

GALAXY BLACK

*Space fantasy adventure
in the Collapsing Universe*



*Galaxy Black II Magic metaphysics and
psychic powers*

Dreaming Gynoid studio

COMPATIBLE WITH
**DCC
RPG**

GALAXY BLACK

Space fantasy adventure in the Collapsing Universe

Galaxy Black II Magic, Metaphysics, and Psi powers

The freeware Indigo electric grimoire v5.13



This is the second volume of Galaxy Black. It is not a complete game in itself, and requires the DCC RPG rulebook to play. It will benefit immensely from use with Galaxy Black I Characters and Classes

Forthcoming

Galaxy Black III Star travel and the secrets of the Sub-ether

Galaxy Black IV Space Trader Nick's Coreworld Consultant and Frontier Survival Supply Catalog

Galaxy Black V Imperial Book of Common Prayer

Galaxy Black VI the Judges Guide to the Collapsing Universe

Galaxy Black VII The Space Girl's Guide to the Galaxy

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This product is compatible with the Dungeon Crawl Classics Role Playing Game

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Galaxy Black contains what a 21st century nascent info-democracy would consider mature themes. It has psychic powers, drugs, needle guns, gods, demons, and lots of extremely cruel, well dressed people. The universe is lethal but there are lots of work arounds. In short, exactly what you would expect from fantasy SF inspired by reading LOTS of Lovecraft, Moorcock, Vance, Brackett, Burroughs (both Edgar Rice and William S.), Carter, Leiber, Ellison, Le Guin, Varley, Blish, Spinrad, Kafka, and Zelazny.

In short, this is appendix N as all hell. **PLAY IT LOUD**

This is a galaxy of either/or options. Use what you like and discard the rest, as always. But also, always add whatever you like. At the minimum I would grab your copies of Crawljammer and MCC (you have those right?) and the nearest pile of old comics, the old EC's, a stack of Epic Illustrated, Heavy Metal, or Metal Hurlant, or the underground commix of the early 70s, put on some prog rock, settle in, and let your imagination take you where you wish to go.

Dreaming Gynoid
love our patrons! You keep us flying!
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Beckett Warren, Tore' Nielsen, and PialaMode
Y'all Rock!

Galaxy Black

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Danger in Deep Space, the Revolt on Venus, the Space Pioneers (a Tom Corbett book).

mac'l

Gwendolyn Harper and her fabulous digital guerilla stock art review

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Stop here before reading.

This is the second part of Galaxy Black, and itself requires the DCC RPG rules for play. AS such elements herein, the Psion and the Psychic Healer classes are in **Galaxy Black I Characters and Classes**. The spells of course can be used as is. You can probably render the psi powers as wizardry spells if you just want to loot what's in here for magic stuff, just change warp to corruption and drop or wing the strain stuff.(alternately you can run it as is, call it a unique school of magic. It's your game, do with this material as you wish.) The psychic powers rules have cleaved as closely as possible to the core magic rules for ease of use and comprehension.

Successive material, including a detailed list of psionic items and related material can be found in the gear book, Galaxy Black IV *Space Trader Nick's Coreworld Consultant and Frontier Survival Supply Catalog*.

As always, if you have an earlier variety of these rules, or other rules better suit, by all means use them. Everything works together bus the various sub-systems have been kept as self-contained and 'modular' as possible.

This does not represent the sum total of all character possibilities inherent in Galaxy Black, far from it! Spells and weird powers from literally anywhere in DCC can and should be found throughout your Judge's galaxy. These represent a sampling of possibilities and a framework to build from, no two Judges will have quite the same galaxy (though nothing's stopping anyone from making the Galaxy of Six Judges or whatever). Use these rules as the basis for a funnel or whole Galaxy Black campaign, to supplement your DCC game, or in any other way you see fit. The stars are yours.

These Doors of perception have been purged,
you may proceed.

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Eldritch Arts - Magics of the Known Galaxy



MAGIC in the Empire - Special Magic Rules

Amongst much of the imperial population, magic is regarded as superstition, the backwards and desperate alternative to “psionics and the sciences” - to certain extent, there is an association of magic use with conquered, pre-assimilated people. Starship crews are another matter. As they spend so much time exposed to the warp and weft of their vessel’s gravity drives they find that both they and their spawn find the calling of the trans-planar energies much easier.

Now, are their genes being altered? Do the many, varied, and oftentimes subtlest of energy and radiation fields shift the genome in such a manner? Or are they merely more sensitive to it? More aware of what is to them a native environment?

Or do the walls claw yet thinner? Ever closer to collapse?

What is the difference? Magic is real. Things will come through.

Arcane Affinities

Across the galaxy, magic manifests in as many ways as there are wizards. There are many specialties. Among the more powerful, more infamous, or most legendary are:

Astromancer – Star magic, primarily summoning and energy channeling.

Crystalomancer – The arts crystalis primarily call on information spirits from the noosphere and pure crystallore

Hexweavers – magical theoreticians and curse throwers

Onieromancer – a member of the guild of dreams

Technomancer specialists in using technology in the casting of spells.

Temporal Magic – those who pursue time magic seek to bend causality past it’s breaking point and voyage radically in the past, future and possibilities.

Void magick – the magic of the end and ultimate non-existence of all things

Astromancy

Once called Nethermancy, this is star magic, primarily concerned with summoning and energy channeling. It is very lore heavy and involved with history and events of times long past and frequently their secrets while unlocking cosmic secrets underlying the collapsing universe itself. In a more practical sense, it focuses on the space between the stars rather than the sub-ether between them.

Crystal magic

The arts crystalis are the mystical use of crystals as a focus to means of manipulating matter and energy. Practitioners concentrate on interactions between the Noosphere and the local Fundament, primarily manifesting as energy storing & channeling, as well as acts of seerage (clairvoyance and the like), which allegedly can include transportation as well. Many claim they seek to duplicate in whole or part the purpose and business of the Navigator families. Practitioners site deep roots in various precursor species. As any form of magic, it can of course be used for other things as well but those are the particular strengths of this magical tradition. Uniquely, they can conjure information spirits out of the noosphere and spirits of pure crystallore.

Practitioners work in secret; the Navigator houses have been hounded them for a long time; they do not tolerate competition where it comes to Farsight, and especially as an

alternative means of accessing the Akashic Record. In the modern Imperium they are primarily active in Sagittarius arm.

Historically and by practice, there is a fair amount of overlap between them and the Orgonemancers.

Hexweavers

(*Orgonnemancy*) seek to know the underlying principles and truths of things

Hexweavers know that crystals (some more than others, diamonds especially) are especially suited to holding particular curses and holding them with power for a long time. They know the secrets of this lost and mysterious art, and have been known to leave curses as others leave graffiti, a grand working to declare "I AM HERE"

The mysterious Blue City, an alien artefact greatly resembling an ancient city wrought entirely of blue diamond, is said to hold some GREAT curse; possibly a clue to whatever happened to the builders - or at least the most recent inhabitants - of that strange place.

Temporal Magic

There was an age, it is said, where a noble and elite group of cosmik guardians existed, that traveled throughout the extents of history, collecting information, learning more about it, and protecting it from threats that would do it harm.

But much is said of the First Empire and its many legends.

Time magic is ultimately derived, at least in part, from a cabal of magi who once inhabited a great pandimensional Metropolis outside of conventional space and time.

Were they the same as the guardians of the ancient days? Who can say? The wizards and their city are lost to the ages, only a handful of their spells remain.

Those who practice the arts temporal claim through a variety of often circuitous paths to be the inheritors of certain of these guardians or at least their wisdom. Often these claimants also claim 'special knowledge,' often involving a mythical abandoned city floating in the green aether somewhere in the cosmos....if you believe them.

Even today there are very few who practice the temporal arts, and fewer still who are more than dabblers who find the less challenging sorceries too useful to pass up.

Time magic can easily lead to time loops. Time loops proceed EXACTLY as they have previously unfolded save for the expenditure of spellburn by the caster.

However, for each change thus accrued, the caster must succeed on a Fort save (DC = spell check result) or suffer a minor corruption.

Technomancy

specialists in using technology in the casting of spells. By far the most common "tradition" in the era of the Empress Imperium this is given here as a specialty for wizards and elves from DCC to pursue.

1d3 years of living "on the bleeding edge" and diving headfirst into experimental brain technology, holograms, sensory manipulation, and the like, often in the company of other like-minded souls.

Probably have as much overlap with the remaining Astromancers as the Hexweavers have with the crystal magicians. In the Empire, there is some overlap between them and those who practice the necromantic arts, creating bizarre blends of biotech, cybernetics, death magic, and necrotic flesh, especially on the planet Goth.

Necromancy

The arts of Necromancy have been refined in this, an age of cybernetics and biological synthesis. Necromancy, unlike most other arcane arts, enjoyed a renaissance of respectability during the middle Second Empire. *Bio or Cyber Necromancy* blur the line between life and death, and magic and science in new and frightening ways. Much of the Sub-ether tech devised by Goethe Spacewerks works along necromantic, if parascientific, means.

"This future may have been brought to us by optimists, but definitely by ones who don't have to live here. As always."

The Cancer Mages - At the height of the Second Empire, the same era that featured "cybernetic oncology" as an alternative to the "witch poison cooked up in those Shaper factories," a group of hunted (for this was during a period where spellcasters and other will workers were illegal and hunted) banded together to form an organization of healers. On a hidden world they established a great chantry and pursued the study of life magicks and the underlying cosmological forces.

By the time of empire's collapse, their studies had...changed them. Having exposed themselves repeatedly to the energies and concepts from the Yang Plane, a bizarre form of 'anti-undead' was created; 'immortally persistent' magi, their bodies constantly filling with tumors and the like to replace dying tissues. They sound a lot like those anti-videodrome zealots from the third act of Videodrome
 "The hungry writhing needs of chaotic flesh."

Their chantry bears the symbol of the then stellar sector of Cancer. (Now the six armed hex crab)

Today they are considered Existential Threats by the imperium, primarily as they are known carriers of Orgo-Transmissible Cancer. The cancer mages take their corruption in obvious ways; tumors, growths, cysts, mutations, and the like.

The Void and the Noosphere

The Void

The common perception of the void is some sort of Elemental Vacuum. While that is, perhaps somewhat, true, it might be best to call it Functional Entropy. The void is not merely the absence of energy and matter, but (from a magical standpoint) it is the absence of memory. It is the spirit of entropy itself, hungry until all has become oblivion.

When a child is taken from their homeland and raised in ignorance of their culture? The Void is fed

When a civilization destroys itself, annihilating 10,000 years of history in an instant of 14550 mt global suicide, the Void Dines.

When a lone survivor, the last hope to rebuild civilization realizes how much has been lost, the Void laughs.

The Void is spiritual rust. It is the thing that lets the End in.

Memory is it's enemy. Memory as represented by the Noosphere. Loremaster types across the galaxy (baqrds, minstrels, galdur slinging song wizards etc.) call upon, tap, and access the Noosphere for their effects; on some worlds there even may be a network of such individuals that works to preserve information and the Noosphere in general.

Such organizations might be called Librarians, Chantries, or Cloisters.

Such casters would likely have a dedicated set of Noosphere interacting magicks Ultimately leading to the fifth level Nothing Is Ever Forgotten

Precepts of the Void

All things are forgotten

All things are doom and doom'd

The Void does not remember the Void Is and

Is Not.

The Void is Hollowness

The Void id Persistence

Void Magic

Despite what most Imperials believe, the Void is just as much an Elemental, a function/fashion of the mortal world as spirit, fire, etc. The Void is not just raw emptiness in space of course. It is entropy and oppositional to Spirit; and cosmologically it is opposed to the Noosphere.

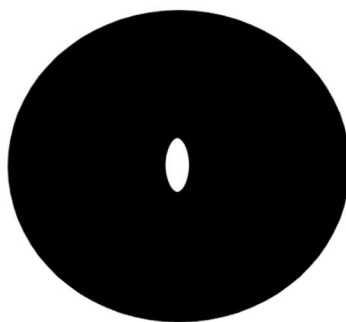
It is data loss, the loss of knowledge, death and loss of people, places.

Void magic is a type of magic (and may be selected as such by arcane affinity); As a spell category it is a giant bout of memento mori al a entropy For a variety of reasons, the

powers being called upon, the nature of them, and more, all void magic uses a common misfire table.

Other examples of magicks that invoke The Void -

- Cause spellcasters to forget spells
- At super high levels xp drain and information destruction



Void Magic Misfires

1. The caster's higher memory is sacrificed to the Void; all spells save those invoking the Void are lost and forgotten.
2. the Void claims the caster, who downs in nothingness before being forgotten utterly by all; PCs (and PCs only) can recall the character only after a DC 25 Will save.
3. All those affected or targeted by the spell lose their most cherished memory forever. Physical items or artifacts of that memory will rapidly degrade or become irretrievably lost and soon it will be impossible to prove that it was ever there. In it's place, those affected know only a hole in their soul. Perm. -1 to Personality.
4. Make the spell check again and accept the result; however in it's aftermath it becomes clear that the spell was powered through the consumption of their own experiences. Each spell level costs the caster and all those present to lose earned experience points sufficient for a level's advancement. Reduction to zero level is possible in this manner. Such folk are *fate eaten* for the Void has consumed their very futures. One so reduced in this manner must endure a funnel once again, as though they were a new character. This is however, a functional way to escape one's destiny where possible.

"The void is naught*."

- The Book of the Void

*sometimes rendered not, and yet rarer still, rendered as zero

Galaxy Black Spell List

Level one

Caul of Night (Void)

Iagiah Voolrakire's Convenient Extraordinary Environmental Shield

Silezny's Obedient and Adjustable Stepping Discs

Level two

Abysslight hologram (demon)

Backstep (Time)

Blasphemy Leak

Conjure Tentacles

The Excellent Executable Tutelary Enchantment (equation)

Wall of wayward ectoplasm

Level four

I'll see you at the end of time (Time) ?

Patron spells - *By patron (see Yellow Book of Common Prayer)*

Pharmacoepeia

1 Affect alien humors

2 Gene therapy

3 invoke the princely powers of the chymical jynn

CILITHIX

1 Eyes behind the wall

2 Download necrofile

3 Runic Alphabet - Thakett-Naganar?

Ghost riders

1 Mad cosmonaut's gaze

2 Call the hungry void

3 Eternal vigilance

Patron Bonds of Life, Memory, and Death Patrons of the known Galaxies

1. Pharmacoepeia - the BioAlchemist
2. Cillithix the Collector
3. The Ghost Riders in the Sky

First Level Spells

Caul of Night (Void spell)

Level 1

Range: varies

Duration: Variable

Casting time: 1 round

Save: Spell check DC

General Sorcerer summons a hood of inky night to survive environmental effects or be used as a weapon.

Manifestation: 1d4 1. Summons forth a faintly head shaped light absorbing blob 2. Caster appears to pull a featureless black mask over their face, oozing with anti-radiance. 3. An executioner's hood appears to drop onto the caster's head, replacing their features with terrifying images from the Deeps of Spaaaaaaaaaaaaaaaaace. 4. The caster vomits forth blacklight casting all about them in a kind of negative image.

Misfire Void Magic Misfire table

Corruption Roll 1d8 1-4 minor 5-7 major 8 greater

1 Lost, Failure, and worse! Roll 1d6 modified by luck. 0 or less; one spell randomly chosen is lost permanently 1 corruption + misfire 2-3 corruption 4+ Misfire

2-11 Spell is lost. Failure.

12-13 The caster's eyes take on a quasi-stellar radiance, glowing deep into the ultraviolet; the caster has ultravision at a range of 10' per CL for the next 1d6+CL rounds;

14-17 Many winged migrating shadows cross the caster's visible face; each round they have 60' of ultravision, 100' of infravision, and then 30' of ghost sight whereby they can see clearly into the nearby Sub-ether. This will linger for as long as concentration is maintained plus 1d3 rounds.

18-19 With a barely squelched scream, a flood of tiny crawling shadow things erupt from within the caster's eyes, nose, and throat until their face is covered; the spell will linger so long as concentration is maintained. However, the sensation of suffocation/choking is ever-present. Nonetheless they are momentarily immune to such injury; while the caster maintains concentration, they are immune to gas attacks, suffocation, drowning, or vacuum exposure.

20-23 the caul descends over the face and head of one target of the caster's choosing. The target may initially resist the attack with a DC 20 REF save but will have to continue making that save each round. On a hit, even with a helmet worn, it will insinuate itself around the target's head in a manner similar to an executioner's hood. In the meantime, sound, light, and scent are reduced and distorted; functionally they are blind, and deaf.

24-27 the caster summons immediately an inky black hood-shaped void that settles over the caster's face, hands, and other areas of the exposed body. For the duration (CL+1+ minutes) the caster may ignore environmental effects from vacuum, cold, radiation, or heat, allowing (for example) free action in material space outside of a vacuum suit. The character cannot be affected by gaze or light based attacks at all while the spell is functioning.

28-29 As above however the Void Caul additionally provides the caster with 2 points of protection from heat, cold, sound, radiation, and vacuum effects. Further, light based effects cannot penetrate the caul unless they exceed the Caul of Night spell check result. The caster may bestow this hood on one other character at will with no save.

30-31 As above however the caster may include up to 3 others plus 1 more per level, covering everyone's features in an identical caul of inky black night. Further the caster now absorbs five points of damage from cold, fire, sound, or radiation. Caster is immune to light, gaze, and vacuum based attacks and effects.

32+ *The Caul Gazes upon you.* As above. However, when used (alone or additionally) on oneself, the caster develops a **Face of Stars**, as the void will seem to part revealing an entire universe of stars, planets, moons, and whole galaxies, spinning in their orbits beyond. The caster may reflect gaze attacks back at the sender; if the sender would be entitled to a saving throw, the DC is that of the Caul of Night spell check result. Furthermore, while this is in effect, further castings with a result of 20-23 will trap those captured by the hood in a timeless spinning micro universe...the one visible through the Caster's haunting black visage. Once a day, those trapped may attempt a Will save, (DC = to spell check result) to escape this pocket universe. If so they are deposited anywhere in line of sight willed by the caster, who will be aware that they have escaped. .



Iagiah Voolrakire's¹ Convenient Extraordinary Environmental Shield

Level 1

Range: varies

Duration: Concentration + 1 round

Casting time: 1 round

Save: Spell check DC

General Cast a shield around their bodies to absorb damage or (20+) contain atmosphere in hostile environments

Consulted lore states that *Iagiah The Ketraxian* first deployed this enchantment while hiding from a clone legion on and eventually under the environmental ruined acid rain drenched Fallow world of MIXcheb-prime, surviving for a month in the deep caverns

Manifestation: Roll 1d4 1. The caster sparks the end of a glowing spectral rod, immediately covering the caster in a visibly triangular field clear of environmental conditions or haze of any kind. 2. The caster's exposed tissues suddenly covered by blocky geometric clear armor fields seemingly made of blue or green neon 3. The caster is covered, head to toe in a shimmering light and sound distorting field through which gasses and harmful elements are slowly transfigured into proper air and nutrient trace elements. 4. The caster's body is covered in a bright monochrome (Yellow, Red, Orange, or Green) aura that obscures their features. Eyes, ears, nose, throat and other respiratory or interior orifice apertures glow with a deep purple intensity.

Misfire Roll 1d4 1. A hard light lung-bug manifests and immediately sets forth to assault the caster's face and breathing apparatus. 2. The caster's body immediately and painfully is wracked with transformation magic as their lungs and other respiratory apparatus immediately adapt to local conditions, permanently. 3. The air and other survival essential gasses required for the caster's survival is violently drawn out of the body of a nearby individual, a friend or follow first, then an ally, then an associate and then an enemy. Unless they are surrounded by Synthetics, likely someone dies. 4. The caster painfully grows a second lesser pair of lungs within their chest over the next 2d5 weeks, which allows storage of 20 minutes of additional air when needed.

Corruption Roll 1d8 1-4 minor 5-7 major 8 greater

1 Lost, Failure, and More! Roll 1d6 modified by luck. 0 or less corruption + misfire + patron taint, 1-2 corruption, 3 patron taint (or corruption if no patron), 4+ misfire.

2-11 Spell is lost. Failure

12-13 The caster may safely move through any environmental effects at no ill effect or penalty so long as the caster keeps moving under their own power. This includes gravitational effects

14-17 Partial shield manifests covering the caster's head and hands, allowing freedom of action and respiration so long as the Shield is maintained. In situations of hostile gasses this should be adequate, but the shield does not protect from radiation, pressure, or vacuum.

18-19 The sorcerer manifests the full shield, which contains an atmosphere sympathetic to the caster whilst in hostile environments while concentration is maintained. +1 to AC +1 to saves v. toxins, poisons, and hostile environments, and the caster may safely ignore damage from environmental effects as in 12-13 above so long as they keep moving. Mundane precipitation and the like are repelled by the field.

20-23 As 18-19 above. Further, the Shield can contain an atmosphere sympathetic to the caster whilst in hostile environments for a number of rounds equal to the CL even without concentration, should it lapse, or the caster need to otherwise utilize their magic.

24-27 The Shield functions as 34-27 above; however, it can maintain an atmosphere and temperatures sympathetic to the caster whilst in hostile environments for a number of

¹ EEE-aga Vool-RAKER if that helps; damn all those frustrated scifi authors and our bloody naming conventions right?

minutes equal to the CL+1 even without maintained concentration, and indefinitely with maintained concentration. +2 to AC and saves v. toxins, poisons, and hostile environments, **27-29** The Shield functions as 24-27 above. Further, the shield now fully protects against extreme and hostile Exotic environments (chlorine, methane, vacuum) including pressure, vacuum exposure and radiation effects.

30-31 The shield functions as in 27-29 above save that it now fully protects the caster from extremes of heat and cold, as well as +2 to saves v. heat, cold, pressure, acid, vacuum, and radiation.

32+ The shield function as 30-31 above. Further, the wizard can maintain the shield and a constantly maintained atmosphere and temperature conditions comfortable and sympathetic to the caster and up to (1+ INT bonus) others in virtually any hostile environment for a number of hours equal to CL + 1 + INT bonus or a similar number of days if alone. During this time if need be, the Shield can generate gaseous nutrients so as to alleviate dehydration and starvation (or equivalent)



Silezny's Obedient and Adjustable Stepping Discs

Level 1

Range: varies

Duration: Concentration + 1 round

Casting time: 1 round

Save: Spell check DC

General

This spell conjures/creates a transparent but largely invisible platform that can suspend items above the ground. They can also be made in a variety of shapes, colors, and textures, although the standard is a semi-visible circle, a visible triangle, or an invisible rectangle.

Evanc Silezny 'the Conspicuous merchant' warlock of Saxus II developed this spell after many an alien ruin failed to open all of it's secrets to him on his early – solo – journeys beyond the Frontier. And with this spell he made that early fortune.

Manifestation: 1. conjures an invisible rectangle 2. Creates an 'invisible' rectangle,

3. Creates a visible platform made out of visible bu

Misfire 1. The discs carry out their assigned tasks only too well. Like the sorcerer's apprentice, the caster will find the discs simply will not stop and cannot easily be dismissed.

2. In a moment of energy fragmentation, the spell – and the discs – lose stability and dematerialize, reverting into a lower plane before dispersing completely and taking whatever is upon them with. Living things may on a successful saving throw find themselves dumped in a random location in the multiverse. **3.** One of the discs (chosen at random) becomes the receiving port of a transit device or spell cast or activated in a higher plane or other universe. Something will soon emerge. **4.**

Corruption Roll 1d8 1-4 minor 5-7 major 8 greater

1 Lost, Failure, and More! Roll 1d6 modified by luck. 0 or less corruption + misfire + patron taint, 1-2 corruption, 3 patron taint (or corruption if no patron), 4+ misfire.

2-11 Lost, Failure

12-13 The caster may create a platform of solid will force that can carry up to half the caster's weight or their full carry weight (whichever is larger). This platform is fixed and immobile and so initial placement is important.

14-17 as above but now the platform may be moved around after its creation.'

18-19 as above but now the platform can be "instructed" to follow at the caster's movement rate or slower until instructed otherwise.

20-23 at this level the mage finds that the platform is now capable of easily holding their own weight for any extended period. Otherwise as above.

24-27 At this point the mage may now freely ride around on these created platforms. Further, if desired, on casting 1d4+1 platforms may be created in lieu of a single one. They can float at the caster's normal (walking) movement rate no more than 2m off of the ground.

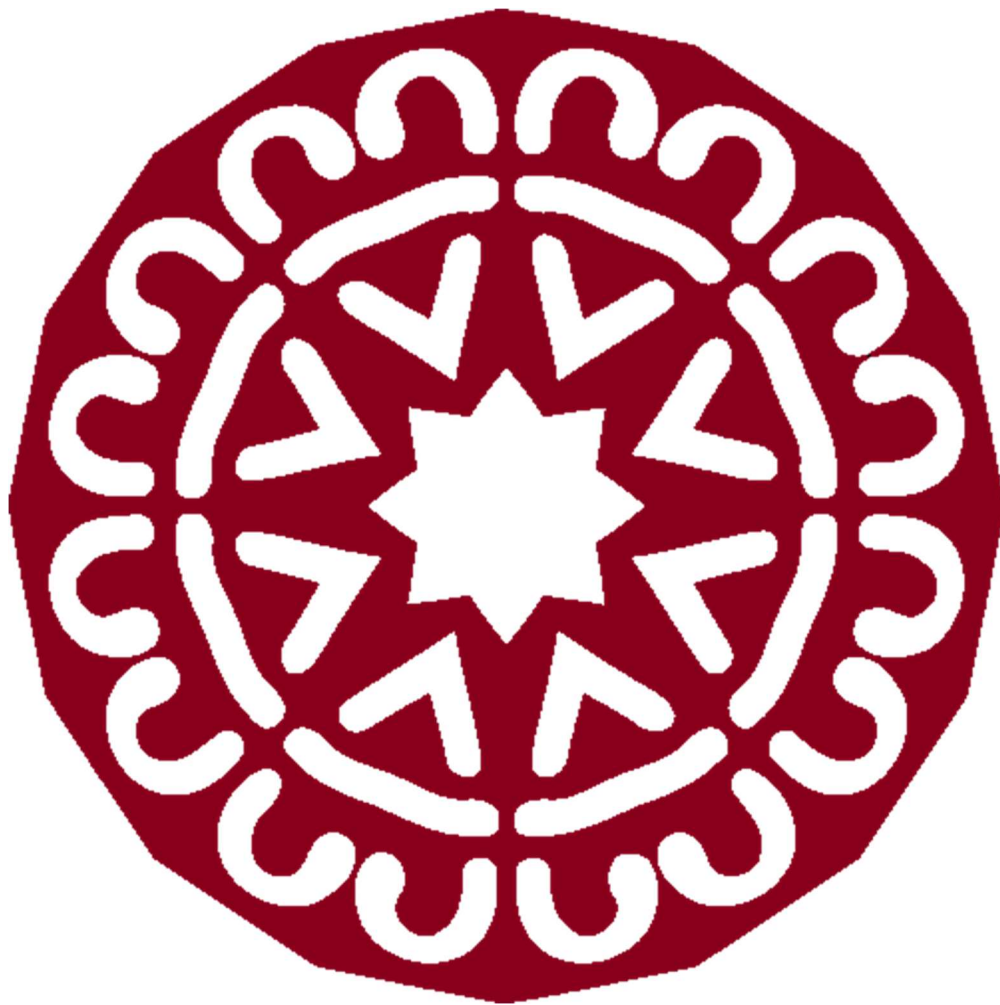
28-29 Up to seven discreet stepping discs may be created, each identical and capable of supporting the caster's full weight and providing just enough room for the caster and their gear.

