psionic talent instead levels of a given attribute. Additionally, you gain a level of Psychic Vampirism Talent for the specified duration of the ability. This additional talent can be negated by anti psionic countermeasures unlike normal talent.

You must choose which talent to steal from your target when using the ability. If your target does not have the chosen talent, this ability does nothing!

The stolen talent gained from this ability adds to other psionic skills, but it does not add to Steal Talent. You can add only one level of talent from this ability. If you use Steal Talent again before the duration expires, the newly stolen talent replaces the old one.

Statistics: As Drain (Attribute) except replace the Attribute Penalty with Negated Advantage, Variable Psionic Talent for no change in price + Psychic Vampirism Talent (Nuisance Effect, Limited by Drain Duration, -5%; Psychic Vampirism, -10%; Trigger, Psionic Victim, -45%) [2] at level 1 further levels replace Trigger with Trigger, Extended, 10 minutes, -20% [4] at levels 2-3, 1 hour, -10% [4] at level 4, 8 hours, -5% at levels 5-6 [4] and until the duration expires, -0% [5] at levels 7-9

Similar abilities which steal specific talents or improve other talents besides Psychic Vampirism are possible but are left as an exercise for the reader. If your setting has psionic talents that are not 5 points/level, you will need to adjust the values slightly.

Far Draining, Painful Draining and potentially other techniques from Drain (Attribute) are available. In addition, the following optional technique may be available for Steal Talent.

Improved Theft

Hard

Default: Steal Talent-7; cannot exceed Steal Talent.

Roll a Quick Contest of Improved Theft vs your victim's Will. If successful, you can steal a second level of talent from your victim. Your victim must have at least two levels of the talent for you to gain a second level of bonus talent.

Even more optionally, for every 7 points by which you win the Quick Contest, you can steal an additional level of talent. You can gain additional temporary levels of talent limited by your margin of victory, your victim's level of talent and whatever the GM allows.

In any case, multiple uses of Improved Theft do not stack.

Psychokinesis

Perks

Haptic Feedback

Prerequisite: TK-Grab

You have a vague sense of contact with your TK-Grab "hands." You are able to determine if an object is roughly solid or liquid but are not able to determine more specific details such as firmness and texture. This sense can help you detect illusions and invisible objects but it isn't sensitive enough to read braille. You are also unable to sense temperature.

Thermometer

You are able to sense temperature with great accuracy and precision. Take a Concentrate maneuver and make and roll IQ (plus talent) at -1/yard of distance. If you succeed, you can judge the temperature as if you used a sophisticated thermometer for your setting.

Third Hand

You can use your TK to help when your hands are full. This functions exactly like Akimbo (Power-Ups 2, p. 5).

Telekinetic Sense

18/19/24; 16/18/23 with Multiplicative Modifiers

Skill: Telekinetic Sense (Per/Hard)

You can detect the location and size of nearby objects through psychokinetic feedback. It isn't as good as sight or Awareness - you can detect a creature in total darkness but not any details besides a rough size and location. Your sense works through air, water and even solid objects. Wind, sound and other vibrations do not interfere with your ability certain anti-psionic effects or psychotronic devices can.

Make a Telekinetic Sense roll at a bonus for the target's size and speed (See the Size and Speed/Range Table, B550). On a success, you learn the target's size, speed, location and direction of movement. Once you detect something, you may target it with an attack. Apply any penalties to your sense from size and speed to the range (listed below) as a penalty to your attack. You may not gain a bonus if positive.

At level 1, you are at -1/yard. At level 2, use the standard range penalties (B550). At level 3, use the long-distance modifiers (B241).

Statistics: Vibration Sense (Sense of Perception, +100%; Short-Range, -10%; Psychokinesis, -10%) [18]. At level 2, remove Short Range [19]. At level 3, add Long-Range [24].

Active Sense

Hard

Default: Telekinetic Sense-8; cannot exceed Telekinetic Sense.

Instead of sensing for psychokinetic feedback passively, you can vibrate the air or water to create a sonar like effect. This reduces your perception to a 120° arc in front of you. It also makes the sense "active," so anyone who can sense sonar can detect you at 2 x your range. This technique lets you "see" with a 1mm resolution in air or 5mm in water and lets you discern size and shape with enough precision to ignore vision penalties in combat.

You must make a Sense roll to perceive details such as faces, at -3 in water. This use of your ability can be fooled or jammed by loud noises.

At levels 1 and 2, your range is 10 yards (multiplied by air pressure in atmospheres) in air or 1000 yards in water. At level 3, your range doubles.

Range is 4 yards (multiplied by air pressure and 400 in water) at level 1 if using Multiplicative Modifiers.

Targeting

Hard

Skill: Telekinetic Sense-2; cannot exceed Telekinetic Sense.

You can “lock on” to anything you have already detected with an Aim maneuver to determine its precise range and speed. This also gives +3 to hit with an aimed ranged attack.

Missile Deflection Field

3.4 points/level

You project a telekinetic field with a two yard radius around yourself that pushes missiles off course. Physical projectiles that pass through the field are at -1/level to hit their targets.

Statistics: Obscure (Physical Projectiles; Anti-Targeting, -20%; Stealthy, +100%; Telekinesis, -10%) [3.4 points/level]

Defensive

Hard

Default: Missile Deflection Field-5; cannot exceed Missile Deflection Field

If you succeed with this technique, your own projectiles are not affected by your field. For an additional -2 penalty which can be bought off, you can exclude other projectiles you know about.

Expansion

Hard

Default: Missile Deflection Field-5; cannot exceed Missile Deflection Field

If you succeed, your field’s radius is doubled to four yards. For each 5 points by which you succeed, your field’s radius is doubled again.

Telepathy

Perks

Cognitive Parry

Prerequisite: Precognitive Parry

You can add your Telepathy talent to your Precognitive Parry skill provided the attack comes from a sapient creature within 100 yards. An attacker with the Mind Shield advantage may resist with Will to negate the effect. Naturally, a Psi Static resists automatically.

Presence

You can amplify your voice in people’s minds. This functions like Penetrating Voice (Power-Ups 2, p. 14).

Allure

6/7 points for levels 1 and 2

Skill: Allure (Will/Hard)

You can manipulate the perceptions of people around you so that they find your voice appealing. Make a quick contest of Allure vs Will at a bonus based on the standard range modifiers. Anyone who fails and can hear you reacts to you at +2, and you get +2 to use the skills mentioned in the Voice advantage (B97) against the subjects of this ability.

At level 2, use the long distance modifiers (B241).

Statistics: Voice (Requires Will vs Will Roll, -15%; Selective Area; Short-Ranged 2, -20%; Telepathy, -10%) [6]. Level two replaces Short-Ranged 2, -20% with Short-Ranged 1, -10% [+1].

Beguiling Words

Hard

Default: Allure-6; cannot exceed Allure.

This technique is identical to the Beguilement technique from Pyramid 3/54 p.6 except that you make only a single quick contest of Beguiling Words vs Will and it has the normal drawbacks of a psi technique.

Resonating Performance

Hard

Default: Allure-6; cannot exceed Allure.

This technique is identical to the Resonance technique from Pyramid 3/54 p.7 except that you make only a single quick contest of Resonating Speech vs Will and it has the normal drawbacks of a psi technique. You still need to make a performance and roll against the appropriate Resonance prerequisite skill to have something for the audience to remember.

Aspect

Appealing Aspect

Hard

Default: Aspect-6; cannot exceed Aspect.

This technique is identical to the Fascination technique from Pyramid 3/54 p.7 except that you make only a single quick contest of Appealing Aspect (plus your Aspect level) vs Will, it has the normal drawbacks of a psi technique.

Regal Aspect

Hard

Default: Aspect-6; cannot exceed Aspect.

This technique is identical to the Power Gaze technique from Pyramid 3/54 p.7 except that you make only a single quick contest of Regal Aspect (plus your Aspect level) vs Will and it has the normal drawbacks of a psi technique.