30-31 The wizard may now give one or more discs an instruction, which they will carry out mindlessly for the duration of the spell's effect without requiring supervision (but still requiring continued concentration) of one or more discs. Allowable commands include Follow (discs follow caster or caster's occupied lead disc directly, hovering perhaps five feet behind the prior disc), Stop (which stops all programmed activity), Continue (which resumes prior instructions) and Flip (which turns the discs over 180 degrees regardless of weight or carry)

32 The Obedient and Adjustable discs are now each protected by a 1 hp force field which will prevent things stacked or piled atop the disc from slipping or sliding off the disc in transit or use. Further, this force field can be set to 1m, 2m, or 3m high, defaulting however to the caster's approximate height, rounding up. The Wizard may give each disc a different

command as in 30–31 above. Furthermore, the Wizard has two other commands for the discs.

Pour (which in combination with the force field allows the disc to scoop and carry water and liquids), and Vanish, which immediately discards the disc, and the force field. (Only the disc in question; to discard all discs and end the effect the caster has a final command “Vanish All.”)



Patron Bond (Ship's god)

Level 1

Range varies (Self or Touch)

Duration Lifetime, perhaps beyond

Casting time One week + Quests

Save: None

initially 1 week; *test of the ship god* required for incoming and replacement crew

General Creates a tie between a ship, it's dedicated crew, and the patron entity, which maybe a little god of the noosphere or Sub-ether, demon, angel, or other cosmic being, which manifests within the body of the vessel and protects the voyaging starship from threats while guiding it safely through the sub-ether and the otherworlds, in effect replacing the navigator position.

In so doing the starship itself and possibly the crew as well become vessels for the entity, through which it may manifest and act.

Can be subbed as a third category² to Patron Bond and Patron AI Bond

See also (especially) Ship's god pp 284

Manifestation: Varies

Misfire N/A

Corruption N/A Always patron taint

1 Failure, Lost, and Patron Taint! Unlike normal spells, this spell is lost for an entire month, not simply one day.

2-11 Failure. Unlike normal spells, this spell is lost for an entire month, not simply one day. Perhaps the offering or your will was insufficient.

12-13 The little god hears your petition and agrees to a single exchange which must be compensated for – in the meantime they will informally adopt you and your vessel and your pitiful little band. For the next Sub-ethereal journey, your vessel and crew are guided through the shallows of the Sub-ether and protected from the worst of its excesses by the patron; the God will escort the vessel through the first Sub-ether. It will not repulse undead, spectral entities, or manifest in any way without significant further negotiation.

14-17 Claimed – The patron is more impressed The caster forms a simple bond-pact between ship and patron, and by definition it's crew. For a single year the patron will guide the vessel through the Sub-ether during which time the vessel and it's crew will be incorporated into the patron's schemes; crew may petition for minor favors from the Patron on a one for one basis, once per month or once per sub-etheric journey, whichever is longer by making a luck check at -2. The crew is marked somewhere inconspicuous by the patron, permanent even if the pact is not renewed beyond the year.

18-19 Indentured – the patron is pleased with your petition and likely also for reasons of it's own has chosen to adopt your vessel and it's present disposition of crew. Vessel and crew are marked prominently but inconspicuously. As a condition of this pact, the patron spirit will require the constant attendance to by 1d3+1 disciples, who are sensitive to the patron's needs and through which it will make it's wishes known and through which communications channels may be directly handled between patron and crew-bound³

The patron spirit may now guide the vessel into the second Sub-ether. From this point onward, each level of success endows the spirit to guide the vessel at greater and greater etheric depth.

Furthermore while the ship is in the Sub-ether, the Patron spirit may repel or destroy up to 1d3 HD of Undead or other Spectral threats per turn; should the spirit need to manifest while

² Following this model those categories would be – 'When cast on self,' 'when cast on others,' and 'when cast on starship'

³ This creates the social distinction that exists between so-called 'crew bound' or the oathtaken and 'ship serve' those who are presently crew of a starship but are not members of the ship's cult. They may be working passengers or something else entirely. The patron under mpst circumstances will NOT speak with the Ship serving.

in the sub-ether or another of the otherworlds the being does so with d2 HD, with the number of HD based on the present Sub-etheric depth. The God may manifest in flight for up to one instance per drive rating.

20-23 Soul bound - The patron is pleased to have the ship and it's crew under their control and influence and the Patron may be disposed to sharing or making use of shortcuts and safe paths through the Sub-ether. This is large as 18-19 above however, the patron spirit now requires 4 to 8 (1d5+3) attendant disciples plus a dedicated "speaker" whose position is to let the patron's wishes be known must be allocated to the Patron's needs. This is likely the caster but could be any of the attendant disciples.

The guiding spirit may broadcast repulsion v. the Undead/spectral threats as above save that now the patron spirit repels up to 5 HD/round

Should the patron choose to manifest while the vessel is in the Sub-ether they do so with a d4 HD

Finally, the patron spirit may now guide the vessel down to as far as the third Sub-ether.

The ship most prominently and all the crew add a prominent mark to their kit, proudly displaying their ship's patron as part of their spacer identity. Occasionally, some of the dead of the ship's common folk will persist aboard ship after their demise provided they died well by the mores of the ship, serving as ghostly extensions of the patron in death.

24-27 The patron increasingly factors this vessel into their medium and long term plans and may have a specific use for the ship and it's crew which it may not be upfront about.

As 20-23 above however now the Patron requires 7 to 13 (2d4+5) attendants including a Speaker as above. The patron may Broadcast repulsion of Undead/spectral etc. 8 HD and uses a d6 as their HD to manifest in the Sub-ether or other of the Otherworlds. Further the patron may find it necessary to transit the vessel to other planes or continua at times to further it's own ends and schemes. If the starship has sufficient drive capability, the Patron God may guide the vessel through the depths of the fourth Sub-etheric layer.

28-29 The patron considers the vessel and certain if not all of it's crew valuable resources in all of its' coming endeavors. As above 24-27 above. With however the following quantifiers
10 to 25 (5d4+5) attendants and up to two speakers.

Broadcast repulsion of Undead/spectral etc. 10 HD

Manifests with d8 HD

If the starship has sufficient drive capability, the Patron God may guide the vessel through the depths of the fifth Sub-etheric layer.

The patron may be compelled to send servitor beings to aid or augment the vessel from time to time as the whim takes them. While they are in no way compelled to obey anyone they will take direction or information from the crew and especially the Attendants and the spell caster if present.

30-31 The patron invests enough of themselves into the crew and vessel to provide a constant though casual link between crew and patron. Patron is constantly linked with the crew on a limited (empathic) basis, and may in rare instances manifest telepathically to speak to one or more of the crew members directly. At any given time, an attendant and up to CL+d6 others (most likely the other player characters) may exist in a state of transcendental Omni telepathy with each other and their ship's god. All thoughts and feelings are communicated omnidirectional and immediately for rapid discussion in all manner of incidences.

Otherwise As 28-29 above save for the following

patron will require 11-40 attendants (1d30+10) and up to three different speakers (on some vessels these will be sorted by alignment).

Broadcast repulsion of Undead/spectral etc. 12 HD

The Patron spirit manifests in the sub ether with d10 HD

If the starship has sufficient drive capability, the Patron God may guide the vessel through the very deeps of the sixth Sub-etheric layer.

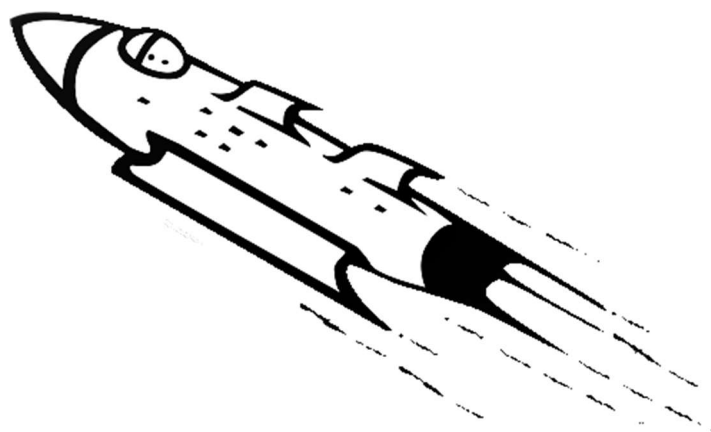
Finally, the crew is marked somewhere commonly visible – the upper extremities or face. Furthermore, certain among them may become altered, those in closest communion with the patron first; most often this takes the form of the attendants manifesting one or more patron taints.

32+ The ship is raptured immediately as the patron spirit has partially embodied themselves within the hull and material / spiritual makeup of the vessel. It is now *of* the patron, who is now constantly linked with the crew on an intimate and engaged basis. This functionally allows for the crew to share unlimited telepathic contact with one another via the patron....and everyone else in the crew. See 30-31 above. Otherwise,

15 HD of Repulsion Broadcast repulsion of Undead/spectral etc. (starts at 3 HD, then 5 working up to up to 15 HD)

Manifest die is d12

Under unusual circumstances, the patron may guide the attendants and one or more player characters in creation of certain items unique or sacred to the patron.



Related rituals – Test of the Ship’s God

In times of crisis when crew numbers need be replenished quickly, and it must be determined rapidly who can be trusted, the would-be crew members agree to be tested by the ship itself, set to fulfill three tasks on their own without aid.

General The voyager commits to the lifetime service to a ship and its God; this God may be a post organic uploaded intelligence, a noosphere being, an angel, or a network of telepathic alien engrams, provided it can guide and protect the ship and its contents and that it accepts those voyaging within or underneath its aegis. The initial ritual services requires a day to prepare and a day to perform under most circumstances. Once the pace is made the voyager may invoke the ship’s god and the god may or may not answer as it sees fit. The Ship’s God will ask you to do certain things “for the good of the ship” from time to time.

Once the Test has been completed those being tested are now crew. This builds on the ship’s pre-existing Patron Bond

For more information including a detailed example see Sub-ether 02.

Second Level Spells

Arcane Affinities

Level 2

Range: Self varies

Duration: Varies

Casting time: Varies

Save: N/A

General

Across the galaxy, magic manifests in as many ways as there are wizards. There are many specialties. This is the spell Arcane Affinity (DCC RPG pp.162–164) but here fitted out for specialty magics of the Collapsing Universe. *By no means* should this be considered in any way an exhaustive list.

Astromancer – star magic, primarily concerned with summoning and energy channeling. Some of the greatest practitioners of the eldritch arts, as recognized by the Imperium, are of this magical tradition. Finding a teacher is a quest unto itself but thereafter expect 2–5 years of scut work and middle of the night fetch quests while the fundamentals of plasma physics, and both the dreams and the secret names of stars are drilled into you day and night. Many seem to wind up on the rim, barking mad, heading Star Cults for some reason.....

Crystallomancer – The *arts crystalis* primarily call on information spirits from the noosphere and pure crystallore; energy storing & channeling and clairvoyance in contravention of the Navigator houses Can take up to five years to master, during which time various unique and precious stones are quested for and gathered and the elemental/lore spirits within awakened slowly.

Hexweavers – magical theoreticians and curse throwers move in many small cults which maintain distance from one another lest feuding and attention occur, neither of which any want. As the keepers of some of the galaxy's most ancient curses and counter-curses, up to a year of services may be demanded before such a gathering will part with their secrets which may take up to six years to fully impart.

Onieromancer – a member of the guild of dreams. You must find a teacher in dreams who will neither hollow you out nor take advantage of you. Eventually you must find your way to the dream casting towers of Vyauau Niamh where you may apprentice in toil for up to ten years.

Technomancer specialists in using technology in the casting of spells. It is said they seek poets and the disturbed over the ambitious. In some ways the inheritors of older forms of High Wizardry, they largely pursue a vigorous combination of sensory illusion and manipulation arts. IF they do not find you first, seek them on the Rim. Learning is lifelong but for those of destiny, 1–3 years of study in their secret places among a family cabal that will watch over your studies should do to begin. Many serve a variety of AI Gods and are organized thusly.

Temporal Magic – those who pursue time magic seek to bend causality past it's breaking point and voyage radically in the past, future and possibilities. IT's secrets exist within their hidden eldritch metropolis if you can find it. Quite possibly THEY come to find you and teach you when it is convenient for them.

Void magick – is a dangerous field of study, contemplating the void of all things. Most say it begins in the ruins of any number of dead worlds amidst the dust of extinct species where the touch of the Void on life is strongest. Such cabals exist but away from civilization. Find those who track the movements of the Ghost Riders – surely a pilgrimage to the Ghost Fleet would unlock such secrets?

Manifestation: N/A

Corruption: Roll 1d4 according to specialty **Astromancer** – 1 tachyon attractor = the Astromancer finds tachyons drawn to them and so they are constantly bombarded by images of beings moving in an opposite time track, messages sent from the future, and frequently disastrous attempts at FTL transportation. 2 A blaze of blue and the Astromancer discharges a wash of Cherenkov radiation. Detectors go off. 3 the Astromancer's folly looses the bindings on the nearest bound demon, elder god, or other primordial force proximal to the caster. 4 the Astromancer withdraws, their face running as melting wax. In minutes their face is that of a skull and their eyes twin orbs of stellar flame.

Crystalomancer – 1 Salt-like mineral structures begin to accumulate on the caster's skin. In 2d3 weeks, strange crystal growths will erupt randomly across their body.

2 the fluid tissues of their body are gradually replaced with a semi-crystalline energy bearing structure, which is toxic to your previous lifeform. Your HD type increases one step on the dice chain, and you are sometimes beset by strange alien thoughts. 3 the wizard's eyes immediately and painfully harden into twin jeweled orbs that throb and pulsate in tune to the pulse of the universe. 4 the crystalomancer's brain is infected by the Crystal Computer; everything they see, feel, and experience is uploaded in real time to this 'being' deep in the Noosphere.

Hexweavers – 1 The orgonemancer brings down a curse upon themselves. (see DCC RPG pp 441) 2. One day a year everything seemingly tries to kill the caster. The day at least is consistent. On that day they may not spend luck. 3 the Hexweaver is marked, a bloody pentagram, hex, or other symbol of curse and judgement from their homeworld or home culture, manifests on their hand or face when they use magic. 4. The Hexweaver is weakened, feeling threadbare. They have lost a spell and the slot that it filled. Their patron (if any) may have the sliver of soul containing both however.....

Onieromancer – 1 The caster, themselves, never dreams again, save when engaging in oneiromantic magic. 2. Everyone the Onieromancer encounters on meeting them is beset with nightmares and night terrors for d7+CL nights subsequent. Some will never recover. 3 the Onieromancer is called, challenged to a War of Malevolence inside a shared nightmare, your opponent is your Splinter, also seeking to become an Onieromancer. Only one of you will become such. Two dreams enter. One dream leaves. 4 The Onieromancer's soul slips and is caught within the 700 million faceted Ruby of Dreams, located in the city of Smoke, on the plane of Shadows. Their soul is not alone. The Onieromancer will dream of the other inhabitants of their soul's jail and little else until it, and they, are freed.

Technomancer 1 a slight orgonne bleed leads to bleaching of the skin and hair, which now manifest as extremely pale and possibly thin and/or transparent. 2 an e-daemon plagues all around the Technomancer while leaving the caster themselves in the dark as to their presence. This little gremlin gets into everything and cannot be stopped. 3 The Technomancer has managed to disassociate part of their own Orgonic pattern; 1 primary sense ability chosen at random (1d5 1 speech 2 sight 3 hearing 4 scent 5 touch) no longer functional; instead, an element of their personal kit has now been imbued with that sense ability; a Technomancer that can only speak through portable speakers, or who requires additional, artificial, tendrils to taste or smell, are examples. 4. Your body is constantly a-crawl with silvery Nano spiders who tunnel in and out of your body and can be felt to move throughout your frame adjusting and maintaining, spinning your skin and bone like web.

Temporal Magic – 1 Caster has scrambled their personal timeline. Reroll phlogiston flux and possibly spells known as well. 2. A version of themselves from the future arrive just in time to prevent the successful casting of this spell. There is a struggle. The original is slain...now replaced by the "new arrival." 3. Caster repeats the next 24 hours in a loop forever until they can break free. 4. The caster's face and body are constantly in flux, aging rapidly to venerability and then renewing with a fresh layer of baby soft skin underneath, which rapidly becomes adolescent, and so on. This effect is permanent.

Void magick – 1 the would be disciple of the nothing between the stars is beset with whispers, constant unending whispers, the whispers of the trillions dead, those of worlds “judged.” 2. You let the void in – you will feel nothing, no sensation of touch, ever again. Sacrificed to the nothing. 3. Your soul dwells in Anhedonia – Sensations of pleasure are forever denied you. 4 the caster’s body hardens with initial vacuum exposure, immediately they depart, drawn to the Black Fleet which they will join, riding amidst the dying stars forever.



Abyss-light Hologram (demon magic)

Level 2 **Range:** varies

Duration: Concentration + 1 round

Casting time: 1 round

Save: Spell check DC

General Uses the taint in chaos magic to build holograms to act as demonic vessels. tainted chaos magic to generate holograms or more complex holo-demons, which can actually interact physically with their environment.

Manifestation: 1. With the chime of the electro-rune, all the sound drains out of the caster's immediate area as it condenses and solidifies into the desired hologram.

2. The mage forms the sign of the Black L rune which glows with an inner golden power before making the caster's will manifest 3. All light warps in 3d6x10 radius, to basic club lighting (CO2 clouds blacklight and neon)

Misfire Roll 1d4 1. An electrostatic crackle and hiss rises from the relevant organs as demons reach out, burning out one of your senses, from the brain outward

2. There is a glimmering wash and you are transformed; you become made out of soft light (see 16-19 below) for 1d6+CL hours during which time a prism placed into the hologram can destroy you utterly. 3. Did you mean to call up an actual demon? Because you did. (1d8 1-3 type I 4-6 type II 7 type III 8 Judge's option)

4. You and everyone around you have just uploaded yourselves into sector 133,417/aleph of an immense Hell-computer as damned information. Good luck!

Corruption Roll 1d8 1-4 minor 5-7 major 8 greater

1 Lost, Failure, and More! Roll 1d6 modified by luck. 0 or less corruption + misfire + patron taint, 1-2 corruption, 3 patron taint (or corruption if no patron), 4+ misfire.

2-11 Lost. Failure.

12-13 Failure but the spell is not lost.

14- 15 Partial failure. The Phantasm animates, resonating with the caster's fell purpose but an image cannot be generated; instead, a creeping beat can be directed at a single target (indeed, it must be. A target must be specified, or the Judge should choose one randomly. If the caster's player balks. Let them have a misfire.) the target must exceed the spell check result with a Will save or they will be bewitched, unable to interact with anything else while taking 1d4 ability damage to personality, stamina, and agility

16-19 the caster Generates a soft light holo-demon

Soft Light Holo-demon (1-6) Init +4; Atk bare hand (other holograms only) +3 melee (1d3); AC 16; HD 1d6; hp 5; MV 30'; Act 1d20; SP ignores most physical attacks; SV Fort +3, Ref +1, Will +1; AL C.

Hologram begins to break down after 1d6+CL rounds unless sustained.

20-21 Generate holo-gremlins; these semi incarnated demons are expressed as complex computer programs which wreak havoc on a single designated target, which may be an individual or the computer systems of a single area.

22-25 Generate hard light holo-demon

Hard light Holo-demon (1-6) Init +4; Atk fists +4 melee (1d6); AC 20; HD 4d6; hp 23 or 23, 21, 20, 18, 17, 16; MV 30'; Act 1d20; SP 1d3 demon traits; SV Fort+3, Ref +1, Will +1; AL C.

Hard light holo-demons are *always* actual demons and seldom wish to give up such indestructible bodies of ordered light. 1% chance per CL that the demon will refuse to disincorporate at the end of the duration and becomes free willed.

26-29 A shimmering duplicate of the caster appears, mirroring their movements to the slightest detail. In reality, the holo-demon is now fully inhabited by a demon of equal (1-6) or greater(7-12) HD which may manifest Its 'natural' form (as if summoned) or return to its home plane at will, ending the effect. Until then, the demon can emulate the caster and for the duration functionally utilize any magical or innate effect that it sees it's template use.

30-31 *Hard light conveyance of demonic travel* may take any form and will transport the caster and up to $1d8+CL$ others and their gear (if desired) to anywhere the glamoured creature may be safely considered to have in range for the duration ($2d8$ hours + CL max), including as a single use a transport to the Abyssal pit from which the demonic entity first slipped, which will end the effect.

32-33 The spell creates a *Blacklight Succubus*, a semi “real” (asolid but can interact with senses of caster) who is empowered to perform one or more of the following services.

Flash – Creates a blinding attack (Fort save DC 20 to resist) versus creatures sensitive to UV radiation. Failure indicates situational blindness and a reduction of $1d3$ to their Agility.

When used against sunlight sensitive supernatural creatures (certain vampires and mummies, some mutants, others) inflicts $2d5+CL$ damage on a failed save v. the flash.

Protect me/help me survive/words to that effect – the demon lends their quasi real status to the caster and so for as long as the spell caster maintains concentration they may interact with the senses of those around them but is functionally “not really there.” This usage ends the spell at completion.

Block an incoming attack – the succubus apprehends the nearest zero level individual or individual unrelated to the current conflict and places them in harm’s way.

Improve my armor – the blacklight entity ceases to be, reappearing $1d3$ rounds later; on doing so the caster is covered in quasi real ‘blacklight armor’ that improves their AC by $1d3+CL$ for as concentration is maintained. Note that maintaining this armor will prevent the summoned entity from pursuing one of the other proscribed actions.

Get me out of here – the caster (and only the caster) is immediately $1d20$ miles elsewhere in a random direction. There is a 40% chance that any held items or gear carried (in a backpack or the like but technically not on their actual person) does not accompany them. This use dismisses the creature and immediately ends the spell.

The blacklight entity is only partially demonic, much as it is only partially ‘real’ – it is persistent only as long as concentration is maintained. It may only perform one of the proscribed actions at a time.

34+ the caster creates a *hard light fortress of demonic protection* into being from $1d6$ constituent lesser demons who are consumed in the process. This process takes $1d3$ rounds to complete. At completion, a small fortress of light has been generated, creating walls of writhing blacklight demonic joy and gibberish shifting and changing that surround in a circle or sphere (caster’s choice, must be specified at casting) of $10+CL$ feet; All within that field are protected by attack, influence, or control by creatures of the lower planes for as long as the caster maintains the fortress. No demonic creature may enter the field; any demonic or quasi demonic entity within the radius is physically cast out by this effect. Any fell creatures of evil intent or demonic allegiance but not of supernatural origin will find themselves unable to cross the threshold and striking all within as though their AC was 22 (unless it is higher of course). All those within save against attacks by such creatures at +4.

Backstep (Time magic)

Level 2

Range: special

Duration: Concentration + 1 round

Casting time: 1 hour

Save: Spell check DC

General At casting, allows the mage to set a particular point (usually the casting time) and at any time up to (time dependant on spell check up to 241 hours) at will back up to that point in time with no ill effects and retaining the knowledge that they have gained. However this spell always requires a point of spell burn minimum. Misfires are BAD (time loops are bad right?)

Manifestation: 1. The caster produces a material time piece (watch, hourglass, etc) and sets it back by the stated amount of time. The sound of the time piece should be a constant in the caster's hearing. In a moment everything seems to reset to the original circumstances. 2. The caster chants a ritual prayer / absolution to Nikas Liet, the Lord of History. 3. The caster produces a black 2 dimensional portal that glows with an ultraviolet blue hum. Only they can see the backstep point beyond. 4.

Misfire 1. Time loop, what's a a time loop? The caster is trapped in an endless loop starting at the casting time and ending at the point of return. They are otherwise absent or removed from subsequent space-time. 2. The caster and any companion animals with them (or *any* being entangled with them) experience a strange de-evolution, leaving them seemingly at an earlier stage of their evolutionary development. Mind and stats not affected tho attacks may be. 3. All of the caster's equipment, clothing, and belongings 'backstep' becoming quaint old fashioned versions of the same gear. (Roll on the golden age tables for additional flavor pp 86X) 4. A faintly man-shaped force of coruscating light removes you from time and space while it identifies itself as Your Grandfather, Paradox. "It is time," you are taken Beyond.

Corruption Roll 1d8 1-4 minor 5-7 major 8 greater

1 Roll 1d6 modified by luck. 0 or less corruption + misfire + patron taint, 1-2 corruption, 3 patron taint (or corruption if no patron), 4+ misfire.

2-11 Lost. Failure! Look around you! Why are you still here?

12-13 Failure.

14-15 Perhaps the proper time-space interstices are not present for the ritual or History demands that you not return to that precise point. Nonetheless, your contemplations have revealed additional 'wiggle room' in the weave of time – you now have three points of spell burn for every point spent which can be spent on other castings...and must be used within the hour or the benefit is lost.

16-19 Requires one STAMINA to be sacrificed immediately. The wizard lays out the most basic form of the Backstep ritual. They may back up to this point any one time for the next three hours while retaining a basic idea of what happened, and any injury they may have incurred.

20-21 Requires one STAMINA to be sacrificed immediately The wizard successfully casts the Backstep Ritual. From any point in the next six+CL hours the caster may return to the time of casting without ill effects and retaining a general sense of what was learned.