Comprehension

9 points

Skill: Borrow Skill (IQ/Hard)

You can temporarily learn to understand a single language when you hear someone nearby speak it (or see it for sign language). Roll against Borrow Skill using the normal range penalties (B550) and distance to the language “donor,” and the “donor” can resist if he has Mind Shield or similar. Reroll if the distance penalty ever increases. If you are successful, you are able to understand the language at the Accented level (or broken if the speaker only knows the language at Broken). Using this ability does not take an action, and you can switch languages/targets once/turn. This ability does not grant literacy.

If you have Language Talent, you may learn the language at Native comprehension if your “donor” has Native comprehension.

Like Borrow Skill, you can learn this ability multiple times.

Statistics: Telepathic Learning 1 (Limited, One-Way Fluency, -20%; Short-Range, -10%; Reflexive, +40%; Requires IQ Roll, -10%; Telepathy, -10%)[9]

Far Learning

Hard

Default: Borrow Skill-5; cannot exceed Borrow Skill

You can use the long distance modifiers (B239) instead of the normal range modifiers. This

technique is unnecessary for the Borrow Skill power.

Faster Learning

This technique is unnecessary for the Comprehension ability. It is baked into it.

Full Fluency

Hard

Default: Borrow Skill-4; cannot exceed Borrow Skill

Make a concentration roll and roll against the Full Fluency technique. If successful, you can speak (or sign) the language instead of only being able to understand it. This technique lasts for one minute or until you switch languages (whichever comes first).

Retention

Hard

Default: Borrow Skill-6; cannot exceed Borrow Skill

This works with Comprehension the same as with the Borrow Skill ability (Psionic Powers p. 58).

Emotion Clouding

3.6/level; 1.5/level with Multiplicative Modifiers

Skill: Emotion Clouding (IQ/Hard)

You can manipulate your own emotions to hide them from detection. Make an uncontested Emotion Clouding roll. If successful, each level of Emotion Clouding gives -1 to rolls to discern your emotions. This includes Body Language, Detect Lies, Criminology, Interrogation and Psychology as well as IQ rolls for Sensitive and Empathy. It may also apply to influence skills if the GM believes understanding your emotional state would be important.

Statistics: Obscure (Emotions; Defensive, +50%; No Area Effect, -50%; Requires IQ Roll, -10%; Stealthy, +100%; Telepathy, -10%)

Expansion

Hard

Default: Emotion Clouding-7; cannot exceed Emotion Clouding.

You hide the emotions of anyone you choose in a two yard area. For every 5 points by which you make the (modified) roll, double the affected area.

This technique does not expand the area of the Suppress Fear and Suppress Influence effects.

Suppress Fear

Hard

Default: Emotion Clouding-10; cannot exceed Emotion Clouding.

Prerequisite: Emotion Control level 4 or higher; level 8 or higher if using Multiplicative Modifiers

Instead of merely hiding your emotions, you channel some of your ability into suppressing your fear. You become exempt from Fright Checks and immune to Intimidation. Using this ability reduces your effective Emotion Clouding level by 4 (or 8 if using Multiplicative Modifiers) and lasts for 1 minute.

Suppress Influence

Hard

Default: Emotion Clouding-10; cannot exceed Emotion Clouding.

Prerequisite: Emotion Control level 4 or higher; level 8 or higher if using Multiplicative Modifiers

Instead of merely hiding your emotions, you channel some of your ability into defending against emotional manipulation. You become exempt to ordinary influence skills. Any attempt

to influence you from a character without Empathy (or another suitable advantage) automatically fails. Using this ability reduces your effective Emotion Clouding level by 4 (or 8 if using Multiplicative Modifiers) and lasts for 1 minute.

Hostility Sense

12/15/17/21 points for levels 1-4.

Skill: Hostility Sense (Per/Hard).

You can sense the nearby source of hostility from living, sapient (IQ 6+). This is a passive sense, but you may use it actively if you wish. The GM rolls against your skill (using the standard range penalties, p. B550) whenever a nearby sapient creature bears hostility toward you. On a success, you become aware of the hostility.

At level 1, you only know that someone is hostile toward you. It provides enough information to avoid *total surprise* but you must use your other senses to detect an immediate threat and attempt an active defense except on a critical success. On a critical success, you know the direction and the intensity of the hostility.

At level 2, you know the intensity of the hostility but only know the direction on a critical success. You can tell when an attack is about to take place and may have time to take cover or *dodge and drop*.

At level 3, you also know the direction of the hostility. At this level, you have enough information to make any applicable active defense.

At level 4, you also know the distance to the hostility.

This ability detects hostility, not danger in general. It provides sufficient warning to avoid total surprise from an *ambush* but does not prevent “freezing” from partial surprise when encountering a party that is not *already hostile* to you. It provides enough warning to attempt

an active defense against an attack made by an unseen character who’s hostility you have detected. It provides warning against falling rocks dropped by hostile actors but not rocks dropped due to negligence. It provides no warning in general against preset traps, but it may provide sufficient warning if hostile actors are lying in wait for the character to trigger the traps.

Statistics: Detect (Sapient Hostility; Based on Per, Own Roll, +20%; Vague, -50%; Reflexive, +40%; Reliable 4, Limited with Passive Only, +8%; Telepathy, -10%) [12]. Further levels replace Vague for Nondirectional [15], then remove Nondirectional [17], then add Precise, Nontargeting [21].

Optionally, I Feel Them Watching Me (Pyramid #3/66 p. 7) may be considered a level 0 of this ability when taken as a Telepathy perk and may use the Hostility Sense skill in place of Per if better. In any case, Hostility Sense replaces I Feel Them Watching Me if taken as a Telepathy perk.

Exclusion

Hard

Default: Hostility Sense-2; cannot exceed Hostility Sense.

As for Psi Sense (Psionic Powers p. 41).

Extended Range

Hard

Default: Hostility Sense-5; cannot exceed Hostility Sense.

You extend the range of your hostility sense. Use the long-distance modifiers (p. B241) instead of the standard range modifiers. The effects of this technique last for one minute.

Lock-On

Hard

Default: Hostility Sense-5; cannot exceed Hostility Sense.

You can use lock on to a detected bearer of hostility and use follow-up abilities.

Impersonation

12/16 points for levels 1-2.

You can alter the minds around you to perceive you differently. You can alter your skin and facial features to appear similar to another of yours or a very similar race. Visualizing your new appearance takes 10 seconds and requires an Impersonation roll to duplicate a particular individual. Whenever you are perceived, roll a Quick Contest of Impersonation vs Will. If you win, the viewer perceives the appearance you visualized, and you gain +4 to disguise rolls against that individual. Your GM rolls each viewer separately but may roll for groups if desired. Returning to your original form takes three seconds.

At level 1. The ability affects only your physical appearance. At level 2, you are able to modify how your voice is perceived to mimic another's voice. This requires at least 10 seconds of listening to the target and making an Impersonation roll.

Statistics: Elastic Skin (Only against living, sapient beings, -20%; Requires Impersonation vs Will Roll, -10%; Telepathy, -10%) [12] for level 1. Level 2 adds Mimicry (Only against living, sapient beings, -20%; Speech only, -20%; Requires Impersonation vs Will Roll, -10%; Telepathy, -10%) [4].

Bulk Compensation

Hard

Default: Impersonation varies; cannot exceed impersonation.

If you succeed in using this technique, you can alter the appearance of objects you hold or wear in addition to your own appearance. You gain a

+4 bonus to holdout checks to conceal hidden items with this technique. No Encumbrance defaults to Impersonation-1. The defaults for other encumbrance levels are as for the Mind Clouding technique at an additional -1.

Exclusion

Hard

As the Mind Clouding technique.

Gray Man

Hard

Default: Impersonation-4; cannot exceed impersonation.