22-25 Requires the spell burn of one attribute point of the caster's choosing, to be sacrificed immediately. The wizard successful casts the Backstep Ritual. From any point in the following 12+CL hours the caster may return to the time of casting without ill effects and retaining most of the knowledge that they have gained.

26-29 T Requires the spell burn of one attribute point of the caster's choosing, to be sacrificed immediately. he wizard successfully casts the Backstep Ritual. Setting a time up to six+CL hours in their own future (default is the time of casting) as the Backstep Point, this allows the mage to, at any time following up to 12 hours of the Backstep point to back up to that point without ill effects and retaining the knowledge that they have gained but

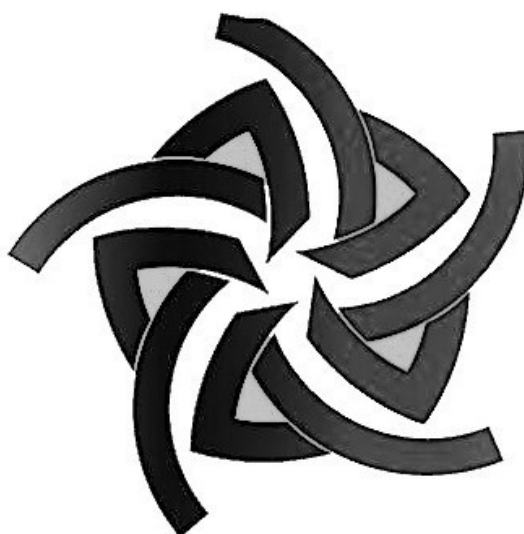
otherwise physically identical to the time of casting (you cannot bring things that are not intangibles back with you for example).

30-31 Requires the spell burn of one attribute point of the caster's choosing, to be sacrificed immediately. The wizard successfully casts the Backstep Ritual. Setting a time up to six+CL hours in their own future (default is the time of casting) as the Backstep Point, this allows the mage to, at any time following up to 12 hours of the Backstep point to back up to that point without ill effects and retaining the knowledge that they have gained but otherwise physically identical to the time of casting (you cannot bring things that are not intangibles back with you for example).

32-33 The wizard successfully casts the Backstep Ritual. The wizard need not spell burn an attribute point unless they would otherwise spell burn to increase the spell's power. Setting a time up to 12+CL hours in their own future (default is the time of casting) as the Backstep Point, this allows the mage to, at any time following up to 24 hours of the Backstep point to back up to that point without ill effects and retaining full knowledge that they have gained; injuries sustained are now gone; anything small and mundane, casually carried by the caster at the time of the backstep may be brought with them if desired. The wizard need not spell burn an attribute point unless they would otherwise spell burn to increase the spell's power.

34+ Backstep day – now capable of wreaking truly monstrous amounts of revenge, the caster may backstep not merely once, but functionally may repeat the loop regardless of consequence a number of times equal to their caster level. There are a few restrictions on this use. Any spell burn is consecutive across the backups as above. Each time the caster backsteps an additional time after the first, they **MUST** spellburn a point of Stamina, Agility, Strength or Intelligence. Failure or inability to do so will result in the caster being lost, unconscious and unfixed in the timestream perhaps forever. Attempts to cast the backstep ritual at any point during the ritual will have a similar effect. If at any point the caster reaches a zero attribute in this manner while the ritual is in effect the spell effect ends, and the timeline locks into that shape.

However, there are those who say that the caster disappears forever, and is now inhabiting a splinter of their own creation⁴.



⁴ Judge's note: probably just spacer talk, though if you have that One Player who makes the whole group wait while they do hours of time travel shenanigans, then maybe they have it coming? This spell is quite likely to open the can on "Let's abuse the game system." Do be aware.

Basilisk Hack (equation spell)

Level 2

Range: 1 target affected

Duration: instant

Casting time: 1 round

Save: Spell check DC

General Spell relies upon notorious 'shutdown sequences' in Created and Organic sensory – brain interfaces to, once triggered, create certain effects, aggravated by this spell. Can be cast on a single target or placed as a glyph on a single surface, *which will remain persistent until activated by interaction with a target sufficient to require a Will save.*

Manifestation: 1. Caster creates and releases a flickering aerosol like cloud of neon particles made of tiny spinning glyphs. 2. There is a flash of laser light and both the target and the caster have a tiny hologram of the creature who's power is invoked visibly dancing in their retinas. 3. Caster emits a high pitched or very loud noise from their own mouth, or vocoder or with a sacred device such as a whistle, a bell, or a vuvuzela. 4. Caster creates obvious eldritch hologram and releases it, which surrounds the target and burns their eyes with magical light, creating the effect.

Misfire 1. The caster is overwhelmed with summoned blast of sound and vision, leaving them stunned and unable to take but defensive action for 1d3+CL rounds. 2. The spell works – Roll 1d20 and add the Misfire roll result and the CL – this result affects everyone in visual range of the target and the caster as normal. 3. The caster's mind is assaulted by a wave of sound and light that reduces them to the mind of a scared child for 1d24 days. 4. The caster-hacker experiences total sensory overload and retreats into their own mind, a condition resembling a coma for CL/weeks. 5. The caster experiences monstrous levels of electrostatic feedback before an internal spark initiates spontaneous human combustion. They burn to death from the inside leaving only ashes in 1d3 rounds.

Corruption Roll 1d8 1-4 minor 5-7 major 8 greater

1 Roll 1d6 modified by luck. 0 or less corruption + misfire + patron taint, 1-2 corruption, 3 patron taint (or corruption if no patron), 4+ misfire.

2-11 Lost. Failure.

12-13 Failure.

14-15 **SLEEP//SLEEP** – a constant and slow broadcast, droning and monotonous affects the target, who must overcome the spell check DC on a Will save or spend the next 1d3 rounds finding a comfy dark secure spot to sleep. Until then they are one step down on the dice chain on all tasks.

16-19 **Blith-Vurt** – the target experiences a rapid compressed image-sound artifact that 'bombs' the brain with information. On a failed will save the target is immobilized for one round (and only one round) as the information bomb goes off in their head⁵ The nature of what is sent is not restricted but note that it must impart data even if only of an audiovisual nature. . The affected target takes no action until the end of the following round as they regain basic processes and attempt to fight off disorientation.

20-21 **Snow Sigil** – a coruscating snow of black and white phosphor dots disorient and confuse the target, long enough for the sparkles of the Langford Configuration to slip into the target's mind; on a successful Will save the target is dazed and disoriented for CL+1d6 hours thereafter, at -1 to generally most tasks and incapable of acts of advanced communications (no writing a paper, novel or story, etc.) . On a failed will save the target's short term memory of the last CL days is blanked, along with any spells memorized or learned during that period. The languages centers of the brain will be scrambled, making all acts of communication or diplomacy at two steps down on the dice chain.

⁵ Which is certainly how it will likely feel to the target honestly

When inflicted on a non-conscious life simulation; a non sentient duplicate, bot, or the like, on a failed save they will enter a diagnostic state akin to “troubleshooting mode” – more importantly they will be revealed as what they are, regardless. When used on an organic or conscious (thinking) machine, the effects are identical to cognition break above.

22-25 mindbreak667.alien avian fractal attack hack rapidly fatal overstimulation of the optic nerves by three searing colours in an only indirectly perceivable image akin to ‘birds in flight’ but millions of times repeated. The target resists the attack with a Fortitude save; failure to do so inflicts 2d4 points of damage directly and immediately to Int, Agil, Sta, and HP. Further they are now blind until treated. On a successful save, the damage inflicted is reduced to 1d3 ea. and the blindness is temporary until the ability damage has been recovered.

26-29 -Basilisk hack.0 – a rapid mandala of increasingly intricate geometric images that impair and lock up cognitive functions, impairing complex thought and inflicting 1d4 INT damage and leaving the target prone and ‘checked out’ for 1d3+CL rounds. Telepathic contact with the target exposes the telepath to the attack’s effects as though it were cast upon them.

30-31 -Gorgon hack.00 – colors and forms and swirls and shades and movement and patterns and relaxing and you open your gates for them; Largely as 22-25 above, however on a failed save the target finds themselves incapable of resisting the caster’s spoken suggestions, though they will not be capable of much beyond the verbal or the mental. This effect is accompanied by impairment to complex movement inflicting 1d3 AGIL damage

32-33 -Nymph Haxxor – a Tasp signal flooding waves of pleasure directly into the target’s brain, functionally a death ray. On a failed will save they give in and go under to the nymphatic death urge and slip into bodily stable coma for CL+1d3 weeks; sadly those who make the will save forever have the experience burnt into their neural pathways, inflicting 3d4 damage across Int and Pers, and the image will haunt their endlessly repetitive dreams *forever*.

34+ Memetic Kill Artefact – the target must immediately save; on a failed save they suffer an attack inflicting 4d6 damage on INT and PERS, which is lethal if either is reduced to zero. On a successful save they are repulsed or “turned” moving at top speed away from the artefact and attempting to put as many (physical, electronic, magical) barriers between them and “it” as possible.

Note: On any successful use of this spell, the target will not have a clear recollection of the attack regardless of their relative success or failure in dealing with the spell attack.

In all cases the target is left dazed and unable to clearly recall the attack or surrounding rounds of activity for 1d3 rounds thereafter. Zero levels may not ever recall.

The transmuter-sorcerer *Dilgish DiRees* created this spell in a previous age; to do so they journeyed from world to world finding rare remaining examples of each of the creatures in question and sample-generated bits of their life code, all of which were stored on an experimental spell drive and later stitched into this monstrous attack spell-program.

Blasphemy Leak

Level 2

Range: varies

Duration: Special

Casting time: 10 rounds + special⁶ **Save:** Spell check DC

General Creates very small but persistent warp in the fabric of reality, a tear or hole beyond which exists another, more metastable reality, brane, universe, or dimensional existence, contaminating the native world in some way.

Used by certain perverse casters to create a more favorable environment for their fell magics.

Manifestation: 1. Creates a pinhole that lets another, more blasphemous universe (or more than one) in, slowly, altering that around the leak over time. 2. The lensing of a microscopic blackhole evaporating in a heave of Cherenkov radiation blasts an even more microscopic wormhole into one of the Lower Branes, where it becomes metastable and slowly begins to contaminate the originating universe. 3. The spell caster works to create as much spiritual 'taint' as possible in a given area, attempting to align it with that cosmological framework.

Misfire 1. Demons/devils/squidgy elder things boil out of the ground or tear holes in the air and drag the character back to the void, hell, the abyss, or whatever realm they sought to tap. 2. The attempted casting has attracted the concern of the forces of Law. A Plague Wheel spider will be sent to the caster in d3 nights 3.

Corruption Roll 1d8 1-4 minor 5-7 major 8 greater

1 Lost, Failure, and More! Roll 1d6 modified by luck. 0 or less corruption + misfire + patron taint, 1-2 corruption, 3 patron taint (or corruption if no patron), 4+ misfire.

2-11 Lost. Failure.

12-13 Failure but spell is not lost

14-15 Circle of oozing hissing corruption – a small area (a circle cast in a 10' radius about the blasphemer) in the caster's immediate vicinity is tainted, for a time, by the fell powers of the Feign, the Pit, or another of the darker supernal realms. Attentions of darkness will depend on recent events, the spell caster's recent actions and cosmological alignment, as well as any past or present patron associations. For a number of rounds equal to the CL+1dA⁷. Within that area, those affected may resist with a saving throw. Otherwise they are somewhat protected from oppositional magics while in the circle; those so protected save v. attacks and magic from the servants of Order (or any force that opposes the caster's overall ethos, it need not be Law but it must be clear and declared) at +1, and take -1 damage per die of any successful attacks. They may not be turned by clerics in the service of oppositional powers, and finally the spell caster themselves benefits from a one time bonus of +1dA to a single spell check and a +! To subsequent spell checks for the next 3d6 rounds thereafter.

16-19 Tainted area – as above but far more devastating The spell caster blasts an area up to CL+60' in radius with fell energies and strange echoes of intent. The effect remains for 3dA rounds after the spell is cast. Those protected by oppositional powers do so at +2 and subtract 2 from each die of damage inflicted by such. The spell caster themselves experiences a +3 bonus to spell checks for the duration, while those in alignment with the

⁶ Each stage sets in, one at a time, until stopped or the total result is achieved, so in that sense it is a ritual spell. It will behoove the caster to remain in their chosen and dedicated area to defend it from those who would stop such an incursion. Each step and so each degree of success above would be ten rounds.

⁷ Many of these spell results have a notation such as "1dA" In this instance A is to indicate overall cosmological alignment in the DCC tradition –

Those powers that could best be described as aligned or in the interests of Order, A = d3

Those powers that could easily be described as aligned with Chaos, A=d8

All other entities could be thus classed as Neutral. For them A=d7.

caster's patron or invoked powers receive a free floating +1 to any spell checks or attacks on oppositional forces for that duration.

20-21 Orgonnic Contamination – now a lingering effect lasting for 6dA+CL nights. This functions largely as in Circle of oozing hissing corruption and Tainted area above; the spell caster contaminates a larger designated area of 'median size' a house, small business, or other collective and easily designated structure or area – it need not be indoors, a graveyard or garden would also qualify. The overall area affected should be no larger than a single city street in any event. Within that radius, which those affected may resist with a saving throw, any cosmologically allied or other designated (by the caster) being or beings are protected from oppositional magic and attack, saving from such at +3, and taking 3 less points than rolled on each die of damage per die. No one in the area affected by the turned by a cleric. Finally the caster and any allied spellcasters gain a +2 bonus on spellchecks for the duration of the effect. The spell caster must spell burn at least a single attribute point to activate this effect.

22-25 Just a Sliver – the caster deftly creates a tiny, stable aperture, and shapes the orgonne flow just...so. A permanent leak now exists between the casting area and the invading plane, dimension, or other fell space.

At a designated⁸, location in the affected area, in a space that can easily be dedicated (easily = within one round) there shall be an infusion of such energies that within (caster's CL + 2d6) hours, the spell caster and those with a similar affinity, style or paradigm of magic may benefit from casting at such a location. Thereafter, the spell caster will benefit from a +1 to all spell checks while in the affected area, increasing to a +2 when invoking patron or other cosmologically allied forces.

26-29 Emergent World-Shard – The spell caster has created the beginnings of an overlap zone between two planes or other phenomenal spaces. The affected area will begin at several hundred square feet (100/CL) but once cast, it will wax and wane with the tides of fate and circumstance.

Notably also, psychics that linger for extended times in these zones accumulate warp faster, at twice the normal rate. Sorcerers will find that corruption rolls take place at +1 in such an environment. Those sensitive to such things may dream of or otherwise detect the new zone. Otherwise, this functions as Sliver above, save that the caster and those allied derives a +2 to all spell checks and invoke results.

30-31 micro Splinter – a large overlap zone between two or more dissimilar planes/phenomenal spaces now exists and damage to the planar fabric is ongoing. The affected area soon becomes cut off, first by circumstances and 'random chance' and later by supernatural and later physical isolation, but first is of considerable initial size – CL in square miles

The caster will benefit +3 to spell checks of non-opposed magic. (heaven v. hell, etc.)

Notably also, psychics that linger for extended times in these zones accumulate warp faster, adding one to their warp rolls when called for. Sorcerers will find that corruption rolls take place at +2 in such an environment.

1d14 people will seem to go missing each week thereafter, sometimes seeming to vanish into thin air.

Sometimes they later return but different. More sinister. As though something *else* were only wearing their face.....

32-33 Blasphemy Meme – as micro Splinter above save that now the ideas behind the blasphemous **microsplinter** begin to spread, these 'viral ideas' infecting the overall culture beyond the affected area within 2d7 weeks

⁸ undesignated casting defaults to where the caster is standing/kneeling/whatever

Within the Blasphemous Area, the spell caster is at +4 to all spell checks and patron invoke checks so long as they remain within the infected area.

After casting, some manner of overseer or interface with any guiding patron force may coalesce or arrive, likely calling upon the caster immediately on arrival, doing so within 1d5 days. This may be a local (zero level) individual who is or would ordinarily be voluntarily subsumed into the local area and so acting as an interface and guide. If killed another one may eventually arise. If deliberately and intently killed by the caster, the affected area is banished immediately. Depending on whom the caster normally calls upon, they may be gone with it.....

34+ Infected Reality – the leak and resulting taint that the caster has created rapidly grows saturated such that its poison seeps out into the wider world beyond, slowly but surely infecting the world they inhabit. The caster is at +5 to all spell checks anywhere in the affected area, and this doubles to +10 when they are in the Suppuration (the site of the original infection)

At this point is it possible that, over time this result could become an aetheric pole for that world or region. (See Worlds pp XXX)

If the character's patron has any servants in this world, a small group (6d10) of dedicated zero levels of an ethos appropriate to the new locale will find themselves drawn there. In that same time 1d3 warriors or pilgrims will be drawn to the area and seek the invoking caster out.



Clerical note: While the specifics remain undefined, the spell could easily be used by those serving the forces of Law, as indicated. In any event, Clerics may benefit from the protection and other forces of this spell provided they are in cosmological and (more importantly) ethical harmony with the patron or energies being invoked.

Guenyfah's Blasphemy Leak

The first known casting of this spell took place early in the Uprisings, as the (not yet Captain) maenad space witch Guenyfah famously called down a "*Leak of Red Blasphemies from the Abyss, above and below*" infecting an imperial space station with fell demoniac energies. By the end of the Uprisings the Navy destroyed the station as it's use was considered untenable at that location.

Nonetheless, each of the arcane affinities (listed on pp 21) probably have their own version of the spell. Mechanically nothing changes.

Regardless of origin, Imperial authorities take a *dim* view of those who call down the forces of God (or Call up the blights of darkness) on their facilities.

Conjure Tentacles

Level 2

Range: varies

Duration: varies

Casting time: 1 round

Save: Spell check DC

General The wizard conjures a variable number of tentacles which serve as additional arms, servitors, or security. This spell reaches into an extradimensional space where a non-linear entity known to sorcery as the “*carpet of ten billion arms*” is believed to be the only thing that exists; as it is only partially a phenomenological realm, when invoked the nature of the pseudopods extruded depends on the caster, local astrological conditions, the phlogiston, and other factors.

Manifestation: 1d8 1 Damp and Octopoid 2. Metallic and sparking 3. Green and slimy 4. Smooth, phallic, 5. Writhing alien vines 6. Rubbery and alien 7. Fluttering and glittery 8. Fractal and uneven

Misfire Roll 1d4 1. CENSORED apply 1d4 spellburn to AGIL, STA, and PERS and the spell is lost. 2. 1d12 +CL tentacles (ea AC 14 7 hp, entangles on 18–20) erupt out of a tear in space and time, and attempt to drag the caster into the silvery black void between universes. 3. The caster experiences a disorienting journey across time and space, eventually becoming a miniature (ant sized) version of themselves in a great to scale golden city; this model is under a force field, and resides in the shop of a sorcerer merchant on a low tech, magic rich world 1d12x1000 lights closer to the galactic core than your present location. 4. The sound of a variety of strange notes and alien tones slowly causes the caster’s skin to erupt in explosive bloody blisters before they light on fire, their own body consuming itself from the inside over a period of 1d30 minutes, no saving throw.

Corruption Roll 1d8 1–4 minor 5–7 major 8 greater

1 Lost, Failure, and More! Roll 1d6 modified by luck. 0 or less corruption + misfire + patron taint, 1–2 corruption, 3 patron taint (or corruption if no patron), 4+ misfire.

2–11 Lost. Failure.

12–13 Failure but the spell is not lost.

14–15 1d2+CL **short tentacle – phalanges** erupt out of the nearest portal, doorway, drain, duct, or entryway, striking at a single target designated by the spell caster. They strike at +2 inflicting 1d4+2 damage per hit. On a critical hit (19–20) dense and sharp bone open an artery which bleeds for 1d3 hp/round for another 1d2 rounds. The summoned phalanges are only marginally under the control of the caster (who mostly just directs them at what they want to target) and are persistent only so long as the wizard maintains concentration on the spell.

16–19 the spellcaster produces, from any designated point of entry (drain, doorway, etc.) **1d3 tentacles**, which are persistent so long as maintained by the spellcaster’s continued attention and concentration. They may act on a single target at a time; when used to attack they do so (collectively, as a single attack) striking at +3+t (where t is a variable = the number of tentacles conjured). Each successful attack inflicts (t)d6+2 damage. On a successful critical hit (20) the target has been grabbed and pinned, and is unable to move, or take most actions as their arms and legs are held fast.

20–21 The caster produces, from any point of origin desired in range, **1d4 tentacles** This is otherwise as 16–18 above save that if used in combat the combined tentacles strike with +4, inflicting 2d4+1 damage on a successful hit. On a successful critical hit (20) the caster may opt to squeeze with the tentacles *the following rounds*, in lieu of attacking with the maintained spell, inflicting 1d8+t each round.

22–25 the caster produces, from any point of origin desired in range, **1d6 tentacles** that are persistent until concentration is relaxed. Each is of 15” length and strike at +4 to inflict 2d6 hp damage if used in combat; otherwise, they may be used for brute labor or other manipulative activity as though the caster’s natural extra limbs. When used in combat in

this way, each tentacle strikes with the caster's full action dice, though the caster may take no additional action beyond controlling the tentacles.

The caster may stride with these tentacles at swift speed, moving up to 60" and gaining a +2 to REF saves for the duration; if used specifically for movement, great distances can be crossed at little fatigue to the caster for up to CL + 2d6 hours.

26-29 Sticky Tendrils The wizard conjures into existence 1d5 sticky, cilia covered tendrils which secrete a powerful paralytic. Each strikes independently of the others at +4, inflicting no damage but requiring a Fort save to avoid contact with the paralytic agent. The agent numbs the affected area instantly and leaves the body limp and uncontrollable within a round on a failed save. The tendrils strike up to 20' from their designated point of origin. Each tendril retreats into the non-space from which it came after immobilizing a target unless given specific instruction by the spellcaster, who must maintain concentration, or this spell will end the following round.

30-31 the caster may invoke the **tendrils of travel**, which will grapple and paralyze themselves and up to 1d3+CL others (Fort save = the spell check result if resisted), before drawing them in, and through it's realm, depositing them in any location known to the caster, arriving within 1d16+3 hours of departure, regardless of distance or the lack thereof.

32-33 the caster brings into existence a **Well of Reaching Horrors** – 1d5+CL tentacles erupt from a designated spot visible to the caster; each round the Tentacles will *individually* pick a nearby target hostile to the spell caster and attack of it's own accord, striking up to 75' distant at +5 to hit, inflicting 1d10 +CL damage with hit's hooked, barbed, and suckered tentacular forms. (critical hits as 20-21 above).

Unless dismissed immediately when hostilities have concluded, once a fight is over the caster must make a will save, failure to do so means the well is persistent and it begins to attack those allies who have proven irritating to the caster in the past.

Note that while present, the Well is not under the influence of the spellcaster, and it decides targets and whatnot per Judge's instruction. This is more a matter of unleashing a force of (un)nature than a direct attack.

Attempting to use the well tentacles as a movement aid is not advised.

34+ Up to 3 tentacles manifest as from the Well as above. They act in every way as though an (albeit weakened) version of that spell result has been achieved for 1d4 rounds. The caster will know the difference. Thereafter, **THE CARPET MUST FEED** The precursor arms act only as pilot fish and are absorbed into the main mass when it manifests – (A raw extrusion of the horror that creates the tentacles pours up from the 'well' – a moving carpet of billions of shifting writhing tentacles of all possible descriptions. Targeting a single spell caster (any spell caster will do) the thaumavoric spell stealing parasite being surrounds and invades the target's body.

Microextrusion of the Carpet of Reaching Horrors: Init +3; Atk Grab/Bash +4 melee (1d8+CL, range up to 75') AC 13; HD special hp special; MV 80; Act special; SP Cosmic extrusion, Surrounding attack, spell theft; SV Fort special, Ref special, Will special; AL C.

Cosmic extrusion The carpet is using the caster as much as the caster is using it. HD, Hp, action dice, and saving throws are all identical to the caster. Any attack or effect that requires the creature to make a save, on a failed save is passed to the caster who must then make the save or suffer the effects intended for the carpet of tentacles.

Surrounding attack – the carpet moves immediately to surround and secure the tastiest morsel it can find, the highest level or most potent spellcaster present. Each round the creature seeks to surround or encapsulate the target, the target must succeed at a REF

save or be successfully surrounded. Once surrounded the target is attacked at a further +2.

Invasion – on a successful hit on a surrounded spell caster, microcillia attempt to reach into the wizard or spellcaster to “extract and eat their vital inner essence”

This attack inflicts 1d3 Int and 1d4 Pers damage on the target who must succeed on a will save each round or one of their known spells will be consumed and devoured utterly.

Spellcasters who have lost their spells in this way retain the spell slot and may, in theory, re-learn the spell again if they have the opportunity but they do need to learn it again. This means a possible change of phlogiston results among many other details. Those who have been attacked in such a manner find the experience frightening and often traumatic even for those who manage to keep their spell knowledge intact.

Hauling this spell out during a spell duel in imperial space is basically asking the caster's friends to please interrupt, and with as much firepower and ordinance as possible.



The Excellent Executable Tutelary Enchantment (equation spell)

Level 2

Range: varies

Duration: Concentration + 1 round

Casting time: 1 round

Save: Spell check DC

General the wizard magically creates a tiny noosphere spirit, a daemon in the peculiar and particular form of personal data application that follows their commands and interfaces with computer networks, magically, for the caster, which it inhabits and infiltrates. The first time this spell is cast the pseudo-‘program’ is created anew. Subsequent castings call upon it or it’s copies in the local computing substrate.

Manifestation: 1. The wizard draws the invocation glyph on the electro rune and anoints it with conductive oils. 2. A visible stream of green tech-glyphs dance in the air before the caster as their will shapes and guides the visibly self-correcting code. 3. With the correct tonal sequence, a blaze of light and energy flares from nearby devices, siphoning and downloading to create the electronic servitor from blue and green code. 4. The spell ware runs and an electron portal irises open into the data-world. At the threshold, a tiny imp-like servitor is created who dives into the data world immediately.