Instead of disguising yourself as a specific individual, you blend into a crowd as a "generic person." Make a Quick Contest against anyone who observes you. If you win, you gain +4 to avoid standing out in a crowd as long as you refrain from acting in any way out of the ordinary. This bonus increases to +6 at level 2. Half the bonus if you are in only a small crowd. Reduce the bonus by 2 (or 3 at level 2) if you wear any logo on your clothing, have an unusual hair color or style, etc. You gain no bonus if there are few people around you, you look significantly different from the others around you, cause a scene, etc. You are still entirely visible. People can see you, but they tend not to pay attention and won't remember you.

Gray Man Alternate

Hard

Default: Impersonation-4; cannot exceed impersonation

Instead of disguising yourself as a specific individual, you blend into a crowd as a "generic person." Make a Quick Contest against anyone who observes you. If you win, the person viewing does not remember you after the fact but does have a clear sense that his memory was manipulated somehow. You are still entirely

visible. People can see you in the moment, but they do not to remember you.

Rapid Adaptation

Hard

Default: Impersonation-2; cannot exceed Impersonation.

If you succeed with this technique, reduce the activation time by half. For each 2 points by which you succeed, reduce the the time by half again: 5 seconds for success, 3 seconds for success by 2, 2 seconds for success by 4, 1 second for success by 6, instantaneous for success by 8.

Buy this technique separately the visual and auditory effects.

Mind Shield

Hide Emotions

Hard

Default: Mind Shield-10; Mind Shield-6 if using Multiplicative Modifiers; cannot exceed Mind Shield.

Instead of shielding your mind, you hide your emotions. If you use this technique successfully, replace your Mind Shield with Emotion Clouding. This technique lasts for 1 minute.

Share Pain

31/33/37/42 for levels 1-4 + 35/additional level; 15/25/35/40 + 33/additional level with Multiplicative Modifiers

Skill: Share Pain (Will/Hard)

You can telepathically shift some of your pain to another individual who fails to resist for one minute times the margin of failure. While shifting the pain, you experience half of the normal shock penalty and reduce the your level of pain by one. Agony becomes Terrible, Terrible becomes Severe, Severe becomes

Moderate and Moderate becomes Minor (-1 to DX and IQ). You can still feel pain below Minor, but it has no real game effect. Your target experience the same pain and shock penalties you do.

Range by level is as Sleep (Psionic Powers, p. 49).

Resistant to Pain renders the target immune to this ability or adds to the target's resistance. High Pain Threshold provides the target its normal benefits but does not diminish this ability's effects on you. The target is able to tolerate the pain but still feels it.

You can use this ability on a willing target in which the subject may waive his resistance roll. Nothing prevents you from sharing your pain with multiple targets, but you gain no additional pain reduction.

Statistics: Affliction (Will; Based on Will, +20%; Contact Agent, -30%; Limited by Own Pain, -40%; Malediction 1, +100%; Melee Attack, C, No Parry, -35%; No Signature, +20%; Shock, +10%; Telepathy, -10%, Terrible Pain, +60%) [24] + High Pain Threshold (Dependent on Affliction, -10%; Pain Reduction, -10%; Telepathy, -10%) [7] for [31]. Further levels remove Contact Agent from Affliction [33] and then Melee Attack [37] then Increase Malediction to 2 [42]. Additional levels add levels to Affliction [+35]

Full Shock Transfer

Default: Share Pain-1; cannot exceed Share Pain.

You can transfer all of your shock to the target. Your target takes the full shock penalty while you take none.

Full Transfer

Prerequisite: Share Pain 4

Default: Share Pain-10; -8 at level 5+; cannot exceed Share Pain

The target receives all of the pain you would have received. You become immune to pain for the duration of the affliction - retaining just enough of a sense to be aware of your injuries.

At level 4, you must make skin-to-skin contact to use this technique. At level 5 or more, your ability's level is reduced by one when using this technique.

Transfer Link

Default: Share Pain-1; cannot exceed Share Pain.

You can transfer your link to another individual. Instead of your pain being transferred to the target, a third individual's pain is transferred to the target. You must touch the third individual (or make skin-to-skin contact at level one).