Misfire 1. less a servitor and more a gremlin, the wizard’s life will soon be hell as their electronic accounts just went mad. Roll 1d% - over the next weeks the wizard will have that many incidences of unasked for gear and mail that they did not order and likely do not have the money for, all of their private correspondences will go to unfortunate parties and likely the authorities will get involved. This will persist until exorcised by a cleric or other figure. 2. The nearest proximal wall of electronics or electronics gear (an actual wall in the imperial core) reaches out and captures the caster, who experiences a kind of drowning in wires sensation as they are magically but physically drawn into the physical architecture of the technology. This may be permanent. 3. All items of technology in the vicinity of the spellcaster take on a bizarre life of their own, acting impossibly, all for the purpose of assimilating the spellcaster. Wires will wrap around the caster (as in infiltrating wires below) and the spell caster will be forcibly “improved” by these animate and hostile spirits of malevolent technology. On a failed will save the caster becomes a technological horror under the control of the Judge. Otherwise they are rewritten to accommodate 1d5 pseudo cybernetic “upgrades” made out of the attacking technology.

Corruption Roll 1d8 1-4 minor 5-7 major 8 greater

1 Lost, Failure, and More! Roll 1d6 modified by luck. 0 or less corruption + misfire + patron taint, 1-2 corruption, 3 patron taint (or corruption if no patron), 4+ misfire.

2-11. Lost. Failure.

12-13 Failure

14-15 Essentially a highly-advanced computer program, an equation spell is a **self-replicating data construct** that follows the orders given to it by its caster. The most basic success allows the spellcaster to create a basic “daemon” as utilized in the imperial core; This is a persistent (if magically created) program that is respondent to the character, their data, and the needs thereof to manage and maximize it. The program-spirit accompanies the sorcerer in their tasks and travels, aiding in research, with suggestions or analysis.

Most commonly this is used in the imperial core to duplicate the spell caster’s existing data assistant (daemon) for the purposes of using it for basic computer crime and freedom of information as it can do all it is instructed to do but without leaving lingering physical traces within the system, functionally they are “ghosts,” moving through those systems without a trace.

However, this daemon serves in addition to any that the character might already possess. They may move freely through any data nets they are given permissions for.

It can be used to attack or manipulate tech in the same way as any other data construct, if the spell check DC equals or exceeds the items DCV, the daemon has control of it in one round.

16-19 The caster's equation confirmed. The sorcerer brings into existence a fully realized infomorph⁹ dedicated (at least initially) to their service and the purpose for which it has been created. Once cast, the spell-infomorph can interact with the system and adapt to changing conditions, making it almost impossible to get rid of without being dispelled by the techno mage who cast it. In practical terms the caster has access to, and control over the computer system in question for the duration of the spell's effect. The caster must give the 'program' verbal or otherwise audible/visible instructions for it to take additional action. Otherwise, as in 14-15 above.

If desired, this can upgrade or 'awaken' an existing daemon as created in 14-15 above if such is desired.

If desired, spellburn can be expended to create an Electron Daemon, though that will then end this effect immediately.

20-21 Learn all that is learnable about – the caster sends their tutelary daemon to school, to literally learn all there is to know about a given subject; this can take seconds, or hours, sometimes (rarely) longer. Most often used to give the spellcaster extra, albeit temporary, knowledge or lore in a given area in which they are themselves otherwise unfamiliar. Need to pilot a Gravity Effects Vehicle? Ask the daemon for a download. A true crash course in brain surgery is possible thus, albeit imparted through the daemon or perhaps the practice of which entrusted to the daemon, so perhaps best utilized for book learning and knowledge based skillsets. (While the spell provides you the information, it does not make you skilled at using it.) The data spirit is limited to findable information; the spirit is rifling through databases, not diving into the Noosphere.

22-25 Find the rivals – when set to task, the spell program spends the next 2d6 hours dredging up every possible minor detail of up to 1d6 individuals who are opposed to the wizard and their works. These can be named enemies or a small organization, such as a gang, fire team alpha41A, or other small unit designation. (when used against Created or Urban Confiscators, the spell caster must overcome the target's EWV for this spell to succeed). From this point onward the spell caster may have one of them tracked at a given time, relying upon electronic surveillance ever present in most cities and settlements.

26-29 Protect me from my Enemies – a persistent defense is created, which drives the spell caster's Electronic Warfare Value to equivalence with the spell check result, making it almost impossible to affect their gear, cybernetics, or any electronic device or media in any way.

Should something breach those defenses, the tutelary daemon is expended and destroyed. A new one must be created with a subsequent casting of this spell. .

30-31 Stoke the lingering resentment of Infiltrating wires – the sorcery allows, endows, and causes the implements of technology and science to dance with the (presently sleepy) resentment many say they secretly harbor for their organic masters. Once unleashed these resentments must be directed at up to 1d4 targets. Henceforth, an area up to CL+60' in area of any desired obvious configuration (a stretch of hall, a small room, part of a large room, etc.) – those targets will find that wires catch and grab, lights flash and strobe, and the air is thick with the tang of ozone. Initially this is an environmental hazard that slows movement by one third and reduces all actions by two steps on the dice chain. On the second and subsequent rounds, as hoses, electric leads, and power beams literally move and twist, writhing to attack the targets, the environment itself will inflict and ongoing 2d8+CL points of damage to targets still lingering within the field.

⁹ Optionally consult table 7-6 Familiar Personality, DCC RPG pp. 319

This spell does not do a single blessed thing in the great outdoors. See note below. At spell's end, the technological configuration of the affected area largely returns to it's prior state, barring obvious side effects of battle. Anyone slain within the field before the spell is complete will leave no traces of violence or their remains, it is as though the wires themselves sucked up the bodily fluids, though small trace piles of salt and other base minerals may remain.

Devoured as part of a most ancient pact made by your ancestors with Tools.

32-33 Neon Electric Hellride¹⁰ –The daemon is given specific orders to “bring them their enemy” – Once the wizard names a specific enemy this initiates a perception attack, designed to terrify, intimidate, and generally blow the target's mind. A single target is designated and provided their location is already known the daemon goes to “fetch them” The target, on a failed REF save, is scanned, disintegrated, uploaded and transferred as information to the caster's present location whereupon they are reassembled via reverse process.

But that's not all. In the process of being dragged across the data nets, the target is both conscious and traveling through a sort of sensory experience hell made of the worst data blocs the daemon has been able to find, paying particular attention to what sets off, bothers, and scares the target the most. Thus, and so, on arrival the now demoralized and possibly traumatized foe is hit with 1d4 damage each to INT and PERS.

34+ fractal encryption prison– the worst kind of hell imaginable by some; the target is disintegrated, digitized, and trapped in an encrypted databloc secure via eldritch code and secure sorcery; in short the target has been reduced to self-aware data and locked into a hidden digital prison, a spiritual black site, until freed. Attempts to break out with magic or psychic powers lead to logical loops, personality frag and other distortions. Barring higher order magic, very little can find or free such a trapped individual other than the sorcerer who trapped them.

No one can hear when you're screaming in digital, the prisoner had best hope nothing happens to the wizard or they will never be free.

Quite often the initial casting is done as a ritual with plenty of spellburn. Regardless, once cast the daemon is persistent but the spell is not. When the spell is not being used the Judge may assume it is somewhere in the information net on whatever world, ship, or habitat the character presently inhabits. Lacking these things, say crash landing on a wild and untamed planet, it will inhabit the gear of the rest of the party or barring that, that of the caster. Note that without a datanet, outside of a starship or city, this spell is pretty useless. Possibly somewhere in the galaxy there is a much older variation of the spell that calls up Sacred Librarians and allows such command over a library or even a university.....but this is not that spell.

The Galaxy is a big place.

¹⁰ It is never wise to bear a grudge against a Wizard.

Wall of Wayward Ectoplasm

Level 2

Range: varies

Duration: Concentration + 1 round

Casting time: 1 round

Save: Spell check DC

General Conjures a writhing ghostly wall of sticky ectoplasm which may manifest with the writhing force of many angry spectral entities.

Manifestation: 1. The wizard raises a great cold fog quite suddenly, which then rushes together, coalescing as if by condensation into a great slimy brick of a wall. 2. The sorcerer etches runes for the Toun-var and the Sub-ether into the air, which burn with cold green light. Where the light falls the wall has risen. 3. The spell caster audibly beseeches the dead to rise up in their own defense, who materialize in a rush of whispering angry voices before solidifying into the wall.

Misfire Roll 1d4 1. The caster screams awash in unholy spectral energies, gaining 1d3 Undead traits (Either column, DCC RPG pp 381) in the process. 2. Across the galaxy the release of fell energies gains the attention of a great lich-warlord, striding over the silent and freshly conquered plains of their own dead world. Now it will come for you too. 3. The spellcaster becomes cold and clammy to the touch, their skin becoming moist and rubbery, taking on the qualities of the *Cold wall of ectoplasm* below. 4. The wizard's soul is cast below, becoming trapped in an ancient Limbo pearl located in the very deeps of the Sub-ether (roll 1d5+CL)

Corruption Roll 1d8 1-4 minor 5-7 major 8 greater

1 Lost, Failure, and More! Roll 1d6 modified by luck. 0 or less corruption + misfire + patron taint, 1-2 corruption, 3 patron taint (or corruption if no patron), 4+ misfire.

2-11. Lost. Failure.

12-13 Failure

16-19 *Ghostly Wall* – the caster conjures what at first appears to be greenish-gray smoke over a 20 foot area; once stepped into it becomes apparent that one has stepped into a “wall” though one with very little solid physical existence. One may feel the texture, and interact with via movement the material around them but otherwise they are “out of phase.”

Visibility is limited to 3” however, and sound travels only five feet without distortion while in the ‘wall’ From the standpoint of those who are outside the wall, those who step into the “cloud” disappear until they come out the other side or are joined by the observer within it.

18-19 *Wall of ectoplasm* – this creates a wall of solid, gooey, translucent greenish-white solidified plasm. It can be up to twenty feet wide, double that high, and up to ten feet thick. If used defensively in combat it provides +3 AC bonus to those hiding behind it, who appear at most as vague moving shapes. Slug throwers, arrows, crossbow bolts and the like are likely stopped by the wall entirely unless magical or possessing enormous destructive power (a minigun could “chew” a tunnel through it in a few rounds). If used as an aid to necromantic magic the spellcaster must be in direct skin contact with the wall to derive a +1 to all spell checks involving the dead or death.

20-21 *Cold Wall of ectoplasm* – as Wall of ectoplasm above save that the wall is direly cold to the touch, stinks of death, and slows the movement and actions of those in contact with it by -4 to those actions as a sort of partial paralysis sets in. A sufficiently desperate necromancer can attempt to derive power and focus by touching the wall, doing so to gain a +2 to spell checks involving the dead and death should they overcome the spell check DC on a Fort save. (This must be checked per round that the necromancer is in contact with the wall).

22-25 *Crawling Wall of Ectoplasm* - Attempting to pass through the wall or even approaching it closely will elicit a response from the shuddering, crawling large maggot-like shapes of ectoplasm **crawling wall larvae** (1-6) **Init** +0; **Atk** ram +2 melee (1d3 + paralysis ea); **Act** 1d20; **SP** Paralysis. On strike defender must Fort Save DC 15 or experience 1d3 rounds of paralysis.

The crawling shapes are part of the wall and have not independent existence, nothing can actually leave the wall, which otherwise functions as in *Cold Wall of Ectoplasm* above. .

26-29 *Writhing Wall of Hungry Ectoplasm* – as *Crawling wall* above save that now the ghost-maggots are hungry (1-6) Init +2; Atk toothy blood thirsty maw +4 melee (1d4 + 1 plus 1d3 blood loss); Act 1d20; SP with every bite, they drink more blood.

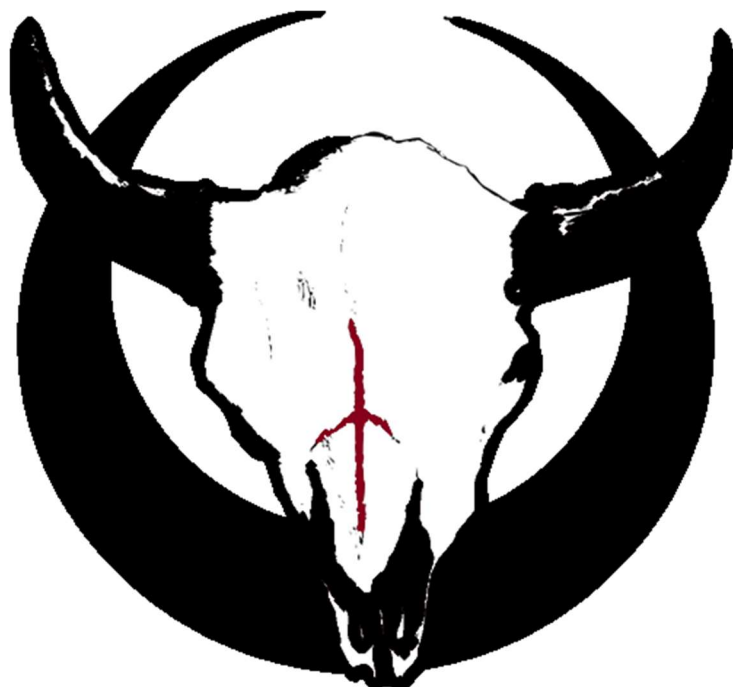
For every six points of blood ‘consumed’ (lost by one or more foes) the caster may regain one point of attribute loss due to spellburn or other ability draining experience. So yes, fell necromancer, you **can** use the whole village to recover from all that spellburn. Rest of the party will probably want your head though. Something to think about.

30-31 *Flailing Wall of ectoplasm*. Two immense (8” reach) sort of fat maggot-tentacle arms erupt out of the wall – these are of maximum hp and capable of independent movement. Otherwise as in 28-29 above. **This brings the wall to a total of (theoretically) 6 attacks a round for those keeping track at home.**

32-33 *Wall of Death* – as in *Writhing wall* above save that now, the wall will sprout four cold ectoplasmic tendril-arms each with 12” of reach; arms of death (4) Init +4; Atk pummel +8 melee (2d4+2 ea); Act 1d20; SP grab Grab – on a natural 20 the target is grabbed and dragged into the wall, likely dragged into some hell or perhaps abandoned somewhere random in the Sub-ether.

Unlike other uses of this spell, this effect lingers for 1d5 rounds after the caster breaks concentration if desired. As in the above results, the caster in all ways directs the actions of the Wall over the conditions of the spell result.

34+ *The Wall that Walks* – as 32-33 above save that now the wall can (and will) move up to 5’ per round/CL. Unless directed by the caster the wall will move by itself toward the largest mass of living beings, friend or foe. All those brought down by the Wall will find their bodies drawn into the wall, possibly devoured or deposited elsewhere in the darkest corners of the omniverse, making roll the body checks impossible thereafter. The caster may prevent the Wall from ‘sweeping the field; of such bodies but requires an effort of concentration to do so.



Higher Level Spells

I'll see you at the end of time (Temporal)

Level 4

Range: varies

Duration: instant/permanent

Casting time: 1 round

Save: Spell check DC

General Pretty much an offensive time corridor. Sometimes a time wizard wants to send their VERY best; also a super friendly way to initiate a spell duel between rival time wizards.

Manifestation: 1d4 1. A spinning black diamond folds into existence from the higher worlds immediately moving with intent toward the target. 2. The targeted is enfolded in gold and crimson energies in the shape of a char that holds them fast and propels them against their will to the caster's destination. 3. A dark blue vortex drains all light and leaves streaking afterimages of the targeted as they are drawn into a momentary point singularity and flung into the future. 4. A handleless white door appears between the caster and the target, if the save is failed, the door closes forever.

Misfire Roll 1d4 1. The raw energies of time and space are unleashed as intended but as directed *at* the caster, rather than *through*. There is a flash of negative brilliance as the caster warps ahead to Infinity. 2. The caster has torn a temporal vortex out of local spacetime, a bridge carrying materials and particles from (1-3) or to (4-6) the future of 1d10 +CL x billion years. They, their party, and anyone in combat with them are likely flung to the other side. 3. There is a scream that rips across the Toum-var as the caster's cells make an abrupt departure for 259 billion years in the future, individually, before reassembling, collectively. Fort save DC 25 or system shock kills the caster instantly. If you survive it is the bloody dawn of a strange new world. 4. Event 324 – Let there be light. There is light and it is good – and what becomes of you cannot be said. You may become a devouring monster or reach some *sublime* super decay information state, but you are no longer part of the story of this cycle of the universe.

Corruption Roll 1d6 1. The caster experiences rapid onset aging, appearing to become venerable or a parody thereof in minutes. However, their tissues harden and strength improves as they 'age' they are +1 to AC and +1 to strength despite the rigors of age now locked in place. 2. The wizard's vision is distorted – they see all things as though ravaged by time, decay, and entropy. 3. The wizard's vision is distorted, they perceive everything as brand new and often of an older, 'traditional' form. (the whole party of experienced spacers may appear as fresh faced zero level DCC characters to such a wizard) 4. the character's possessions and 1d5 of their fingers, travel several million years into the future. 5. The wizard is dumped alone into a pseudo-historical splinter (?) of low magic where they will be hunted as a witch. 6. The spellcaster's body is riddled with temporal energies, causing 1d5 vestigial/throwback features to manifest.

1 Lost, failure, and worse! Roll 1d6 modified by luck. 0 or less corruption + misfire + patron taint, 1-2 corruption, 3 patron taint (or corruption if no patron), 4+ misfire.

2-11 Lost. Failure.

12-17 Failure.

18-19 A single target who must be named or specified by the casting wizard is, on a failed Fort save, flung 730+1d20+ CL days into the future, just a little over two years. The target arrives in a future (possibly the actual future, possibly not) at or nearest the exact spot they occupied in the prior era.

The target must be in line of sight of the caster and not protected by (list of things that will work to protect from this)

20-23 Memento Mori On a failed save, a single target, as specified above, is involuntarily propelled hundreds of years into the future (at least) – to an era after their own demise or the demise of the caster, whichever is further into the future.

24-25 Splinter future the target is shuffled off to an increasingly unlikely future some $3d6 \times 100$

26-28 Lost in time – A target of the caster's choosing (and possibly up to $1d3 + CL$ others who are entangled or in the Judge's estimation "close at hand")) are flung hundreds of millions of years.....into the past. Far enough that causality effects ought not affect the present tremendously.

29-33 Unforeseeable Future Histories – on a failed save the caster sends the target and $1d23$ others up to $1d20 \times 1000$ years into the future.

34-35 Possible Atmospheric complexities – on a failed save, $1d4 + CL$ targets of the caster's designation are flung $1d6 \times CL$ million years into the future. On arrival the targets must succeed at a fort save or fail to adapt to the changing nature of the atmosphere over the intervening millions of years.

36-37 Stellar Events on a failed save, $1d4 + CL$ targets of the caster's designation are flung $1d6$ billion years into the future. As above save that the targets must save each round v. the now toxic atmosphere. Further each round there is a 1 in 6 chance of an apparent "Stellar Event" – a flash that will blind and eventually destroy the targets in a wave of gamma rays – each round thereafter.

38+ Raging in your own private hell at the end of time – on a failed save, the target is torn out of time and space and flung to the very ultimate end of the Collapsing Universe, and looped to endlessly relive the first $CL + 1d8$ hours of their imprisonment over and over and over. To free the trapped, they must first be located in spacetime – then the caster's spellcheck must be overcome twice, first to free the trapped from the loop and then to allow them to return / come to wherever the freeing party exists in time and space.

Note: leveled targets who are strongly indebted to or bound up with the forces of Law or Chaos may find a quite different fate as they are drafted into the Final Armies. Indeed, even if a party comes to the future in search of their rescue they may find you are reluctant to depart.

You could as easily just walk out of Neo-Valhalla. It's not done.



Imperial Metaphysics and Psychic Power



An additional DCC RPG magical option and variant magic system for Galaxy Black

Psychic Powers and Psionics

Psychic ability is the mighty abilities of the mind, usually the sentient mind, transmitted through and to a certain extent augmented by the information plane called the Noosphere.

Primitive sociopolitical notions aside, organics, robots, simulants, holograms, composite life, as it is known to Imperial parascience, all sentient creatures who dream and have souls have as much chance of psychic powers as they do the ability to comprehend fell magics or to call upon the power of the Gods. Is it then innate to the brain? Somewhat – or another way of saying it can be. IT is more to do with the mind than the brain, though some brains evolve or are produced in such a way to make this easier or more difficult for the mind in question.

And while Imperial (para)science has unquestionably quantified and qualified it to the best of its ability, psychic ability is fully a third variety of metaphysical phenomena, right up there with sorcery and divine magic. Similar, but also different. Different hazards. Psychic phenomena most often involves the Sub-ether, the Noosphere, and to a lesser extent, other base elements of the Fundament.

A Fistful of Yang – Judge's notes for Psychic Powers:

Psionics and psychic powers, functionally, are treated as a third type of metaphysical manipulation, alongside the fell magics practiced by wizards and elves - the chaos magic of the phlogiston, and the divine miracles of the faithful. And like divine and arcane magic, it too has its items. Psionics are the technology that allows interaction with and emulation of psychic powers.

The powers of the mind are considerable and imperial technology has been learning to harness this potential for thousands of years. Greater understanding of the Sub-ether, and the Noosphere beyond has led to another, greater understanding; the Noosphere is the long sought for “psionic plane” theorized but never found by Imperial parascientists. It is the medium through which telepathy, teleportation, etc. manage to avoid speed of light lag and blow holes in light cones. As a consequence, greater psi activity tends to call on these Otherworlds for greater and greater effects...or side effects. While in general psychic disciplines are somewhat weaker (by design) than wizard or divine magic at the highest levels they break the game, or at least the game world. All the more plot hooks for the Judge.

Psychic powers and psionics are on the whole maybe a little overpowered compared to similar magic however their drawbacks are more front loaded and the price to pay is a steep one. (Especially if the Judge uses the Mandatory Warp rule.)

Psi and psionics

Autoharmonics - Practitioners of Imperial Internal Medicine techniques, they focus their will to a singular point, mastering first their own mind, then their bodies, and finally the orgonne flows in the world(s) around them.

Autonomics, an outgrowth of Autoharmonics; these are various self-mastery and will force techniques, what was once called Biofeedback or Mind over Body techniques. Almost all Autonomics learn at least the basics of Autoharmonics.

Burnout – the short term and immediate physical and psychiatric toll taken by pushing one's psychic abilities. (analogous to Spell burn)

Discipline – an individual psychic power, a talent both learned and instructed honed through study and meditation and experience. Each the heritor of traditions tens of thousands of years old.

Manifesting – the act of using a psychic ability; analogous to *casting* a spell, one *manifests* a psy power. Ergo, one using a psychic power is called a Manifester.

Orgone Adepts - a class of imperial martial artists who have also hardened themselves with autonomies and autohypnosis techniques; they are capable of truly impressive physical feats.

Psychic – one who can, or does, use this mentally based metaphysical ability that seems to draw power from the Sub-ether and the Noosphere beyond. Psychic powers allow access to both **and to a far greater degree than would otherwise be possible.**

Psion – a more proper, somewhat generic, term for a psychic; can include those using psionics, depending on usage.

Psionics – technology that replicates, interfaces with, or enhances psychic powers.

Warp – the effect that channeling trans-brane energies into the material universe has on that material universe; If discipline use indicates warp, consult that discipline's warp section and roll accordingly.

The Devotional Sciences - Most forms of psychic and parapsychic activity can be placed into one or more of the 6 major branches or families of psychic activity. Imperial Parascience calls these the Devotional Sciences

These Devotional Sciences are **Telepathy, Empathy, Teleportation, Clairvoyance, Psychokinesis, and Autoharmonics.** Each a pool of immense theoretical abilities. Collectively, Telepaths and Empaths are called Sensitives, Teleporters and Clairvoyants called Navigators, and Psychokinetics and practitioners of Will hardening imperial internal medicine techniques are collectively called Phenomenals.

Navigators – traveling without moving

Clairvoyants (Seers)

Teleporters (Apportationists, Nomads)

Phenomenals - External and internal Kineticists

Autoharmonics (Autonotics, Trancers)

Psychokinetics (Movers)

Sensitives

Empaths (Readers)

Telepaths (Scanners)

Manifestation – use of a psychic discipline is called Manifesting. A psion may freely use a discipline known to them repeatedly until such a time as their Manifestation fails. Once a Manifester has failed, the text of the Discipline will indicate whether or not the psychic may continue using that Discipline for the day. If not, they will be unable to Manifest that Discipline until sufficient rest and mediation has been achieved.

Entanglement - Psychic connection, quantum interaction, warp effects, magic, the Sub-ether, even some technologies can cause Entanglement – a state whereby two or more beings or objects are, mystically, one and the same.

Magic and supernatural effects targeting one member of an entangled pair or group may/do affect others; particularly skilled or knowledgeable individuals may be able to target others by way of using other members of an entangled group. This works both ways, both beneficially as well as not in favor of the entangled individuals.

A touch effect need only touch one of them to affect one, one other, or all members of such a group. The entangled parties are now, somewhat, connected, constantly. Using Disciplines (and possibly magic) on one another will be easier and certain abilities that once required flesh contact or a touch attack can waive that restriction, entanglement should be interpreted to mean “in contact¹¹,” where a strict interpretation is needed.

Psychic Auras – A psi field. Certain psychic abilities specify that they create a psychic aura, or field in which a particular effect will take place. Psychic aura require concentration to maintain (often *Trance* see below)

Note that this is separate and unrelated to one’s psychic Corona, the psychic energy field around all thinking and ensouled things, once called by the Ancients an Aura. .

Psychic focus It is often advantageous, especially to the newly trained, to have an item or thing upon which to direct one’s focus and concentration. Some psions however learn to make their own focuses which provide a host of additional benefits beyond simply aid in focusing, something few psions have difficulty overcoming.

When a psychic desires, a variety of means may be utilized to create a psychic focus; the common elements are an item of some significance to the psion, and a means by which some aspect of themselves may be ‘invested’ into the item itself. This creates an entangled state which allows them greater flexibility and power at the mild expense of having embodied some aspect of themselves into a physical object which may of course then be taken, lost, damaged, etc.

When used in a manner consistent with the focus and what it bears (hate in an item dedicated to revenge say), the focus can add one, two, or even three to relevant psi craft checks. When used otherwise, the same objects may assess a light penalty (-1), none at all, or only a mild bonus to other, unrelated, psychic uses.

A psychic focus cannot be used by one other than that which made it, save however, as a focus on effects concentrated on the focus’ creator. That focus counts as ‘touch’ as far as the creator is concerned, be it for psychic or magical purposes. Very dangerous.

Additionally, the Empath can take a specifically prepared object of the appropriate emotional value to themselves and implant a particular emotion or emotional state into that item. This item, called a **Cathexis** (essentially a fetish/effigy) when used as a psychic focus can add 3 to the psi craft rolls when it would be appropriate to do so. (Example: The empath-assassin, Vera Gemini, invests her hate into a doll once stolen from the man she has sworn to kill. When using her psi abilities to find, locate, and ultimately, to help destroy that man, the doll gives her a +3 on the relevant rolls.) When

¹¹ The Parascientists of the ISA would tell you it is the quantum-sympathetic state of ‘other-body’ connection. Or some other mouthful.

used otherwise, it offers only a +1. Finally, should such fate as death befall the empath, the focus will likely serve as a summoning or binding object for those who might wish to attempt to communicate with them or bring them back. Of course, if stolen, many means both psychic and magical can take advantage of such a focus.

Common psychic power foci

Singing bowls, crystals, sacred stones, prisms, mineral spheres, metronomes,

Trance

The duration on certain Disciplines is referred to as Trance. This is a specific kind of ‘concentration’ where the psychic’s attention is focused inward and largely to the exclusion of all else but along specific, trained (or intuitive) lines. While one maintains trance, the effect remains ongoing. When a manifester is said to be “in trance” it simply means they are concentrating to a lesser or greater extent on manipulating, maintaining, or interacting with their own active psychic potential, i.e. they are Manifesting a Discipline.

Such characters are at no especial penalty to action; long training has ensured such. Active Manifesters may move, talk, and engage in combat as normal but are limited to a single psychic manifestation of course. After a psychic discipline is initially manifested (which does use their action dice for that round) they are free to use their action dice for other things in subsequent rounds without penalty.

However, at the Judge’s discretion certain things may be outside of the notice of a manifester so distracted. In such cases, while the psychic is in trance, they are -4 to notice anything or interact with anything going on around them that does not directly or indirectly pertain to their psi activity. (Giving someone a summary of what’s occurring incurs no penalty, programming software while also doing so certainly does, avoiding being shot in a firefight does, etc.)

Active Manifesters often have a far way look in their eyes or other obvious signs of intense concentration; they are multitasking in ways that ‘mundanes’ literally do not know how to emulate. Everything about this has been ingrained in them from many Sidera of training and ritual; from their breathing to controlled nervous and anxiety responses, everything is used and focused, metabolically, and psychologically when a psychic manifests, especially in a life or death situation. From their perspective, their point of view is clearest where their Manifestation is concerned but are, regardless of circumstance, quasi aware of their surroundings due to some subtle seer like overflow save in instances where a specific Discipline says otherwise.

Psionic devices are not necessarily very good at imparting these as the minds using them frequently lack either the innate knack or the experience of training and so are used far less efficiently. One engaging in such via device is effectively at -6 to other actions and the Judge is encouraged to ask for additional rolls if the session goes on long enough. (Alternatively, if this seems too harsh, it is suggested the Judge disregard the foregoing in lieu of such devices accepting a single step down on the die chain.)

If you’re going to mind meld, get a Vulcan, not a Vulcan-simulator

Brainburn

Brainburn allows sacrifice, ala spellburn, from Int, Pers, Agil, and Sta, and (rarely) from Str. Brainburn does not allow use on the Luck attribute.

Int brainburn takes the form of memory fog, blackouts, nosebleeds, and light injury to the foreparts of the brain; at great expenditure can take the form of seizures and the like.

Pers brainburn involves CNI feedback and emotional and motivational psychic reserves being exhausted; drooling and facial tics, and a mild inability to form words (temporarily); may also take the form of temporary neurological disorder. At great expenditure can resemble (or be) complex psychiatric phenomena.

Agil brainburn takes the form of neurological feedback and temporary neuron stripping; “the shakes” will persist until such a time as the brainburn has been allowed to heal. Dystrophies and physiological signs of advanced neurological injury manifest; thus, palsies, convulsions, and the like. The body will also likely have lost the ability to distinguish between hot and cold.

Sta brainburn is dangerous for sometimes it does not heal right. IT involves fueling the tremendous effects with all of the output the character’s energy reserves and will can muster; in effect giving until it hurts.

And yes there is still a 1 in 20 chance that any Sta based brainburn is permanent. Roll per point spent.

Overclocking

Brainburn systems-wise is pretty much like Spell burn with one deadly difference, it is powered not by their attributes but by their hit points. When a psychic choses to overclock, they give of themselves Unlike spellburn this is simply taken as hp loss like any other source of such and can only be healed as such.

Any time 3 or more points are spent at once, there is a 1 in 20 chance the loss is permanent, regardless of subsequent healing or magic.

Strain, Burnout, and Warp

The use of psychic power to channel the unseen energies of the universe (and beyond) is chiefly distinguished from other forms of metaphysical power (endowment by the Gods and the use of sorcery) by the way it is channeled through the mind, and from there through the brain and body. The body itself is tapped as well for mundane and inner strength as well which both aids the channeling of greater energies but at correspondingly greater cost. Psychics have to give a bit of themselves to get power. Sometimes a bit more than a little.

Note: Strain or Burnout results from Psionic devices automatically require recharge or replacement, respectively.

Strain (also called Fatigue Shock, Divestment, Consumption)

At lower levels, the toll on the body can be withstood most of the time and Each Disciplines’ Strain section tells you what to do when strain happens. Usually this is a matter of some lesser to middling (temporary) ability damage. It heals back like spellburn. Occasionally it will instead elicit some relatively minor but specific effect. Strain is fatigue, stress, shock, and psychological wear and tear.

Burnout

Psychics can suffer fatigue, burnout, and far far worse. While strain is temporary, Burnout usually isn't. Burnout is what happens when the psychic overtaxes their body, which is rather more damaging. Just channeling the energies involved can sometimes dramatically overwhelm the body or taint the corona with resonant humors. When you push yourself and the world around you to the limits and then a little more, that risks burnout.

Burnout results tend to be permanent and can be pretty debilitating. However, One can avoid the perm. Stat loss BUT burning a point of luck (which you aren't of course getting back).

Warp (Twist, sometimes Taint)

Also called Ether Warp - sometimes psychic powers can actually thin out the barriers between the local Sub-ether and you Warp is warpies, stains, includes background count, accidentally summoning ghosts & creating hauntings and overlaps and etc.

Sometimes they are "drain changes" rather serious and unwanted Drain induced mutations and degenerations. (Could also called corruption, mutation, cancer, etc.) Sub tables for warp plus a master/generalized Warp table ea. Dedicated to your Devotional Science

To summarize

Strain is temp ability loss (or rarely other things)

- You push it

Burnout is more serious and often made of perm. Stat loss plus flavor. Impairment.

- You pushed it too hard

Warp is much more serious, and made of bizarre effects on self and universe around you.

- You pushed it hard enough to break something

Psychic Burnout

Psychics can suffer fatigue, burnout, and far worse. Sometimes just channeling the energies involved will dramatically overtax the body or pollute the corona with resonant humors.

Burnout table

Least Drain (psi – generic d10)

1. What was that? This is not a charade. We require total concentration. -1 to initiative this combat and know you got lucky punk
2. Nosebleed Fort save (DC 14) or 1d2 sta and 1d2 int
3. Shakes – neural damage inflicts -1d2 Agil loss; you suffer tremors in times of high stress
4. Shakes – neural stripping and decay inflicts 1d3 Agil and 1d2 int loss; you suffer a constant shivering tremor which creates significant issues for you.
5. Classic Fatigue Shock -1d2 Pers loss and feelings of numbness and despair
6. Scrambled senses – temp “loss” of 1d3 Pers and Int immediately; psychic experiences synesthesia, or similar trait for d5 minutes.
7. Trauma – character experiences prior traumatic event or fear
8. Personality distortion: character's alignment temporarily moves one step toward chaos; they become aggressive and impatient for d5 hours during which time they Will save at -1, have difficulty focusing with extended uninteresting tasks (-2) but are +1 to hit and damage and feel ON TOP OF THINGS and so have an additional 2d6 hit points for the duration.
9. Seizure – becomes insensible for d3 rounds, taking d2 int, agil, and pers damage each round. 50% unable to use psychic ability for 1d6 rounds thereafter.
10. Brain bleed – 10% of seizure (above) per round for d3 rounds after
11. Eating our Brains – your brain has decided it's just going to be easier to eat itself. Roll a d4 and pray
12. Lucky. Sometimes burnout is not even these effects but minor (and temporary) ability damage. (take 1d4 Strain, distributed however)

Yes, you can derive two rolls on the Burnout table from a bad warp roll (see next page). *Boo-hoo life is hard, my superhuman power has consequences.* You should have gotten more sleep as a juve.

Eating Our Brains sub table d1

1. Invasive thoughts – Constant lingering, nagging critical doubts ride your every action and effort to engage with anything outside of your own head. Seemingly nothing can drown them out. did you absorb these from someone else? Set them free from your own subconscious? Social and creative tasks are at a step down on the dice chain for an extended period
2. Funk – a perpetual malaise has fallen over you wherein any course of action other than following the path of least resistance simply seems like too much for you. You aren't motivated to do much, and you may in fact be suffering major depression. -1d6 pers loss for the duration until such a time as you manage to Care.
3. Brain fog – You are feeling particularly ditzy, and things are just hard to follow. You can't seem to quite pinpoint what is don't it or why. Attempting complex expressive thoughts genuinely takes actual mental and physical effort just to make yourself expressed in the most basic ways. It's probably just easier to keep to yourself and stare out the window....
4. ALERT – You are tense to the point that you are randomly flexing and tensing muscles and muscle groups literally until they cramp and hurt. Your eyes water from a lack of blink response and you Simply Cannot Relax. +1 to all Init. Rolls. May (accidentally) act with surprise 1 in 8 at the start of all combats. -1 on any roll involving tasks requiring a calm and measured response. +1 to damage on all damage dice rolled.

Warp Tables

Note: Where warp is indicated in the discipline text, it supersedes these rules

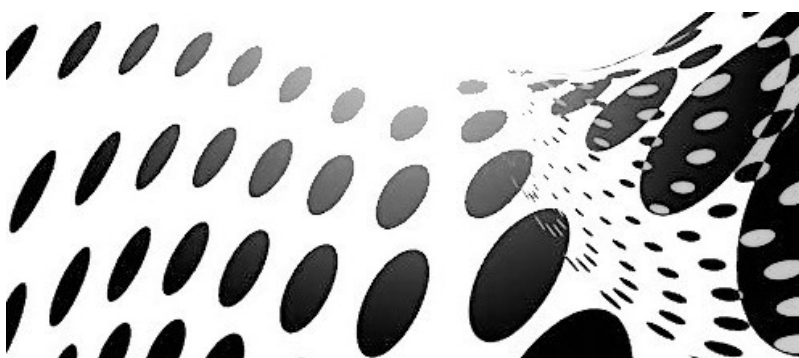
Generalized Warp Effects table

1. **Walls or other near flat surface begin to bleed** in the vicinity; 33% blood transforms into ectoplasmic slime rather than dried blood
2. Power overburn. Add ten to the Psi craft roll regardless of circumstance.
3. Personality distortion: psi energy discharges often draw from the deeper volumes of the Noosphere; inheriting obsessing mind loops from potentially anywhere in all of Possibility. Such personality overwrites can lead to truly horrid behavior- character becomes increasingly obsessed with basic bodily functions (eating, sleeping, whatever) and will degenerate, increasingly willing to do whatever it takes to achieve these obsessive tendencies
 - a. Eating beans, bricks of soy, or algae chips
 - b. Fornication, reproduction, or securing their legacy
 - c. Rhyming, limericking, or punning.
 - d. Theft, hoarding, or securing their den
 - e. Bodily discharges, marking territory, or inspecting for cleanliness.
 - f. Chose two of the above or make your own
4. Swelling itching brain – 1d2 Intelligence damage (temporary); 1%/CL of cerebral hemorrhage.
5. Meltdown – full or partial cerebral Hemorrhage inflicts 5d4 damage, and DC 14 Fort Save to avoid 1d6 loss to int, Agil, & pers each. Add five to Psi craft result regardless of consequence. If the Fort save is failed, instead add ten.
6. Predation – some ‘ether thing’ has decided that **your body** is the ideal material with which to construct a door into your reality.
7. **A blink in space** – The morphic resonance fields of pure Orgone, the very underpinnings of reality, momentarily wink out of existence, returning all matter and energy in a 30' / CL radius to a primordial and unfixed state, along with the character. Reality should reassert itself in 1d3 quite terrifying rounds. Until then nothing that cannot act as pure energy may do anything but Be One With All Things.
8. **Little slice of Doomsday** – Set condition YRFN-stage IV. The tremendous energies and stresses combine into a complete cross rip, an apparent 1d3km wide (initially) breach in material reality; a spillover region where the material universe and the local Sub-ether are the same thing and fully interactive with one another. Gravity drives within (initial 1d3 roll) in lights will misjump when engaged, and the tear will grow. Eventually the Navigators, the imperial Starfleet, and Impy intelligence will have to show up, fix this, and cover it all up (like before.....) and you will almost certainly suffer for it should you live that long.

Warp Effects table, Empathy

Empathy warp primarily affects the psychic themselves rather than the environment around them, and causes personality dysfunction and madness. Manifestations are subtler, though visible in the local Noosphere. Empaths are however, trained in a variety of self-care methodologies and this training encourages them to go to them when the experiences of others become too much.

1. Empath begins unconsciously emulating the last person they most intently studied, in effect assuming their persona for a time. This is mostly harmless if allowed to run its course. Some empaths would even say it is healthy.
2. The Empath over a period of nights faces intense fears and hallucinations, such as tearing their own face off.
3. 1d3 weeks of intense personal mood swings, these may or may not be controllable with pharmaceuticals (Roll luck).
4. Who are you? Who am I? You have been staring at your own reflection for hours, lost in disassociated thoughts. While you may very well be aware that on some level your personality is beginning to fragment, you are either unable or unwilling to do anything about it without sincere effort.
5. (major) shock, horror, cold, and disassociation – a barren inner landscape haunted by every feeling from every person you have ever witnessed, stolen, taken, or given. A shattered husk of personae floating around in the background of your emotional life....
6. Cold it's so cold. A deep seated distance between you and the rest of the universe has set in. It's only natural really. So much more important to focus on your goals. (Character's alignment may or may not shift but their ability to interact with the rest of the people around them is now impaired by an increasing lack of empathy or connection to those around them. Oh, they can still read others of course. But they feel....little to nothing. -1d2 hit to Pers unless a DC 20 Will save is made. They are still capable of being pleasant, but it no longer comes natural to them. It may in fact feel quite tiresome.
7. Chose an emotional state at random or the Judge will choose one for you – most likely one you have over, or under, indulged. You are now broadcasting that feeling to everything in range with whatever abilities you possess.
8. The Empath has never felt so empty, so absolutely hollow as now...yet they sense that with but a moment, that emptiness could be assuaged. If they give into their urge, they begin the transformation into a vampire.

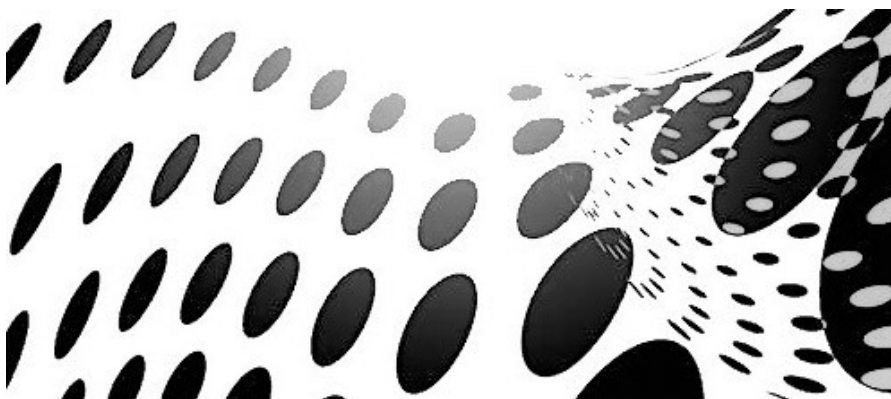


Warp Effects table, Telepathy

1. Telepath hallucinates something unpleasant; hallucination then escapes and affects others.
2. Telepath becomes immediately entangled with 1d3 other individuals / CL on the same world, habitat, or starship. As time goes on, this entanglement will slowly grow to resemble the final effect of the discipline Mind Meld (pp XX)
3. A Dorian field Phantasm is created – a collective amalgamation of the telepath's life traumas, corruptions, and negative experiences; 4d8 is rolled; that amount is the DC a target must make to avoid taking the same amount in hp damage when attacked. hp damage is rolled as usual (4d8 at min. level for this effect) however this is not raw hp damage (at least not yet) – it is the DC of the Will save to avoid taking that damage whenever the phantasm attacks. Add 1d8 if the telepath is Chaotic, add 1d8 if the manifester has ever died, been maimed, or suffered injury over 60% of their body, and finally add 1d8 more if the manifester is in fact a survivor of particularly brutal trauma. It persists in the local noosphere for 1 progression / CL or until banished.
4. A tulpa is rather completely randomly created out of the psychic backwash thus created by the manifester. Use the Little God maker rules. It is not necessarily benevolent toward its creator.
5. The dead gather about you, fully aware that you can see them for your eyes blaze with burning life energy in their realm. Up to 1d8 dead folk will now stalk your every move, hoping you will focus your telepathic gifts on them.
6. **Psychic Beacon** – character becomes a shining blazon that is visible across many deeper wavelengths of the ether, in some instances like a borealis visible across the near omniverse to certain entities. Which will likely be drawn to the character by attention, action, or ability. If they need a body you're basically fucked.
 - i. Lower space – demon, devil,
 - ii. Upper space – virtues, angels, gods
 - iii. Outer space –
 - iv. Inner space – beings of pure psychic energy, daemons, musae
 - v. Time lost – mind of ancient atlantis, mu, lemuria, america,
7. Telepath's consciousness is flung across time, space, and possibilities, dishinhabiting their body and either (50/50) creating a new one from material or sympathy at their new Otherworld location OR taking control of the body of another, possibly but not necessarily abandoned. (5% chance such a character may begin to "remember" a lifetime prior, as though experienced in that body and likely creating the delusion of it being the character's 'true' or at least prior existence
8. **Telepath is ... trapped.**
 - a. into a unique psychic realm they have themselves just unintentionally created. In a literal sense their mind is now literally trapped in a universe of their own minds' creation.
 - b. As above but now they are also Physically Trapped.
 - c. As above but those in a 1d12' radius also come with (alt. the other PCs come with)
 - d. The psion brings an area 1 cubic kilometer in area / CL with them into a brand new phenomenal universe that their mind and personality have now just dictated the rules of. An analog of the character's mind may now rule there and quite possibly seek to destroy the original, their creator.

Warp Effects table, Psychokinetics

1. Strands or clouds of ectoplasm materialize slowly over Manifester
2. Poltergeist phenomena – random display of PK outburst for 1d3 rounds 3d12 feet distant.
3. Psychokinetic manifests a Psychokinetic “arm” – each round it begins to swat about at moving objects, the massive or heavier the better. Arm persists 1d6+CL rounds or until dismissed by psycher who created it with sustained concentration and DC 20+CL Will save.
4. Manifested PK Arm attacks 1+CL (5-17 dmg – 1d4+3+CL) cannot be hit successfully or take damage into his state; If attacked in the Noosphere or in the Sub-ether AC 10+CL 1d3hp/HD of the manifestor
5. Warp sink created – area immediately around manifestor and their intended target become ground zero of a ‘sink,’ a micro-blip of a spatial anomaly; psychic, supernatural and para scientific entities likely now passively attracted or drawn to this location in space. If aboard a ship, you now know where every boarding action will start. Area is five sq. feet/CL
6. You unintentionally create and release a Kinegeist – a free floating apparition made of your own uncontrollable psychokinetic abilities. It is as if a small piece of those abilities has broken off and run away from you.
7. Your awesome psychokinetic display creates a region of “soft space” – you have left in your wake an area where, however subtly, the Toum-var is unmistakably a bit weaker. Navigation errors may occur for 1d3 progressions within a Light or so. Ship hauntings locally will become more common. On planet with a major starport this can create total chaos.
8. Wall Breaker – You have breached the Toum-var rather seriously; a tear in the dimensional membrane releases energies, spatial distortions and momentary existences of strange matter, rapidly tunneling to a reduced energy state. This can create an entire population of ‘Warpies’ – Variant mutant children created by these high energy planar interactions. **area affect;** 2d4 km radius; Variant children will come of any natural couplings in the area for years to come and if occurs anywhere near a Hatchery, conceivably tens of thousands of Variants have just been created by the momentary lensing of the dimensional fabric¹². Good job you!



¹² Also the Captain Britain corps would like a word....

Warp effects table, Autoharmonics - much like the empathy tables, the warp tables for will force primarily affect the psion rather than those around them.

1. The Will-worker's sense of self temporarily eroded; the psion is functionally on autopilot for 1d3 days, making will saves at -3 and relatively easily lead by those they know and trust. Motivation and feeling of concern about the world around them will return gradually. Use of certain psychic disciplines may be impaired or impossible for the duration.
2. Self-Warp You come to believe that you are increasingly infallible and those around you are at fault or worse, conspiring against you.
3. Take 1d3 damage as you emerge from your fugue state, having been chewing on your own body for the last hour. It probably looks worse than it is. Fort save DC 8 or -1 Agil or Pers loss as well from injury.
4. (Orgone discharge) Power builds but slips from your mental grasp at the final moment; the surrounding areal (1km/CL) is flooded with turgid but now tainted orgonne; you are done being psychic for the until a full day's rest has been achieved. In the Sub-ether a Slime concentration will likely manifest. Any psychic activity in the affected area is momentarily disrupted; those resisting this disruption must beat the a Will save (DC= manifester's PERS score). Otherwise, psychics lose psi focus, psionic devices crackle and pop, and standing psionic auras and effects may momentarily weaken or shift. Most spectres, ghosts, and 'free roaming' spirit entities functionally chased out of affected area as well.
5. (Mind-Body Warp) **Will like Iron** - Dispassionately you disable your pain and fatigue responses. You know this is a temporary measure but why not? At this point the psychic could dispassionately watch their own flesh shrivel and rot so long as it suited their purposes to do so.
6. (Body Warp) **Entropy sight** - all around you are things you have not perceived before; a crack here, a hole in the surface here, damage and holes everywhere; you see the effect time has on all things, and in seconds.
7. (Body Warp - I against I) **Division of War** - through a bizarre process, the Will worker rips apart, dividing into two different and opposed beings, dividing remaining hit points, statistics and gear between the two. One will surely seek to destroy the other, consuming it in the process to be whole once again.....Until such a time as this 'refusion' has happened the psion is functionally unable to use their psychic abilities or regain psychic focus, thus preventing them from using psionic devices either. Whenever one defeats the other, the loser's remains deteriorate into ectoplasm, and is slowly reabsorbed into the host's normal state of being. Winning such a contest of Will, pitting oneself against oneself is an inherently positive experience to the winner. They regain all the hp, gear, and ability points possessed by their other as well as regaining 1d6 hp, and 1d4 points of ability loss; such literal soul searching also brings insights and the opportunity for growth. Gain 1d4 additional XP above and beyond whatever you would gain for this session.
8. **Noosphere Analog** - character imprints the local Noosphere with their identity. A psychic infomorph now exists therein, identical in all respects to the original save the non-possession of a body. The psion is likely completely unaware of this Lore-twin, though the twin is definitely now aware of the original.

Warp Effects table, Seer

1. The Seer sees something they should not. Their own conception, trauma to a loved one, or the attempted genocide of their people etc. etc. Seer can attempt a Will save (DC their PERS score) each round to shake the unwanted vision.
2. Displaced Perceptions – the clairvoyant still sees what is occurring where they just perceiving due to lingering entanglement issues; they are unable to perceive their biological environment in any way and indeed may think they have somehow teleported across space.
3. Seer perceives ...within. For at least 1d4+CL rounds, the Seer is looking inside the desired target or location; this may be bedrock, or a beating heart and organs. Likely some anxiety will accompany this momentary flux of perceptions.
4. Seer perceives the right target...but several splinters distant. An analog to the target, be it a place, time, or person that exists in this other Splinter is perceived instead though perhaps for some specific reason (to be determined).
5. the Seer must immediately succeed at a Will save (DC their own Psi check) to resist the momentary vortex that you have inadvertently summoned, drawing you literally, physically, and immediately to the place or time being perceived, regardless of distance. This is a one way voyage and leaves no traces. The Seer is bound for new adventures now though.
6. Transcending time and space the Seer (p)re-experiences their greatest trauma, past or future, taking 7d6 from physical and psychic shock immediately (Will save DC 14 for half.) Save again in 25 hours or take 1d3 ea. to Pers and Sta as the shock & trauma resonates throughout your soul, body, mind, and other orgonne centers
7. **Displaced Consciousness** – the teleporter has exchanged consciousness (e.g. bodies) with a random being from somewhere in the collapsing universe or possibly beyond, likely s Splinter but perhaps a far universe or plane.
8. (Overwhelmed by the vastness – psychic contact with a macro scale entity or (perhaps more threateningly) a quantum micro scale entity has threatened the Psion's ego and sense of place in the universe. Will save (DC 25-CL) or be thrown into non-stimulation seeking near catatonic state for 1d3 progressions.



Warp Effects table, Teleportation/Spatial

Teleportational mishaps and space warps are some of the most spectacular mishaps possible. In addition to the obvious and immediate effects (below) such effects, especially the upper range ones, are known to attract attention – be it from the Otherworlds or a civilization from the far side of the galaxy.