Telereceive

Receive Senses

Hard

Default: Telereceive-2; cannot exceed Telereceive

You can receive sensory input from the target in addition to thoughts. You can see, hear, smell, etc. whatever the target senses. This comes at a cost. You take any shock, pain, etc. penalties that your target receives. Additionally, if your target takes a major wound, is knocked unconscious or dies, you are stunned. The GM may also require a Fright Check for any significant and abrupt pain or death. You can avoid these negative effects by making a successful Will roll.

Telepathic Clairsentience

Skill: Telepathic Clairsentience (IQ/Hard)

This is identical to the Clairaudience/Clairvoyance abilities (Psionic Powers p. 40) with a few differences.

You can project your senses into a sentient being. Select a sentient being in range and make a quick contest of Telepathic Clairsentience vs your target's Will. If you win, you can project your senses out of that target. A willing target may choose not to resist. You have no control over your target, but you can switch targets with a concentrate action and a skill roll.

You have no control over the target's facing, and your projected sense is identical to your target's sense.

The techniques from Psionic Powers are available except for Darkvision. You always get the visual capabilities of your target.

Statistics: For the Clairaudience version, add Sensory, -40%. For the Clairvoyance version, remove Normal Sight, -20% and add Sensory, -40%. For both, change ESP, -10% to Telepathy, -10%.

Teleportation

Interportation

I haven't decided on a particular implementation of Interportation, but I provided a link to the design notes.

Warp Missile

2 points/level

Skill: Warp Missile (IQ/H)

You are able to teleport missile attacks away from yourself to some harmless location. When there is a missile attack made against you and you are aware of it, you may roll against Warp Missile/2 + 3 + 1 for Combat Reflexes. You roll at -4 if stunned and at a cumulative -4 penalty for each successive use after the first on a given turn. If you succeed, you may negate the attack by warping it somewhere harmless as long as its basic damage (in dice) does not exceed the value in the table:

Level	Damage	Level	Damage
1	1d-3	8	2d+1
2	1d-2	9	2d+2
3	1d-1	10	2d+3
4	1d	11	3d
5	1d+1	12	3d+1
6	1d+2	13	3d+2
7	2d	14	4d

The progression continues using Modifying Dice + Adds on B269.

If you first roll fails, additional attempts cost 1 FP until you succeed or wait 5 minutes. If your FP drop to 3 or less from this cost, you may not use this ability until you regain *all* of your FP.

You may use this ability only if you would be able to make an active defense, but it is separate from any active defenses. You may choose to use this ability at any time before or after any active defense you make.

You may also choose to use this ability as your active defense with a Power Block. If so, double the level of this ability against that attack. You get no other active defense unless you chose the All-Out Defense (Double Defense) maneuver *even if you fail because the attack exceeds your capacity*.

Statistics: Damage Resistance (Active Defense, -40; All or Nothing, -10%; Force Field, +20%; Limited, Missiles, -20%; Teleportation, -10%) [2/level]

Expansion

Hard

Default: Warp Missile -5; cannot exceed Warp Missile

If you succeed with this technique, you may defend others against any missile attacks within a two yard radius of you. For each 5 points by which you succeed, double the radius. This technique halves you effective level.

Reflection

Hard

Default: Warp Missile -5; cannot exceed Warp Missile

Reduce your level by half. If this ability would still stop the attack, you warp the attack so that it fires back at the attacker. If the attacker is unaware of this ability, he gets no defense against this the first time use use this technique. He may defend normally against subsequent uses.

If the GM allows, you may instead quarter you level and take an additional -8 penalty which can be bought off. If the ability would still stop the attack, you warp the attack so that it originates behind the attacker. Characters with 360° vision or Peripheral Vision can defend normally, and characters with Danger Sense may defend at -2 with a successful Perception roll. Others get no defense!

Suppression

Hard

Default: Warp Missile -5; cannot exceed Warp Missile

This works like the EK Shield and PK Shield techniques, except that it protects against teleportation based attacks (e.g. [Interportation](#) or Innerportation, Psionic Powers p. 70).