1. 1d4 individuals within 30" will experience (DC 14 Fort save) **disorientation** (if successful) or vertigo (if not)
2. **Displaced Perceptions** – the teleporter still sees what is occurring where they just were due to lingering entanglement issues; they are unable to perceive their biological environment in any way though they have likely arrived safely at their destination (or the next adventure depending on your Judge)
3. **Failure to complete** – the teleporter has so overtaxed themselves that the next time they do so, roll a d4
 1. Teleport fails completely. Unable to attempt again until 24 hours rest
 2. Teleporter is trapped in the local Sub-ether, unable to teleport without assistance.
 3. Nomad Seizure – character enters semi-conscious state while they teleport randomly throughout the setting (Judge's option) for d3+CL hours.
 4. Splinter of teleporter is displaced; mirror incident occurs. Teleporter lost in splinters and replaced locally by one of their dimensional analogs.
4. **Displaced Consciousness** – the teleporter has exchanged consciousness (e.g. bodies) with a random being from somewhere in the collapsing universe or possibly beyond, likely a Splinter but perhaps a far universe or plane.
5. **Random teleport** – psion is flung 1d4xCLx100 Lights distant; DC 14 Fort save to remain conscious at point of arrival. Anyone entangled with them (the other PCs, their starship) may be dragged along – or not – at the Judge's option.
6. **Particle Fountain** – psychic's action has punched a microscopic hole in the fabric of reality; on the other side exists another universe, time, plane or conceptual space. HOWEVER, within that place where the hole exists is a highly energetic active medium, and it is now pushing through, one particle at a time. This action keeps the hole open and relatively stable. Depending on the nature of the particles coming through however, this could lead to nearly anything.
7. **Warp in Space** – d3 individuals of the teleporter's familiarity will be randomly teleport-displaced d24 km distant (not together); meanwhile the fabric of the universe momentarily folds at the manifestation spot. Note also that aboard ship, this is a misjump. Anywhere near starships with active gravity drives may have problems unless there is significant mass (an asteroid, most of a planet, etc.) in the way. Don't let this happen near a starport kids
8. **Distortion Wave** – the structure of space itself *ripples*...unfortunately the things in that space really aren't equipped to handle that. Equivalent of a Richter scale earthquake equal to the manifester's CL radiating outward from a nearby point in space, affecting anything in its radius equally.

Warp Instances - a process whereby a psychic subtly (or not so subtly) alters the reality of the universe around them; often the intent behind a given Discipline's use is reflected in the Warp. Wild psi power can also trigger Warp, in a cascade fail sort of manner, similar to a spell Misfire

Echoes & Resonance - (have a component & are also visible in corona to those are sensitive to such things)

Haunts Haunts are areas where the Sub-ether (or rarely, others of the higher or lower worlds, sometimes even a Doom) is *closer*, especially aboard habitats, on moons or planets, or anywhere where people gather extensively. Places where the barriers are that much *thinner*. Spirits, undead, and Sub-etheric creatures slip through there from time to time and at special times of the passing Sidereal...but Psions also derive strength from such places, able to derive a variable bonus to Psi craft checks depending on its strength (most haunts are rated 1 to 4)

Sometimes, taint creates haunts.

Stain – background count basically; at low levels it is a process¹³ whereby a psychic subtly alters the reality of the universe around them; often the intent behind a given Discipline's use is reflected in the Taint.

Drain Changes- rather serious and unwanted Warp induced mutations and degenerations. (Could also be called variously corruption, mutation, cancer, etc.)

Judge's notes: Warp effects

Warp is fundamentally misunderstood. Functionally it is a weakening of the planar barriers - so much so that those who cross these barriers invariably bring a bit of whatever brane was accessed back with them. Sometimes this takes the form of bizarre 'emissions' of planar material in elaborate patterns and shapes. As it scales higher up, the effects can functionally terraforms a region

"Warpies" as most psychic disciplines ultimate channel trans planar energies, gross misjudgements of power can have catastrophic effects. Macro-scale dimensional lensing phenomena endemic to teleportational warp are known to create mutational spikes in the surrounding area – Variants, in imperial terminology.

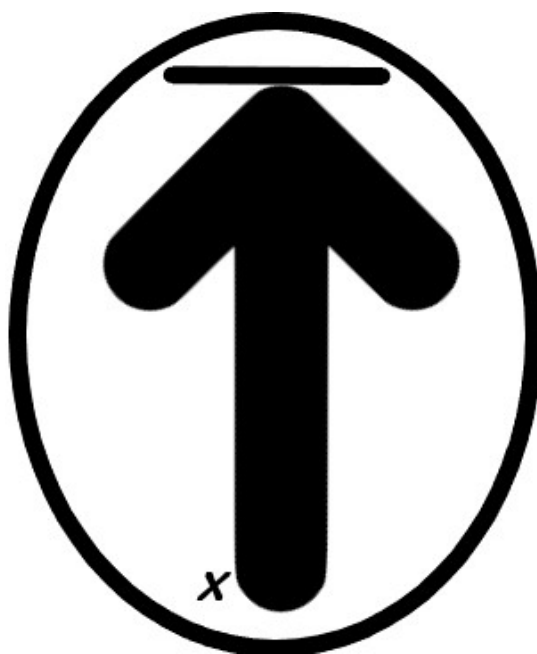
¹³ In fact this is actually a rather more complicated issue - it involves the way the walls between the Sub-ether and the material are breaking down. This accelerates that. And pulls things across as it were

Imperial psions are typically trained in a few common symbolic foci. They are trained to mediate on the void, the quiet spaces between things. Then to become sensitive to their own “spark” and then from there, to the sparks of other things. It then becomes a matter of how to teach the act of “reaching across the void” using telepathic, psychokinetic, or other means. Most young psions spend a season, or a month, or a year ritually blinded in which time they are expected to be developing their inner eye. Those lacking the will to develop even great talent are eventually turned away from all but the least and most pathetic monastery schools.

There are a thousand such schools across the Imperium today.

Petitioners to such schools typically arrive only with what they can carry on their person unassisted, though often all material things are taken from them. Some schools accept their petitioners as children, or as tweens, or as adults depending on the specialties and disciplines instructed. Some of the oldest and greatest monastery schools turn out Others are more scientific, or psychiatric, in modality.

Regardless of institution, within the first two to four Sidera, those petitioner students learn mediation, self-discipline, biofeedback, memory palace and lucid dreaming techniques. They learn to control their thoughts through means biological and psychiatric, and in some cases learn of the particular advantages of their own biological make up or technological frame especially as pertains to psychic and psionic abilities.



Psychic Meditation styles – In general, many empaths synchronize their biorhythms with the galactic omnipulse, often using music, dance, and entheogens to achieve that state. Kineticists own a physical token or keepsake to focus their psychic attention onto

Many Readers make use of sensory deprivation or Still Mind techniques, often incorporating biofeedback into their daily routine as a grounding element.

The Devotional Sciences – Clairvoyance, Teleportation, Psychokinesis, Autoharmonics, Empathy, and Telepathy

All ranges are standardized & durations are standardized

Durations –

- Instant (no time at all)
- Immediate – takes effect immediately
- Trance (defined as with sustained concentration requiring one round of pre activity before using ability)
- Extended (for ritual stuff) – duration in the description

Ranges would be –

- Personal (within their personal space)
- Touch (within 3 feet)
- Near (a six foot sphere around the Manifester or another designated area)
- Far (7 or more feet area, more than seven feet away from the Manifester, or as designated)

Visibility – most psychic powers are relatively subtle; many times, it's difficult to tell when a psion is Manifesting, though some Disciplines are more subtle than others. This indicates if/how the use of that discipline will be visible to non-psions. Note that in the Sub-ether and the Noosphere, most psychic powers are a little more "visible." The most reliable means of detecting psi in use remains various means of corona perception

Psychic Manifestation modifiers

Psi is in physical contact with the subject	+1
Psion is touching 'bioelectric points' on subject	+3 (supersedes above)
Psion is using a psychic focus	+1
Empath is using a Cathexis	+3

Save where noted in the text, the DC for saving throws v. psychic disciplines is the result of the Psi check.

Corona & Resonance :: Aurorae observation rules What is visible in one's Corona, or psychic aurorae?

The ;What Can You See in the Corona?' List

Lawful or chaotic aligned magic leaves a station.

With observed psychic discipline use you can identify which DS.

Most telepaths can communicate the most basic concepts easily for example

Telepaths have been known to broadcast

Nostalgia – a certain atmospheric tang, bittersweet, old music, fresh memories

Lawful or Chaotic aligned magic leaves a stain Using a psychic discipline, you can identify which

Devotional Science is at work - or which school of magic if they are somehow also acquainted with that."

Psychic Auras

Bonding rite

Group Coordination

Empathic Healing

You could make a case for imbue disturbance

Meld disciplines are Kything, Group Coordination, Mind Meld and Empathic Healing

The Devotional Sciences

Navigational Sciences

- Clairvoyants (Seers)
- Teleporters (Nomads)

Sensitivity Sciences

- Empathy (Readers)
- Telepathy (Scanners)

Phenomenal Sciences

- Autoharmonics (autonomics; auto hypnotics)
- Psychokinetics (Movers)

Psychic Disciplines (1) – 12 in number

- Apportation** (Teleportation, 1)
- Bonding ritual** (Empathy, 1)
- Empathy** (Empathy, 1)
- Kything** (Empathy, Telepathy, Seer, 1)
- Noosphere Diving** (Telepathy, 1)
- Premonitions of Violence** (Seer, 1)
- Psychedelic Shield** (Telepathy, PK, 1)
- Psychic-Shield** (Autoharmonics, Empathy, Telepathy, 1)
- Reach** (Psychokinesis, 1)
- Sensitivity to Psychic Impressions** (Empathy, 1)
- Total Self-Mastery** (Autoharmonics, 1)

Psychic Disciplines (2) – 9 in number

- Autosuggestive Obfuscation** (Autoharmonics, empathy, telepathy)
- Basic Telelocation** (psychokinetics, teleportation)
- Coronal adjustment** (aurorae alter, empathy 2)*
- Heavy Reach** (Psychokinesis, 2)
- Group Coordination** (telepathy, 2)
- Mental Blast** (telepathy, empathy, pk, 2)
- Mind Meld** (telepathy; 2) – merges your thoughts and minds with one another; can be permanent
- Splinter Reach** (Teleportation, 2)

Psychic Disciplines (3) 10 in number

- Advanced Telewarp** (Teleportation, 3)
- Create Psychic Realm** (Telepathy, 3)
- Ectoplasmic Manifestation** (Psychokinesis, 3)
- Electro kinetics** (PK, 3)
- Empathic Healing** (Empathy, 3)
- Energy Meridian Strike** (Autoharmonics, 3)
- Imbue Disturbance** (Psychokinetics, 3)
- Photokinetics** (PK, 3)
- Psychosurgery** (3 telepathy)
- Remote Control** (Empathy, Telepathy 3)

Psychic Disciplines (4) 3 in number**Mental Disassociation** (Seer, Telepathy, 4)**Seven Section Mind Bar** (Telepathy, 4)**Unleashing the Third Eye** (Autoharmonics, Seer, Telepathy, 4)Psychic Disciplines (5) 3 in number**Liberation of the Astral Form** (Seer, Telepathy 5)**Material Control** (5)**Quantum Effective Dreaming** (Psychokinetics, 5)

Example presentation

Level 2**Range:** Personal**Manifesting time:** 1 year plus**Duration:** trance**Save:** Will if resisted**Visible?** Y/N (quantifier) Y – partially**General** – Manifestation 1. psion creates psychedelic ‘wall’ between themselves and a target or obvious harm’s way, only visible through its indirect effects. 2 allows creation of psychedelic force fields ea. with sp. qualities**Strain** Roll 1d8 1–4 1d2 Stamina 5–7 1d4 Sta, 1d2 Agil 8 Warp + 1d6 hp damage**WARP** Roll 1d8 1–5. Teek warp 6–7. Gen warp 8. A ‘teek vortex’ is created, a sort of dust devil made of dirt, trash, and other particulates, which travels randomly in a given direction. **(d4)**Reading the Warp indicator

The warp indicator literally tells you what to do for that discipline. First roll the die type indicated to determine what flavor of warp the character has unleashed. If it directs you to a warp table there will be a die type in bold face i.e. **(d3)** this should indicate what die type is rolled on that table.

In the above example the character taking warp rolls first a d8, coming up a four.

Psychokinetic warp is indicated and so the player turns to the chart on p. 350 and rolls a d3 to determine the result on that page.)

Selecting an inferior result from rolled:

Trained manifesters (90% of all psions) may always choose to select an inferior result than the one diced on the Discipline tables;

“Remember you have to let a little death in, sometimes to see beyond.

It’s a worthy exchange, just remember

Don’t Break the Mirror”

- Annica Volt, receiving Necropath

the Usual Suspects

Obvious Powers

Force Manipulation (1 DCC RPG p 143)
 ESP (2 page 170-171)
 Locate Object
 Planar Step (3 DCC RPG p.225)
 Wizard Sense (4 page 245)
 Control Fire p 238,
 Control Ice p 239

Correspondences

Psychokinetic Field
 Telepath
 Clairvoyance
 Far Step
 Far Sight
 Pyrokinesis
 Cryokinesis

Also be aware of interactions with

Charm Person (DCC RPG p. 131)
 Comprehend Languages (DCC RPG p. 136)
 Detect Evil (DCC RPG p 259)
 Detect invisibility (DCC RPG p 165)
 Detect Magic (DCC RPG p. 260)
 Exorcise (DCC RPG p 288)
 Enlarge (DCC RPG pp 143-144)
 Fly (DCC RPG pp 217)
 Invisibility (DCC RPG p. 172)
 Levitation (DCC RPG p. 180)
 Magic Bulwark, (5 DCC RPG p. 251)
 Mind Purge (5 DCC RPG p. 252)
 Phantasm (DCC RPG p. 187)
 Second Sight (DCC RGP p. 267)
 Word of Command (DCC RPG p. 268)

Material Control (Psychokinetics, 5)

Empathy

Healing interactions

Also, interactions between Empathic Healing and Psychosurgery and Cure Paralysis p 272, and Lotus Stare, Neutralize Poison or Disease, Restore Vitality

Psychic Shield as counter spell

Psychic Shield notes: Since this works against certain spells *we should enumerate what they are*

Interaction alert

Psychokinesis/ Far Reach – check v. levitation & flight; move levitation to high end result, lightly revise; call it Reach, make level two Far Reach and make that line of sight – poss. Add in other elements from flight, levitation or allow it to do raw damage ala darth vader

Level One Disciplines

Apportation (teleportation)

Level 1

Range: Personal / Variable

Manifesting time: 1 round plus

Duration: trance

Save: Will if resisted

Visible? Only through effects

Manifestation Psion affects transference of an article or item from one place to another

Strain Roll 1d8 1-4 -1 Int, 5-7 -1 Agil, 8 -1 ea. Agil & Int.

WARP Roll 1d8 1-3 General 4-8 Teleporter warp (d3)

1	Critical failure! Roll 1d6 modified by luck; 2- Warp, 3 Burnout 4+ Strain
2-11	Failure. Manifester may attempt again the following round.
12-13	Psi-slights; The character can produce 1d5+CL small baubles from their pocket or seemingly nowhere at will. They will remain persistent until hidden or lost again.
14-17	Psion may 'deliberately lose' something small and light that is stashed upon their person; that item will not turn up in even a detailed search of the character's clothes and present belongings, while still technically remaining within the character's possession.
18-19	The psion may teleport a single item of negligible weight to or from their person to any point within <i>touch</i> range.
20- 23	At this point the psion may manipulate the order and placement of things on their person provided the items are personal possessions (go off of what's writ on the character sheet) so long as they remain in their possession and on their person. This effect generates a small psychic aura (range personal) and is persistent while concentration is maintained.
24-27	Teleport object – the psion may now call a small (palm sized) lightweight (1kg) object to them or stash it in a designated location known to them, doing so at up to <i>near</i> range.
28-29	The teleporter may now teleport any single small (handheld) lightweight (up to 2kg) object as above save that does so at up to <i>Far</i> ranges.
30-31	The teleporter may now freely teleport any single object that can be freely carried or used in one hand to or from their person and does so at up to <i>Far</i> ranges. The Psion is not limited to what they carry but instead to any item not held by another character within line of sight. Otherwise as above. Additionally, at this degree of success, the Psion may designate a particular implement or small item that they may summon at will 1/day.
32+	The Psion may now freely teleport any single lightweight object within their line of sight as above. If the item is in possession of another character, a successful Will save may prevent that item's teleportation (Judge's call.) Additionally, after an extended meditative trance ritual (that lasts one week per implement so appointed), the apportationist may now designate a small number (Number = CL+Int bonus) of small lightweight objects as their 'special tools' (or whatever appellation) – such may always be summoned to (and from) them at a moment's notice, even from halfway across a galaxy. If one is destroyed it must be replaced by an additional / new ritual as above at which time a wholly different set of tools may be so dedicated.



Bonding Ritual (Empathy; Aura)

Level 1 **Range:** Near

Manifesting time: 1 round plus

Duration: trance

Save: Will if resisted **Visible?** N

General - By means of an empathic aura the psion is capable of showing to any creature capable of at least animal intelligence (This discipline only works on creatures of animal level or greater intelligence.) that it means no harm and means to be 'friendly'. Essentially this is dragon impression or finding your wolf friend.

Strain Roll 1d8 1-4 -1 Pers, 5-7 -1 ea. Pers & Int, 8 Harsh rejection -1d3 Pers

Warp Roll 1d8 1-4 Teep
Warp 5+ Gen Warp (d4)

1 Critical Failure! Roll 1d6 modified by luck; 0- Warp, 1 Burnout 2+ Strain

2-11 Failure. The Manifester may not attempt again with the same creature or creature type for at least month, and possibly *never*.

12-13 Failure. Manifester may attempt again the following round. If attempting with the same creature, the Manifester does so with a -2 penalty to their Psi check.

14-17 **Empathic handshake** - still on unstable footing, the Empath manages to just barely get their basic intentions across to the creature, communicating non-hostility, and perhaps a desire for some nebulous "affinity." When interpreted as a greeting it rests somewhere between "Friends Not Food," and "DO. YOU. SPEAK. BIRD?!" This discipline only works on creatures of animal level or greater intelligence. Creatures similar to the psion will be easier to communicate with, while those more fundamentally alien will have a harder time. *This discipline does apply to or function with intelligent Outsiders, nor with parasite class beings, nor unintelligent robots.*

18-19 **Basic animal friendship** - As empathic handshake above However, if the creature is disposed to do so, or fails a discipline based DC will save, the creature will consider the Manifester's intentions and follow them about for a time, ultimately willing to perform up to three services within its capability to do so. In theory the creature may be persuaded to do more but that is dependent on the Manifester's intentions, later actions, as well as their ability to communicate effectively with the creature. If it is simple enough of mind to be unable to anticipate 'other times than now' concretely, then such negotiations are fruitless - this aura does not bestow upon a creature that which it does not already possess. It does not enhance any creature's intelligence.

20- 23 Companion – as above however the empathic aura thus created will now specifically attract a creature best empathically suited and willing to form such a bond, thus establishing a much stronger and more permanent tie. The empath may communicate emotions and simple thoughts to their bond-creature, and the tie allows them to read (“pull”) thoughts from the mind of their companion.

The Companion creature is possibly at the control of the player at this point, (ask your Judge). Note that the manifester may find that losing their companion creature will become increasingly traumatic.

24-27 Follower – as Companion above. Further, the companion creature, hereafter designated a Follower, considers it in its best interests to remain with the PC and by their time in times of adversity. However, the creature interprets this varies by type of Follower creature. It will always manage to basically understand the psion even if they lack a common language or means of communication. The Psion may maintain several of these Follower bonds, up to their CL + PERS bonus.

28-29 Bonding – as Follower above; however, the creature and the psion now share a much deeper bond of mind and soul. Each receives a permanent +1 bonus to actions taken by one on behalf of the other, each gains an extra HD (1d4); the bond creature’s alignment changes to that of the psion and they may be assumed to be in some communion at all times. Additionally, the psion may now link their senses with that of the bond being, utilizing its sensory information as though it were their own, and sharing what sensory information the bond being can best comprehend.

If the bonded creature is slain the Psion must succeed at a DC 20 Will save or take 3d4 points of damage in system shock, applied across hp and as ability damage to their PERS, INT, and STA. 1d4 of this damage is permanent. If the save is successful, the psion takes 1d4 points of hp damage.

30-31 Impressing – as bonding above. The Impressed creature now uses the psions Will saves and understands speech in any language known to the manifester. Aspects of each, creature and psion, will slowly over time bleed across into each other, altering their apparent personality. The bonded creatures maintain a constant empathic and, if they are of similar intelligences, telepathic link. The Impressed creature’s HD type increases a step up the Die chain, and this is applied retroactively.

32+ Family Imprinting – The bonded creatures are now as close as they possibly can be. Functionally each is a brother, cousin, or other family member to the other; this applies to behavior, loyalty and for purposes of sympathetic magic; so, such a creature could deliver a “touch” attack on behalf of its bonded empath.

The Impressed creature’s HD type is increased two steps up the dice chain and this is applied retroactively. Secondary attributes (damage die type, action die) are increased a single step up the dice chain. Such a creature may be susceptible to the empath’s sustained warp effects.

Empathy (empathy)**Level 1****Range:** Near**Manifesting time:** 1 round plus**Duration:** Variable**Save:** Will if resisted**Visible?** No.**General** the Empath displays unusual insight into another's feelings or motives.**Strain** Roll 1d8 1-4 Negligible, 5-7 1d2 Pers, 8 1d3 pers**Warp** Roll 1d8 1-3 Negligible, 4-7 Empathy warp, 8. Gen Warp (**d4**)

1 Critical Failure! Roll 1d6 modified by luck; 1- Warp + Strain, + 2+ Strain
2-11 Failure. Manifester may attempt again the following round.
12-13 . Sense and Feel Aurorae - At this degree of success the Empath can read the emotional states of those around them by peering into the emotional wavelength of those unshielded in range. This cannot be utilized to read the corona of insentient minds, nor to perceive them.
14-17 Sense Emotional States - The empath becomes aware of the active emotions and general emotional state (or barring that, the general 'self-state of needs and drives') of any unshielded sapient minds within the radius. Also, at this level, the empath can detect 'powerful minds' in a vague sort of way, but at considerable distance. Such minds would include a starship's little god(s), or AI God, older Noosphere Intellects, manifest gods, demons, or the like. Such can be sensed, depending on shielding and power level. Finally, the empath may force very specific, primal emotional states (fight, flight, hunger) on insentient minds of less than 1 HD (they are entitled to a will save however)
18-19 Basic telepathic projection - The Empath is able to send any basic 'emotional' state (defined as curiosity, fatigue, fear, friendliness, hatred, hostility, hunger, love, pain, rage, thirst, uncertainty) to another unshielded sapient mind within the radius. Psions, wizards, and anyone with character levels is entitled a will save DC = to the Empath's psi craft roll per usual.
20- 23 Deep sense - at this threshold of success, the Empath is able to read deep into the target's emotional life. Ongoing emotional conditions will be apparent (love of child or spouse, deep seated resentment at being held back at work) and their relation to surface emotions are now apparent to the Empath. The Empath will be able to feel who is important to the target. Further, the Empath may also detect hidden or deeply buried emotional content, though in this case accessing that information will bring it to the subject's attention as well so this may be undesirable.
24-27 Telepathic Projection - now capable of evoking complicated emotional 'triggers' - <i>feel protective of me, treat me like your aloof co-worker, think about grav ball while the priest makes me feel guilty, mentally check out for a few rounds while the boss is speaking</i> , etc. Tapping into pre-existing mental 'macros' in a subtle form of mind control by essentially tricking the brain into going on autopilot for a few rounds. Among the easiest tricks this power impacts is the ability to assert the target seeing the Manifester (or anyone present really) as a "person," rather than an object, which will make it more difficult for some to commit to a plan of violence. Can alternately be used to aid hiding when one is being sought by appearing as "part of the background" rather than one's quarry. Unless the subsequent experience with the Empath supersedes the effect of this power, once the Empath is no longer interacting with the target, they must make a successful Will save or recall the experience not as with the psychic, but with the person or persons (or in those

circumstances, if no persons present) relevant to the mental trigger (child, boss, co-worker, priest, etc.)

28-29 Deep insight – at this point the Empath gains unique insight not just into the target's deep inner feelings, but what they intend or desire to do about those feelings. But a few moment's observation is all the trained empath requires to derive a +4 initiative bonus with regards to the target from this point onward as they are uniquely suited to anticipating what they are likely to do next. Further uses of Empathy upon this target occur a step higher on the dice chain than normal due to the usual and intimate nature of the understanding of the target. Deep secrets and highly personal details can be inferred if not entirely obvious to the empath with regard to the target. Attempts to manipulate or coerce the target with such will be made at +3 as well.

30-31 Control – At this point the Empath may control, mold, and sculpt the emotions of those around them. Depending on their training and predilections, this could make them a great healer of the traumatized or a complete monster. Check for Strain afterward with +1 to the roll.

32+ The empath may **permanently implant or remove an emotional state** so long as it is clearly quantified. Once it has taken it is not more or less 'real' than any other feeling or emotional condition, and so great care must be taken with using this ability, for even benevolent intent can have greatly unforeseen side effects. Further use of Empathy or any of the empathic disciplines on this target are made at +10. Each major use of this ability on the target permanently removes a point of personality from the target if it is resisted in any way. Additionally, the Empath can take a specifically prepared object of the appropriate emotional value to themselves and implant a particular emotion or emotional state into that item. This item, (a fetish/effigy) when used as a psychic focus can add 3 to the psi craft rolls when it would be appropriate to do so. (Example: The empath-assassin, Vera Gemini, invests her hate into a doll once stolen from the man she has sworn to kill. When using her psi abilities to find, locate, and ultimately, to help destroy that man, the doll gives her a +3 on the relevant rolls.) When used otherwise, it offers only a +1. Finally, should such fate as death befall the empath, the focus will likely serve as a summoning or binding object for those who might wish to attempt to communicate with them or bring them back. If stolen, many means both psychic and magical can take advantage of such a focus. Check for Warp afterward at +1.

Kything (Empathy, Telepathy, Seer)**Level** 1**Range:** 1 individual (any distance)**Manifesting time:** 1 round plus**Duration:** trance plus**Save:** Will if resisted**Visible?** N

General – the Manifester calls upon or creates entanglement, to share perceptions – and perspective – with a single person across time and space, most often family or a close relation (friend, lover, etc.) and utilize this connection to share information, perceptions, and ultimately perspective across any distance of scale, time, or space.

Strain Roll 1d8 1-4 – 1 ea. INT and PERS, 5-7. -1d2 PERS, 8 – 1d4 PERS

Warp Roll 1d8 1 Total perspective vortex; Manifester recognizes their own insignificance in the face of the total universe; -1d10 PERS, DC 20 Will save or madness 2 Time lost mind 3-4. Empathy Warp, 5-6. Teep, 7-8 seer warp

1 Critical failure! Roll 1d6 modified by luck; 3- Warp + Strain, 4-5 Warp, 6+ Strain

2-11 Failure. The Psion may not attempt to Meld with the same subject until they have gained (or lost) a level.

12-13 **Temporary Entanglement** The discipline requires that the psion exist in a state of entanglement with one other person, most often a close family member or other close relation. This stage of success however allows the temporary creation of such contextual admixture as to be considered entangled with the target of their Kything connection if it did not already exist, allowing for subsequent use of this discipline.

14-17 The Manifester centers, reaching inside for the connection they share with the entangled party, perceiving it weakly, before reaching out with their own mind and point of view, attempting to reach that mind. .

They can **determine if the being is extant and alive or dead**. If vast distances of time, space, or dimension separate the pair, this will be known though only in a general way. The minds brush but the perspectives do not connect. A brief (short sentence) communication of a telepathic or empathic nature may be sent during this brief touching of minds.

18-19 **Sense Link** – The manifester touches the mind of their intended recipient but only tenuously. Pictures (thought images, still images only) and words may be shared from manifestor to receiver for CL+1d4 rounds. The Manifester will be left with an impression of the receiver's thoughts but will not get any kind of a clear response.

20-23 **Contact!** Communication is established, in the fashion of a wordless communion – both participants intuitively grasp the meaning of what the other is 'telling' them, disregarding impertinent things such as words or pictures (while still allowing the 'receiver' to form their own impressions of same.).

24-27 **Sharing Eyes** – as 18-19 above however now the 'receiver' can view through the other's eyes, in real time, seeing what they see, as they see it.

28-29. As in Sharing Eyes above the Manifester will be able to both see through the receiver's eyes but now can focus and "see" a mystic, navigator style map in their head showing the receiver's location, regardless of differences of space, time, or dimension.

30-31 **Merge Perspective**; For an extended period, the Kything connection may be maintained, allowing full sharing of sensory information and experiences in real time, though this may be harrowing at times for the attention span of the receiver unless they have appropriate training or the like.

32+ **Sharing identity** – the Manifester creates a permanent telepathic bond between themselves and the subject. AT this point a generalized exchange of some personality traits and (possibly) memories may occur and linger after the meld proper is complete. If either 'individual' joins a group mind via Metaconcert (p.52) then both are considered to have done so.

Any individuals so melded as to have achieved a Total Fusion may communicate across even interstellar or transplanar distances when necessary, and each will be unerringly able to find the other under any circumstances.



Premonitions of Violence (was combat Precognition (Seer, precognition)**Level 1****Range:** Personal**Manifesting time:** instant**Duration:** instantaneous**Save:** NA**Visible?** N**Manifestation** Seer can get premonitions of danger up to 180 hours ahead of time.**Strain** Roll 1d8: 1-5. negligible 6-7. shock-1 pers 8. shock and panic -1 pers, -1 int**WARP** none

1 Critical Failure! Roll 1d6 modified by luck: 0- Burnout , 1+Strain 4+ nothing the Manifester need not check for the next 29 standard days.

2-11 Failure. No particular sensitivity to future doom this time. *Clearly* brighter days are ahead.

12-13 **Premonitions of Violence** does not work like other psychic disciplines. Instead, at the beginning of every session, the manifester makes their PoV roll. The results work from this premise, and at some tables the Judge may wish to restrict the results of the roll at first. The results, once known, are placed where the Judge deems them appropriate; this is why it is suggested they may wish to restrict those results, though after a time this will likely become tiresome. Precognition powers are tricky and rely more than most on Judge interpretation as they are final arbiter of past, present, and future in their games. Do what's right for your table and use what's here as a guide.

14-17 The seer **tremors with the feeling of imminent danger**; the precognitive can sense a fore coming attack by detecting the violent intent of their attacker (3d5) 3-15 rounds ahead of time (roll or Judge decides); until that time the psion gains the benefit of +4 initiative bonus

18-19 **Your seer senses are tingling** – as 14-17 above; however, the psion also now has an inkling (perhaps a picture in their head) of the *implement* that will be used to attack them, an axe, claws, bare hands, whatever.

20- 23 **I feel a disturbance in the** – as 18-19 above; additionally, now the Psion has a general idea about their *attacker* – shape, rough difficulty in comparison to themselves (push over, lightweight, a fight like any other, “kinda challenging, it’s gonna hurt, maybe you should run”)

24-27 as 20-23 above save now the psion will experience a secondary, additional premonition; a ‘tremor’ as in 14-17 above. This second premonition will concern one close to them or their own person.

28-29 as 24-27 above save that the second instance will be as in 18-19 above

30-31 the **seer will experience two instances this session**, both as in 20-23 above, either may pertain to themselves, someone close to them, or someone significant to their own immediate future (an NPC related to the current goings on but unknown to them would qualify for example).

32+ as 30-31 above, save that in both instances the initiative bonus is +6; in addition, the Psion is entitled to ask the Judge five questions about the creature that must be true though the Judge can of course be elusive. (Asking how many HD the foe has is tacky but acceptable, though your Judge may well answer with “More than you.”) Questions pertaining to special abilities, weaknesses, or unusual attributes should be indulged over simple “How many HD, what are it’s hp” questions, especially if they can be answered in a single short answer. The information Arises out of a generalized field of awareness that the seer is privy to via this result.

Psychedelic Shield (Telepathy, PK)**Level 1****Range:** Personal / Near**Manifesting time:** 1 round plus**Duration:** trance**Save:** N/a (Will if resisted)**Visible?** Y

General - Manifester creates a small bubble, the surface of which is covered in shifting hues, shapes, and writhing patterns of colours; the colours themselves move with hypnotic and distracting patterns; they also prevent viewing the inside of the bubble

Strain Roll 1d8 1-4 1d2 Stamina, 5-7 -1d4 Sta 1d2 Agil, 8 Warp + 1d6 hp damage

WARP Roll 1d8 1-5. Teek warp, 6-7. Gen warp, 8. A 'teek vortex' is created, a sort of dust devil made of dirt, trash, and other particulates, which travels randomly in a given direction. (1d4)

1 Critical Failure! Roll 1d6 modified by luck: 2- Warp + strain 3-4 Burnout 5+ Strain
2-11 Failure. Strain. Manifester may attempt again the following round.
12-13 Manifester creates a small bubble , the surface of which is covered in shifting hues, shapes, and writhing patterns of colours; the colours themselves move with hypnotic and distracting patterns; they also prevent clearly viewing the inside of the bubble; all within the bubble +1 to the AC and targeted or called attacks are impossible through the shifting colour fields.
14-17 as above, they also prevent viewing the inside of the bubble at all, adding 2 to the AC of those within and making called shots, targeted attacks, and line of sight attacks or effects impossible.
18-19 As above save that now the Manifester (or those protected by the shield) save v. psionic and psychic attacks at +2, and any damage sustained by such an attack is at -1 on the die. Further those protected by the shield gain 4 to their AC
20-23 As 18-19 above save that now the Manifester (or those protected by the Shield) save v. psi attacks at +4 and any damage sustained is now at -2 on the die.
24-27 As 20-23 save that now the manifester may protect themselves and up to three others (touch required) with their psychedelic shield; all thus protected receive a bonus of +4 to their AC from attacks from beyond the shield.. Further those protected save versus psychic attack at +5 and any damage sustained is now at -3 on the die.
28-29 As 28-29 above save that if an attack is psychokinetic in nature, the attacker must beat the Manifester's psi craft dc or the attack is completely absorbed and repulsed.
30- As above save that the Manifester may create a shield sufficient to act upon themselves and 1d4+CL others, who will all receive a +5 bonus to their AC, and to saves v. psychic attack. All mundane missiles will be crushed and / or their energy absorbed by the field, which will linger for an additional round effortlessly for every 5 points so directed at the shield. Those so protected suffer -4 on the die from any successful psychic attack and are immune to psychokinetic attacks of first level .
32+ As 30-31 above save that now the Manifester may alter the flow of time within the bubble with respect to the exterior, gaining 1d4 additional rounds of action within the bubble....or allowing 1d3 rounds to pass outside of the bubble (not both).

Psychic Projection - Noosphere Diving (Telepathy, dreams)**Level 1****Range:** Personal (special)**Manifesting time:** 1 round plus**Duration:** trance**Save:** Will if resisted**Visible?** Y/N (quantifier)**General** - Manifestation 1. The psion concentrates upon a crystal 2.**Strain** Roll 1d8 1-4 minor 1- Int, 5-7 major -1d2 ea. Int & Pers, 8 burnout**WARP** Roll 1d8 1-4 Teep warp, 5-6 Empathy warp, 7+ *Yuir fooked lashie*; the unfortunate telepath has attracted the attention of hungry Dreamwing. (Stellar bestiary pp 681) it adds 3 on the Init. as it has the advantage of ambush. *Happy gaming! (1d4)*

1 Critical failure! Roll 1d6 modified by luck; 2- Warp + Strain, 3 burnout, 4+ Strain

2-11 Failure. Manifester may attempt again the following round.

12-13 The would-be Noopath attains a psychic trance and begins to telepathically 'feel' out the edges of the Noosphere to seek the Dream Roads. While maintaining trance the Manifester may determine at a glance who is sleeping, who is dreaming, and who does not dream.

While perceiving those in dream, they will appear to be surrounded by a pinkish (sometimes orange) silvery hued mist; the Manifester will be able to determine (with a round's concentration) how long they have been dreaming and how soon until the dream ends. They will also have one round's notice before the observed wakes if not otherwise distracted.

14-17 The telepath finds their way deeper and may now freely move throughout the dream realm. Should they encounter a sleeper that they know in the waking world they may attempt to interact with them through their dreams; the dreamer is required to make a reflexive Will save (As usual the DC is the psi check result) as it is not in the nature of the dreaming mind to admit foreign intelligences.

18-19 the psion may now slowly sift their way through memory realms and repositories of old lore, allowing them to search for information on nearly anything.

20-23 The manifester find the first clue in a Noosphere Quest for the answer to their question. This quest will unfold over the course of subsequent nights or rest periods as they sleep or meditate (or equivalent for more psions). No more than a single extra night per CL is typical for most basic questions or lore.

24-27 The Manifester intuits a path through the local noosphere to the object of their desired quest; there will be three tests along the way, an inconsequential test, a lesser test which is not dangerous and one that is similar in difficulty to a combat encounter of the appropriate type – however defeat of such a creature or encounter is here worth double the experience points or greater insight into the answer to their question or object of their quest. In the material world no more than 1d5+CL minutes have passed.

28-29 The Noopath gains the attention of one of the Elder Reflections, ascended memories of great sages of myth and legend. In essence they now have the mental attention of a Demon (DCC RPG p401 & 404) Dragon (DCC pp 406-410) Giant (DCC RPG pp 414-415) or perhaps even a Primal (DCC RPG p. 382) and if they accord themselves well they may gain wisdom. If they are disrespectful they may find that the sage's breath weapon or gaze attack works perfectly fine in the noosphere...and beyond, reaching out to their body perhaps.

30-31 The psion consults the Well of Memory and may call upon the omniverse itself to answer a single question or utter up a single fact. Particularly dire, paradoxical, or upsetting answers or information will likely inflict Strain and possibly Warp.

32+The Manifester may poss. Physically translate themselves into lore and move freely about the Noosphere as though a Noosphere inhabitant. They may do so for a maximum of one day per CL before they risk fading from, material reality entirely, resisting such with a Will save where the DC is the manifesters STA score. Failure means the manifesters disconnects from material reality completely, their soul likely flitting away on its own, becoming a fading memory, a legend, or merely mostly forgotten in time.

For more on the Noosphere and what this Discipline implies see Galaxy Black III Star Travel and the Sub-ether and the Judges Guide to the Collapsing Universe.



Special notes:

Certain telepaths, especially those rare psions brought into the service of the Onieromancers, are given special instruction in the use of their abilities while they are asleep, and this extends most certainly to the land of dreams. Until more detailed rules are determined or made available, assume that any so instructed telepath always stages a successful result of the above Discipline one up on the results table if they are doing so while in fact asleep.

See also the notes on dream realms on page 402 (look up in v99)

Psychic Shield (Autoharmonics, Empathy, Telepathy)**Level 1****Range:** Personal**Manifesting time:** 1 round plus**Duration:** Variable**Save:** Will if resisted**Visible?** N

General – the Psion creates a psychic barrier that guards their mind against mind reading, mental control and influence, empathy, telepathy, and other behavior altering magics and paranatural effects.

Strain Roll 1d8 1-4 none, 5-7 1d2 Sta, 8 -1d2 Int 1d3 Sta

Warp N/A

1 Critical Failure! Roll 1d6 modified by luck; 2- Burnout 3+Strain

2-11 Failure. The psion may attempt to construct the shield again in an hour.

12-13 . **Untrained psychic reflex** – the manifester can always determine when someone is reading their mind and can block the most casual of surface scans should the telepath or empath fail to overcome their psi check DC.

14-17 **Focusing mental fortitude** – The manifester gathers and concentrates their will, allowing a +10 on any three subsequent psi craft rolls.

18-19 **Blank the Mind** – As 12-13 above. Also, by making select parts of the telepath's mind and ego/identity 'invisible' the psychic hopes to shield those parts from mental attack. The defense lasts for 1d3 rounds after concentration lapses. For this duration, any attempts to read the psion's mind, perceive their corona, etc. are at +3 to the DC for the attempting Manifester or spellcaster, who may or may not realize a psychic shield is in place.

20- 23 **Thought Shield** – Manifester creates a telepathic shield about their person which prevents the reading of or the direct influencing of their mind. When manifested this Thought Shield lingers for 1d3 +CL hours. All attempts to affect the Shielded must beat the DC of the Thought Shield; once the Shield is penetrated the target is still entitled to a Will save if such was the case. The creator of the thought shield will always know when someone is attempting to penetrate it but may not be aware of who. However, the psychic will always know when their thought shield has been penetrated and is entitled to a Will save (DC 16) to guess the identity of the attacker if they are familiar with the individual. Once the thought shield has been breached or overcome, it collapses ending the effect immediately. . If the shield is breached, the effect is over and it must be created again.

24-27 **Weave a Mental Barrier of discarded and useless thoughts** – As Thought Shield above, however the barrier now inflicts 1d3 ability damage to Pers or Int (either, both, defender decides) to any psion attempting to breach it. An attacking psion only experiences this ability damage once, regardless of subsequent attempts to breach the Manifer's Mental Barrier in subsequent rounds. (Example – an attacking telepath is blocked by the defender's Psychic Shield and takes 2 points of ability damage, which they assign one each to the relevant stats. The following round when the telepath attempts to breach the Manifester's shield and fails again they do not take additional damage as they have already done so. The same attacker may still be subject to additional ability loss during subsequent separate uses of this ability, however. Once an attacker has sustained this ability loss, while the Mental Barrier still persists, they do not experience subsequent ability damage. If attacker strikes with mental blast but does not overcome the defender's psi check result then this power does not activate.

28-29 Create a Fortress Around your Heart and Intellect - As Thought shield above. Additionally, the barrier thus created now inflicts 1d3 ability damage to Personality and Intelligence to any psion, cleric, or wizard attempting to breach it. If the attack or invasion persists this damage recurs.

30-31 Erect the Tower of Iron Will - As above, further every foe who unsuccessfully attacks the manifester this round earns a free counterattack from the manifester with any available psychic or psionic power, as the vast and swollen ego reflexively smacks down that which has attempted to compare itself to such a mighty mind

32+ Assemble & Project the Shadow of the Seven Segment Mind Bar - AT this point the Psion's shield is so exemplary that such a shield will last for 1d7+CL weeks or until the Manifester chooses to create it again. Further, the Shielded will resist all further attacks from such a foe at +3, indefinitely

INTERACTION WARNINGS

Psychic Shield WILL defend against

Autosuggestive Obfuscation
Coronal Manipulation
Empathy
Group Coordination

Charm Person
ESP
Forget
Phantasm
Scare

Lotus Stare

Psychic Shield will NOT defend against

Mind Purge
Wizard Sense

All of these effects must overcome the DC of an active Psychic Shield to affect the protected.
In general, this discipline makes it harder to perceive a target's coronal aura but does not prevent the analysis thereof once it has been perceived.
Dispelling Magic will collapse the shield if the spell check result exceeds the Psychic Shield result.

Reach (Psychokinetics)**Level 1****Range:** Far**Manifesting time:** 1 round plus**Duration:** maintained concentration (trance)**Save:** Will if resisted**Visible?** Yes, effects**General** – The psychic moves / manipulates objects within their line of sight without needing to touch them.**Strain** Roll 1d8 1-4 minor -1 Agil, 5-7 major -1d2 ea. Agil & Sta, 8 greater -1d2 ea. Agil, Sta, Pers.**Warp** Roll 1d8 1-7 Teek warp, 8 Gen warp (1d5)

1 Critical Failure! Roll 1d6 modified by luck; 2- Warp + Burnout, 3-4 Warp + strain, 5+ Strain
2-11 Failure.
12-13. . Tiny reach – can affect objects of less than one ounce at a range of less than 3”
14-17 Minor reach – the manifester can easily manipulate objects less than a pound at a range of 9”
18-19 . Casual Reach – the manifester can easily manipulate or affect single object at a distance they can clearly see, lifting single or multiple objects up to PERS rating in pounds. Fine manipulation is limited to what details the psion can see. Most any such item can be immediately called to the Manifester’s grasp within a single melee round, perhaps two. furthermore, once a round the Teek can use their ability to attack, inflicting a remote blow, attacking as normal and inflicting damage equal to 1d3 + CL + the bonus of whichever stat is being used for their strength score.
20-23 Reach – at this stage the Manifester can manipulate 30 pounds at a range of 12” Further, when pressed the psion may casually fling any assortment of small (less than a pound) objects in a single attack inflicting 2d4+CL hp damage (Ref save for half). Such an attack ends the Manifestation immediately.
24-27 Far Reach – as Casual Reach above but at this stage the Manifester can manipulate up to (Pers. X3 pounds). Further, when pressed the psion may casually fling any assortment of light objects (less than five pounds) sweeping them toward a target or targets with a psychokinetic ‘wind.’ Objects strike a single target at +2 inflicting 2d8+CL points of damage (Fort save for half), or up to four targets at +1 inflicting 2d4+CL hp damage (Ref save for half). This attack is limited to the Manifester’s PERS score in yards and ends immediately when concentration is relaxed.
28-29 Advanced Telekinetics as Reach above save that at this stage the Manifester can manipulate (PERSN rating x6) pounds. Further, when pressed the psion may casually fling any assortment of light objects (less than five pounds) sweeping them toward a target or targets with a psychokinetic ‘wind.’ Objects strike a single target at +2 inflicting 2d8+CL points of damage (Fort save for half), or up to four targets at +1 inflicting 2d4+CL hp damage (Ref save for half).
30-31 Advanced Telekinesis- Levitation rated as above, the Manifester can lift and otherwise manipulate an item or combination of items up to (their PERS score x12).). The manifester can levitate themselves or other Near objects of similar mass up to 3” high, hovering, moving laterally or vertically thereafter at a speed of no greater than 3” with concentration. At this point, all gravitational effects are ignored by the Manifester, if desired.

Total bodily equilibrium –the Manifester may now effectively lift and otherwise manipulate up to their own weight with concentration. Further, the telekinetic may at this point effectively cancel their own weight out in full gravity, allowing for effortless walking across liquid, unstable, or (in some cases) hostile surfaces. At this point, gravitational effects up to standard may be disregarded.

32+ Advanced Telekinetics - Personal Flight - as Advanced Telekinetics above, the Manifester can lift and otherwise manipulate an item or combination of items up to (their PERS score x100). Regardless of the manifesters weight or mass, at this point the manifesters may take flight or 'guided floating' regardless of gravity, for up to the manifesters Int score a round; While the manifesters is limited to a generally slower speed than walking, they may move in three dimensions unless prevented by spell or effect. Maintaining flight or lift requires continued concentration. While there is no restriction many psions are trained to limit themselves to a lift ceiling of Int rating x5 feet. Further, each round the manifesters uses & maintains Reach they may ignore all *desired* gravitational effects in lieu of the above while maintaining trance, allowing them to ignore a given gravity level's penalties but enjoy it's benefits. The Manifester may typically levitate up to their PERS score in friends and allies in a pinch.



Sensitivity to Psychic Impressions (Empath, Seer)**Level 1****Range:** Near**Manifesting time:** 1 round plus**Duration:** trance**Save:** N/A**Visible?** N (only effects on Psion)**General** – Manifestation 1. Empath reads the psychic residue of an area.**Strain** Roll 1d8 1-4 emotional toil -1 Pers, 5-7 -1d3 Pers, 8 Burnout**WARP** Roll 1d8 1-2 (the Empath absorbs the psychic residue into themselves and must work it off, during which time their personality will warp and weft as though the experiences, and the people, are themselves or happened to them.) 3-5 Emp Warp 6+ General Warp (**1d4**)

1 Critical Failure! Roll 1d6 modified by luck; 1- Warp + Strain, 2-3 Burnout 4+ Strain

2-11 Failure. Manifester may attempt again after moderate rest

12-13 The Empath experiences **strain** as they open themselves to the object or place and its history, exposing themselves fully to the Paranatural world, grabbing only a trace impression of gut feeling as they are overwhelmed.

14-17 By standing or remaining still in a place, the empath may sense. Read, and analyze strong emotions in the area. The emotions exist relative to one another and until the empath has grown used to the use of this ability, may be very difficult to get a handle on. The interplay of emotions around them is not relational to space but intensity of emotion unless intense concentration is applied. The longer the trance is maintained the more one may learn about the place.

The Empath can 'read' areas of great stain, taint, or other background count up to ten days old/CL and strongly felt intense emotions that are much more recent (10 hours per Manifester level).

18-19 As above save that now the Empath can 'read' areas of great stain, taint, or other background count up to ten years old/CL and strongly felt intense emotions that are much more recent (10 days per Manifester level). The longer the trance is maintained the more one may learn about the place, person, or object.

20- 23 The Empath can read areas of great stain, taint, or other background count. the Manifester can sense empathic traces in an area centuries old; such deep time empathy may be elusive and faded or strong from intensity. The empath can sense strong feelings, death, love, and the like (any moment of great drama really) several centuries after the fact.

24-27 **Visionary Psychometry** – Manifester experiences a momentary vision, a key moment in the 'lifespan' of the object or area– a moment of traumatic death, ecstatic joy, or the like. Most likely they experience this from the perspective of that which left the "stains" on the area or object. Under some circumstances (particularly horrific or alien experiences) this can lead to 1d3 rounds in which the empath is overwhelmed and attempting to process this experience. (At the Judge's option, particularly overwhelming or gruesome experiences might lead to temp pers loss on a failed Will save to reflect temporary anxiety and trauma that the psion must work through)

28-29 The empath is overwhelmed by a vision or series of visions, displaying the strongest emotions from a particular event or era or time in the area that is being analyzed. The manifesters now has a stream of 1d4+2 related visions giving a broad overview of the object or place and particular points of importance.

30-31 The psion's identity shudders as they briefly become the object or place that they are reading; Manifesters seeking particular information suddenly are aware of virtually anything that the object or place could be said to "know" or "witness" with an emphasis on what which they seek.

Further at this point the Manifester must succeed at a Will save equal to the DC of their Psi craft result or experience 1d3 rounds of sensory and neural overload; you have at least a casual familiarity with all of the possessors of the object or all those who have spent significant time and effort in this place. (Enough to gather basics like race, alignment, and possibly an approx. of level if appropriate.)

Your horizons are broadened. The first time you achieve this result you get an experience point. You take Strain.

32+ **EGO/OBJECT DISORGANIZATION** The psion and the object or place are one. They are entangled and unless affected by psychic disciplines or other magic this is a permanent condition. The psion will for a time have difficulty separating the two out but they experience being/non-being, on an object, or possibly geological timescale.

As above save that the Manifester now knows everything the place / object 'knows' -

Further, the psion must now beat their psi craft dc in a Will save or black out from sensory overload. Consciousness will not be regained for 1d30 -Sta minutes without outside aid.

You take Strain.

If you are using this on an intelligent item you are FUXxed (See Mind Mel bla la)

If desired, and the object is not intelligent, the psion may leave a fraction or 'backup' of their consciousness within the thing, which may lead to Utterly know the full and accurate story or history of a place, device or person that that the Empath is in contact with.

Know the full details of any deep magics or acts of deep psychic or paranatural resonances in a given area, place, person, or object that the Empath is in contact with.

This causes a check for Warp.

**“Many things that are unreal,
nonetheless exist.”**

Waya Kiri Jolacanth,
first Empire Psi-philosopher

Total Self Mastery (Autoharmonics, Mind over Body)**Level 1****Range:** Personal**Manifesting time:** 1 round plus **Duration:** trance**Save:** N/A**Visible?** N**Manifestation 1.****Strain** Roll 1d8 1-4 minor -1 Pers, 5-7 major -1d2 ea. Pers Sta, 8 greater -1d3 Sta**WARP** Roll 1d8 1-4 Autoharmonics warp, 5+ Burnout (**1d4**)

1 Critical Failure! Roll 1d6 modified by luck; 1- Warp + Strain, 2 Burnout, 3+ Strain
2-11 Failure. Manifester may attempt again the following round.
12-13 Sense inner flow – the Manifester quiets their mind and clears their third eye, blocking out all but their own internal bodily processes. Manifester becomes radically and instantly aware of their own body and body conditions, the presence of ongoing conditions, ailments, diseases, or the like and so on. Uncanny bodily self-knowledge can be had this way.
14-17 Channel Inner Flow - The Manifester's mind slowly takes control of their own metabolism. Healing at twice the normal rate for 24 hours or going without but the barest essentials of food & water for CL days, during which time the Manifester may induce sleep and wakefulness at will. During this time, the Manifester may substitute this psi check result for one saving throw v. poison.
18-19 as 14-17 above, the manifester may now <i>disregard any undesired physical sensations</i> at will; the Manifester may step on caltrops, run on hot coals, or ignore that they are dying for the duration of the Discipline. Additionally, the Manifester may now induce the Placebo effect, allowing the regaining of 1d4 +CL hp damage and 1d2 points of ability loss by focusing on what they believe for a round. Use of the placebo effect ends any further use of this psychic discipline.
20- 23 As above save now the Manifester may induce a deep hibernation state, somewhat resembling cryogenic suspension. During this time all metabolic processes slow to negligible levels, as though in cryo suspension. They may maintain this for a maximum number of days equal to their CL + any Pers bonus.
24-27 Feign Death AS above save that the Manifester may now induce a comatose-like state in which they appear to be dead or very nearly so. They may establish a particular set of conditions or a particular amount of elapsed time to emerge from this state and if they do so under their own ability there are no other adverse side effects.
28-29 As above; in addition, if the psion wishes to remain in part or whole mentally 'active' during this period they may, awake but reliant upon only passive perceptions.
30-31 As above save that now the Psion may elect to remain fully but psychically aware throughout all of the above. During which time the Psion may use psychic abilities or any other activity that does not involve utilization of the body. This is not otherwise detectible save by mystical detection methods or a thorough medical examination.
32+ Disregard body – the manifester is so focused that the body could be rent apart, and they would suffer no ill effects initially. The Manifester adds their CL+Pers bonus to all Will and Fort saves.

Second Level Disciplines

Autosuggestive Obfuscation (Autoharmonics, Empathy, Telepathy)

Level 2

Range: Personal

Manifesting time: 1 round plus

Duration: variable

Save: Will if resisted.

Visible? Obviously not

General – the psion hides themselves from the perception of those around them.

Strain Roll 1d8 1-4 -1d3 Pers 5-7 -1d4 ea. Pers, Agil, Sta 8 Burnout

WARP Roll 1d8 1 Universe momentarily “forgets” Manifester for 1d4+CL rounds during which time it is wholly non-interactive with them, 2 the Manifester’s face appears as face of someone around them for d3 hours, 3 Everyone the manifester knows forgets their name and some basic facts about them for 1d10 hours 4 Empathy warp 5 Autoharmonics Warp 6-7 Teep warp 8 Gen warp (1d8)

1 Critical Failure! Roll 1d6 modified by luck; 2- Warp 3 Burnout, 4+ Strain

2-11 Failure. You are just as visible as before. Try again after a day’s rest.

12-13 . Failure. Manifester may attempt again the following round, though at -2.

14-15 The ability to cloud the minds of onlookers, most especially useful in making very quick getaway.

16-19 Telepathic invisibility- the Manifester weakly hides themselves from the minds of onlookers, including (passively) psions and those using psionic devices, who search for the character at -4 on their psi craft rolls. Further, when used as above (in 12-13), each onlooker must make a Will save equal to the discipline dc to recall what the target looked like save in a very general way. Those protected by a psychic shield of DC 20 or greater strength are immune to this effect.

20-21 Telepathic Sensitive Invisibility. As above save that the Manifester may now actively detect when anyone psychic or using a psionic device is actively seeking them out within 90’ At this degree of success each leveled onlooker must make a Will save equal to the discipline dc to recall what the target looked like save in a very general way. Zero levels will not be able to remember any useful details at all.

22-25 Total Invisible Obfuscation - The manifester is now (telepathically) unseen to all sapient minds of the Manifester’s level or less until they are deliberately interacted with in any way. Shielded minds and other Psions are entitled to a Will save, equal to the Psi DC, each round to note the presence of such a character. Note that surveillance devices, especially those in real time, will not miss the character and those monitoring those devices unless somehow present are also immune to them. Nor does it fool unsapient minds, nor especially dumb animals, nor unintelligent machines.

Now somewhat persistent without conscious maintenance this effect lasts for one hour

26-29 AT this point the manifester has woven about themselves a constant effect directing attention away from them at all times, making it now very difficult for anyone seeking them even by mundane means to find them or any significant information about them. This effect is now semi-persistent without conscious effort and lasts for one day if not renewed.

30-31 Further at this point, the Obfuscation includes all cameras, recorders, and surveillance devices of every kind. The character is functionally non-existent to unintelligence machines. The effect is persistent until dismissed or a week has passed

32-33 As 30-31 above; however, at this point the character knows instantaneously if someone is attempting to scry upon or in regard to them. Further, the would-be diviner must equal or exceed the Manifester's Psi craft result to successfully scry upon them, in addition to any other defenses the psion may possess. The persistent effect may be maintained for up to 30 days.

34+ as 32-33 above, the effect is now persistent until dismissed. The manifesters now exist permanently in a state of semi-Disentanglement. AT this level of success there are maybe five people in the galaxy who could find the character. Hard facts are now functionally difficult to access and both rumor and myth seem to replace actual recognition or recollection. IT will very soon be as though they have been long dead. Even the Imperial Bureaucracy will have difficulty keeping accurate records.

However, the psion will soon find this to be a double edged sword. Every year, even close associates will need to pass a Will save to recall the character and any specifics about them. This level of success causes Warp.



Basic Telelocation (Psychokinetics, Teleporter)**Level 2****Range:** Personal and as stated**Manifesting time:** variable **Duration:** immediate or trance**Save:** N/a**Visible?** Y**Manifestation** – psion manages a short range teleportational “hop”**Strain** Roll 1d8 1-4 -1d2 Agil 5-7 -1d3 Agil 8 greater**WARP** Roll 1d8 1-4 n/a 5-6 Teleport Warp 7 chirality reversed: 8 permanent dimensional dislocation, 1d4, even = -1 dimension, odd +1 dimension shift. Those reduced to 2d vanish from the game world but remain persistent in a bidimensional hell world. Those elevated to 4d status move entirely in hyperspace, and likely go mad. Only one foot ever in the material world at a time. **(1d5)**

1 Critical Failure! Roll 1d6 modified by luck; 3- Warp + Strain, 4 Burnout, 5+ Strain
2-11 Failure. Manifester must spend 8 hours of rest & recovery, purging tainted ambient orgone before attempting again.
12-13 Failure. The Manifester may attempt again the following round.
14-15 Dimensional Shift - The Manifester shunts one of their spatial dimensions elsewhere (Most likely the near Sub-ether as it attracts attention from that realm), most often depth. When viewed sideways the Manifester is functionally invisible and may slip through places or hide in places they would not ordinarily be able to fit through. This affords the manifesters a +2 to their AC, as well as +2 circumstance bonus to REF saves. Any melee or missile/ranged weapon attack may be simply ignored (1 in 4) as the attack simply fail to connect as the attack instead strikes a ‘stray angle.’ At the manifestation’s end, if the teleporter was so struck, check for warp.
16-19 Spatial displacement – similar to Dimensional shift above; the Manifester now warps the space their body inhabits with a randomly occurring (1d6 to determine direction) area up to 10+CL feet distant; while trance is maintained (plus one additional round per manifesters CL) they benefit from a +6 bonus to AC (diminishing to +3 if they attack or interact with a hostile target while trance is maintained) and gain a second REF save versus all incoming ranged or area affect attacks at the same DC.
20- 21 Dim Step the Manifester may ‘hop’ teleport up to 10 feet x CL without error.
22-25 Scattering Telelocation – “Dim Walk” as above save that now the Manifester may use this to rapidly move across space, the psion is capable of covering great distances in this manner. For every round maintained, the Manifester can cover up to 24 miles, while appearing to move through a many shadowed landscape made of shifting versions of the terrain and such around them. With every use of this ability there is a 1 in 6 chance of attracting some curious attention from the local Sub-ether.
26-29 The teleporter disappears and may reappear in any location within 20 miles of the point of departure. Note that this is seldom sufficient range to reach an orbiting starship, even on the smallest of planetoids or asteroids.
30-31 “Near Skip” rapid scatter teleportation. Similar to Scattering Telelocation above but now combined with short range teleportation. For every round maintained, the manifesters can cover up to 96km (60 miles) per round. Each use of which has a 1 in 3 chance of attracting

curious attention from the local sub-ether, and a 1 in 4 chance of attracting/summoning 1d4 Shadows (DCC RPG pp 425) on arrival.

32-33 Telefold – the manifester may instantly fold themselves through space to arrive at another physical location in d3 rounds; the arrival point must not be inside a force field or area protected by psionic shields or magical wards. The point of arrival must be a location known to the manifester within 240 miles of their initial location

At the point of arrival, the manifester must check for warp. If the teleporter traverses into a different atmosphere or pressure or any artificial gravitational field they take Strain.

34+ Near Step – the Teleporter can instantly translocate to another physical location on the same world that they are familiar with or have been to before.

Additionally, after an extended meditative trance ritual (that lasts one week per location so appointed), the teleporter may now designate a small number (Number = CL+Int bonus) of locations as their ‘regular haunts’ (or whatever appellation) – such represents a location that they may return to instantly even from halfway across the planet or perhaps a near moon or asteroid on a very small habitat or planetoid body (Such is always at the Judge’s discretion. This is only a level 2 manifestation. Push it at cost.)

Devotional Sciences note: *This is the highest level teleportation effect available to pure Psychokinetics*

Unfamiliar Teleportation

note that teleporting without being familiar with the destination or “peeking” first is at -4 and at times will occur at reduced steps on the dice chain. Do not take this risk without being aware of the consequences.

Consequences

10d6 damage (no save)

Teleporting into an object

Teleporters beware – The Judge is always entitled to state that a given

Manifestation or psychic combat inflicts strain. Always.

Inflicting strain on the Judge is a surefire way to get strain on your poor befuddled psychic!

Coronal Adjustment (aurorae alter, empathy 2)**Level 2****Range:** Personal /Near**Manifesting time:** 1 round plus**Duration:** Variable**Save:** Will if resisted**Visible?** N**General** – Manifestation Psion shapes their own or another's coronal field.**Strain** Roll 1d8 1-4 minor -1 ea. Int & Pers, 5-7 major -1d3 Pers, 8 greater -1d3 Pers & Int**WARP** Roll 1d8 1-5 Empathy Warp 6-7 Teep warp 8 -1d4 Pers (**1d6**)

1	Critical Failure! Roll 1d6 modified by luck; 0- Warp, 1 Warp & Strain, 2+ Strain
2-11	Failure. Manifester may attempt again the following round.
12-13	You gaze into your navel for a full round to little effect. You may try again the following round.
14-15	In touch – with a full round's concentration the Manifester may immediately perceive their own Corona (what the ancients called their aurorae) and, in vague and shallow ways, those in close proximity to them.
16-19	In tune – the manifester may with a round's concentration flush their Coronal aura of any unwanted resonances at least taints – any short term mental, psychic, or magical effects, acting on the DC of the spell or psi check of standing effects where necessary can be both perceived and if the DC is overcome, banished. Unlike common perceptions however, failure to initially perceive such an effect (say the effects of a charm person spell) prevents and precludes their doing anything about that effect
20-21	At this point the Manifester may alter their corona to resemble practically any desired outcome. The use of psionics, psychic ability, magic, or the like can be concealed, the presence of curses, spells, effects, or the like can also be concealed. The manifesters alignment and general emotional state (as read in their corona) will appear to be anything the manifesters desires.
22-25	At this point the manifester is able to affect the Cornea of another , as with In Tune, above. This is limited to a single subject at a time; resistance is possible if the subject is aware they are being supernaturally perceived, allowing a Will save.
26-29	Coronal Sounding The empath may now sense and detect the presence of Corruption, Warp, or divine disapproval on an individual. They may sense curses on places, items, and people.
30-31	Prime Coronal Sounding the Manifester may now perceive and interact with the strange glyphs of Life and Death as well as Destiny that appear embedded in the cornea of some individuals. Any attempt to change or alter one of these glyphs always incurs immediate Strain. Other Soul marks may be perceived by the Manifester as well (see below). Attempting to alter the corona of others in a casual way, as 20-21 above, is permissible provided the subject is not resisting.
32-33	By fully reconfiguring their corona and all other metaphysical emissions, the Manifester may functional hide (up to their CL) a number of "indelible" marks...indefinitely. Evidence of soul murder & psychic cannibalism, boosterspice addiction, long term possession,

divine (or infernal) service, all can be nested deep within the manifester's identity, overcoming even deep scans or mind probes (provided they do not overcome the manifestation result)

34+ Deep Primal Manipulation – the empath may now fully remove, transfer, or place resonances, death and fate marks, signs of murder, trauma, or any other quality from one source into a donor. The 'beneficiary' of such a 'gift' may not even be aware of such an 'inheritance' (Will save DC = to the psi check result to notice anything is unusual). In such a fashion a diabolist may transfer the signs of their corruption from one to another. Such usage always incurs Warp.

Dangerously, the manifester may attempt to transfer 1d3 minor or a single major corruption from one caster to another; such is not without hazard, however. Both the corrupted and the manifester must beat at DC 25 Will save immediately on completion of this task or both will simultaneously incur a Greater Corruption. The Greater Corruption will act on the Manifester as though they were a spell caster of the equivalent level. This corruption may not be transferred and attempting to do so will always incur a (1d8 1-4 Major 5-8 Greater) Corruption – this is in addition to the above. Warp effects are not affected by nor do they affect this Corruption. Any warp must be taken after the corruption effects have manifested.

Special Note: Cleric means Divine Fiat -

Clerics and those touched by their God directly have the option of invoking their Deity when they know or suspect their Corona is being perceived.

Unless it suits the needs or wants of that divine figure, this action infuses the divine agent's corona with a casual fraction of the being's divine radiance, which as a practical matter will conceal the corona of the cleric from an outsider's perception.

Note that a cleric invoking this to avoid the attentions of psion of the same faith may find that their prayers do not conceal their corona from their flock. Those Agents and Clerics who have strayed from the purer path may find that this attribute works less effectively, or not at all.

Group Coordination (aka Networking) or Group linking (telepathy)**Level 2****Range:** Personal + up to 10 others**Manifesting time:** 1 round plus**Duration:** Variable**Save:** Will if resisted**Visible?** No

General -Psion generates a field creating greater Group coordination (level one psi ability: meld path i.e. telepathy)

Strain Roll 1d8 1-4 -1 Sta 1d2 hp, 5-7 major 1d2 Sta & Pers 8 greater -1d3 ea. Sta Pers & HP

Warp Roll 1d8 1 All that would have been affected are wracked by convulsions for d3 rounds, are at -4 to most things and functionally prone. 2 Manifester takes on persona of one of those to have been linked with for 1d12 hours 3. Manifester experiences pain and discomfort from one randomly determined party member for 1d6 hours 4-8 Teep Warp **(1d4)**

1 Critical Failure! Roll 1d6 affected by luck 1- Warp + Burnout 2 Warp + Strain 3+ Strain

2-11 Failure. Manifester must not have found the right locus of people. May not attempt with them for another 29 days.

12-13 . Failure. Manifester may attempt again the following round.

14-15 Broadcast Earworms – the psion infects up to 1+CL others with an earworm, ensuring all affected have the same song or beat stuck in their head. While maddening this nonetheless allows a one-time circumstantial +1 to any single task requiring two or more members acting cooperatively.

16-19 Synchronous Brainwaves – the psion links 2+CL other individuals on an unconscious and intuitive level. Those affected may utilize the single best initiative roll for them plus allowing for telepathic communication between the manifester and any single participating target. This must be maintained by the manifesters continued concentration per round.

20-21 The psion is now capable of acting as a central communications hub (in the fashion of a switchboard operator) between 3+CL individuals. Full telepathic communication between those affected is possible but only at the Manifesters behest, and concentration must be maintained.

22-25 The telepath creates a fully telepathic network out of the constituent minds of (CL+1d4) other characters plus their own. Manifesting time requires one additional round; thereafter the psion need not dedicate their action to maintaining it. The effect will nonetheless remain persistent until either the psion discontinues it or all participants opt out. Any participating member may drop out of the “party line” at will but once disconnected the link is broken. As the link is made up of the minds of those participating, directed by the psion, those involved often wind up sharing stray thoughts, especially when they are close or the effect has lingered for an extended period.

26-29 The Psion synchronizes the party’s coronal and biorhythms immediately, and acts as a bridge/telepathic conduit allowing every member of (CL + d5) ‘networked’ characters to silently communicate with one another without issue or distraction. Entire concepts and ideas may be rapidly exchanged rather than communication being reliant upon “words.” The entire party moves as one, and so receive a +1 Init. Bonus when acting in concert. Further, the party gains the advantages of Synchronous Brainwaves above. Any participant may ask the psion to mute or broadcast their own thoughts during this process at any time. This allows for rapid real time translation, instruction, and the like. Finally, all psi checks made by any participant for the duration occur at +1 to the roll.

30-31 As 26-29 above plus the group (numbering up to ten) now has full and constant telepathic contact to a degree defined by the character with all other members of the group for the next The entire party receives a +2 Init. Bonus when acting in concert. When confronted with fear effects or other mind altering phenomena all linked individuals are entitled to a second saving throw if they are entitled to a first one and fail that save. All coordinated actions taken by the party or it's members now occur a single step up on the dice chain.

32-33 **Metaconcert**; the Manifester creates a permanent telepathic network between up to CL+d7 people as 30-31 above, plus the mind link effect is now permanent. The networked party now receives a permanent +2 to Init when they are working in concert. The telepath may use this link to restore ability point loss to networked party members by sacrificing their own on a two for one basis.

Finally, this discipline use also constitutes sufficient grounds for a level 1 marriage union in Imperial space to it's participants.

34+ **Living parapsychical network** - as Metaconcert above however those involved in the fusion may freely share hp, luck, information, and other intangibles freely and at will. Further, if they are psions, then the constituent psychic members form a pseudo-Gestalt, a collective consciousness that can use one another's psychic powers in conjunction, each using the best action dice and bonuses for any given psychic discipline use or psionic device.



Mental Blast (Empathy, PK, Telepathy)**Level** 2**Range:** Near**Manifesting time:** instant**Duration:** instant**Save:** Will**Visible?** N

Manifestation 1. The Empath inflicts their pain, torment, and anguish on another single target. 2. Visible internal physical pressures manifest immediately within the target. 3. The target immediately reacts as though greatly emotionally distressed or is in absolute pain. Possibly resembles a stroke or other cerebral event.

Strain Roll 1d8 1-4 minor headache -1 ea. Agil & Int, 5-7 -1d3 Sta, 8 Burnout

WARP Roll 1d8 1-2 Gen warp, 3 PK Warp 4 Teep Warp 5 Object in the vicinity soaks up ambient mind violence 6 Skin of Psion momentarily ignites from extreme orgonne excitation, 1d3 hp damage 7 Manifester inflicts 2d6+CL mind blast on themselves 8 Empathy Warp + Burnout **(1d4+1)**

1 Critical failure! Roll 1d6 modified by luck; 1- Warp + Burnout, 2-3- Burnout, 4+ Strain

2-11 Failure. Perhaps the Manifester is repelled at or simply unable to find their inner will to do violence? Try again under differing emotional and stressful circumstances.

12-13 Failure. Manifester may attempt mental violence again the following round.

14-15 The psion is able to inflict a flash of instant psychic damage in an emotionally charged outburst. A single target takes 1d5+CL hp damage on a failed Will save. *When the defender has an active psychic shield then the psi check result for the Mental Blast must equal or exceed the psi check result of the one erecting the psychic shield.*

16-19 In a flash of emotional violence, the Psion is able to inflict a temporary mental condition upon their target on a failed save. The condition takes effect immediately. Regardless, the attack inflicts 2d6 hp damage, or 1d6 on a successful save.

- a. *Panic* - for d3 rounds the target is one step below on the dice chain to take any action.
- b. *Rage* - for d3 rounds the target attacks the nearest source of ire with full force and fury
- c. *Stun* - shock sets in for d3 rounds during which time the target is dazed, at -2 to all things

Each round after the initial attack, the target suffering a condition may attempt a will save to throw off the effect early.

20-21 **Psychic blast** - the Manifester attacks their target with a directed blast of pure psychic force, immediately inflicting 3d6 hp damage to any single target within 50 feet. On a successful save the target takes only 1d6 damage.

22- 25 The Psion hits the target with 4d6 hp damage of psychic force. On a successful save the target takes 3d4 damage anyway. The target suffers a -1 Init. Penalty for the duration of any combat.

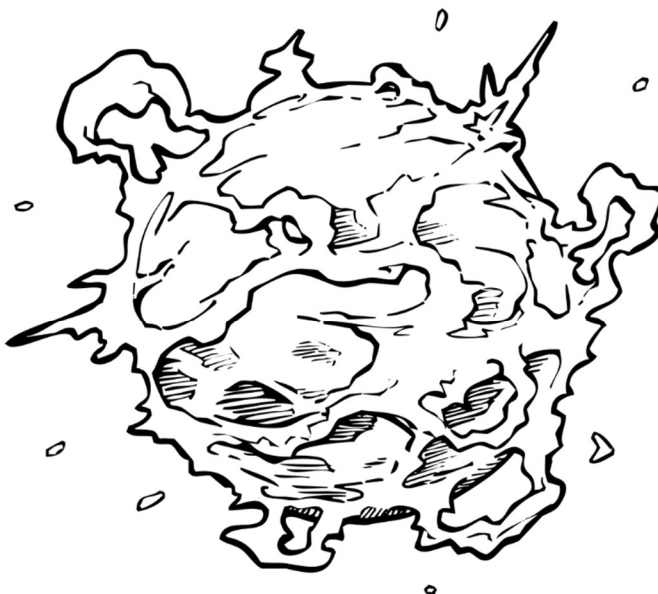
26-29 The Manifester hits a designated target with 6d6 hp damage of psychic force and the target must beat the psi check DC on a will save or be confused for 1d3 rounds. A **confused** character acts as follows (roll 1d5 at the top of each round)

- 1) Confused person stands there trying to puzzle things out
- 2) Confused person shouts, demanding to know what is going on
- 3) Confused person is overwhelmed, -2 to resist incoming attacks but otherwise does nothing
- 4) Confused person is disoriented and unsure of where they are or what is happening. Can take no **effective** action but gibbers a lot.
- 5) Confused person hastily prepares an action, be it drawing a weapon, an item of gear, or preparing a manifestation, etc., but does not actually **do** so until the duration has expired.

30-31 The attack inflicts up to 7d6 hp damage, as well as 1d3 ea. Pers and Int ability damage (each) and the target must succeed at a Will save or be stunned and confused, unable to take effective action for 1d4+CL rounds.

32-33 As 30-31 above save the target takes 7d6 hp, 1d4 Pers, 1d3 Int, 1d2 Agil damage, and must succeed at a Will save or sleep for 24 hours.

34+ As 32-33 above save that the target must make a Will save v. Psi craft DC or the target lapses into a coma if not already dead. On waking the target may (Judge's option) suffer from a more advanced condition such as Insanity, feeble-mindedness, or worse



Mind Meld (Telepathy, Psychic Fusion)**Level 2****Range:** Touch**Manifesting time:** 1 round plus**Duration:** Variable**Save:** Will if resisted**Visible?** Indirectly**Manifestation** merges your thoughts and minds with one another; can be permanent**Strain** Roll 1d8 1-4 -1d3 Pers 5-7 (all parties) -1d3 Pers 8 1d4 pers + Warp**Warp** Roll 1d8 1-3 Teep Warp, 4 Manifester becomes somewhat dissociative; -1d3 Pers, -1 infit, immune to fear or emotion effects for the next d12 hours, 5 Manifester involuntarily erects a DC 24 Psychic Shield until sunset/sunrise, 6 Empathy Warp, 7 Gen Warp, 8 Burnout (1d4)

1 Critical Failure! Roll 1d6 modified by luck; 1- WARP + Strain, 2-3 Burnout, 4+ Strain

2-11 Failure. The Psion may not attempt to Meld with the same subject until they have gained (or lost) a level.

12-13 Failure. Manifester may attempt again the following round.

14-15 a limited channel is established, allowing shared empathy – those connected will be aware of each other's general emotional state, and specific emotional state with concentration. They will be able to gauge a general concept of status and well-being, as well as location with one another.

16-19 A telepathic exchange is initiated – each may passively read one another's surface thoughts; each may read deeper though this may be resisted with a Will save.

20- 21 19 **Momentary Gestalt** – full mind meld is initiated; both parties are distracted as they experience oneness and being, well, each other, for 1d4 rounds. Thereafter the target cannot take action save to resist the meld (if desired). Note that any psychic discipline used upon the mind of one will affect both under these circumstances.

The melder may interact in a very limited degree with the outside world, perhaps offering a brief summary of what is happening to onlookers. The meld lasts until broken, at the end of which both participants must succeed at a Fort save (DC = spell check result per usual) or suffer a temporary ability loss of 1d4 Sta and 1d3 Agil.

30-31 As above save that now a mind probe may be attempted. The manifester must have a specific line or goal of inquiry. If the subject is willing this takes up to 1d3 rounds but is ultimately successful as the interaction of the two minds lead to the solution, however obscure the fact may be buried within the mind.

If the subject is unwilling, things become more complicated. Functionally this initiates a psychic duel (see pp) *during* the mind meld. Unlike a typical such duel the manifester may end the duel by breaking contact whenever they wish.

Once the probe has been initiated memories, even hidden or repressed ones, may be found by the manifester; memories may also be hidden or excised though they may not be altered. For the excision of memories the meld subject must be completely willing, otherwise their will must be broken as above first.

In either longer term therapeutic or more invasive contexts, the discipline of **psychosurgery** must be employed.

32-33 **Limited Fusion** occurs; the mind meld becomes semi-permanent; the melder and the subject are forever linked psychically, though after 1d12 weeks this will seem like a dream like

period to the subject. This allows a total sharing of experiences, knowledge, memories, and all manner of thoughts.

Alternately, the Melder can create a limited backup of their identity and hide it within the mind of the other participant; this hidden backup will linger for $1d7+CL$ days, during which time the subject will experience this as dreams and meandering thoughts.

Such a copy may be (privately) interacted with without issue.

The recipients of Limited Fusion in enjoy a permanent +1 to resist all forms of mental attack, coercion or control.

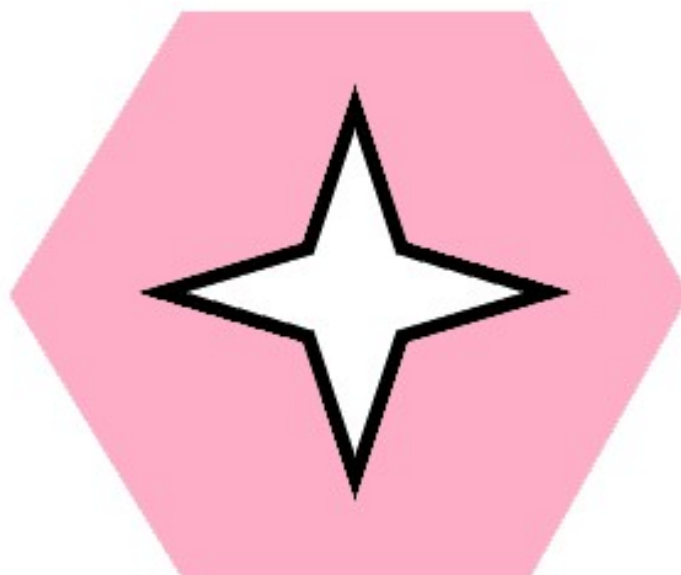
34+ Total Fusion; the Manifester creates a permanent telepathic bond between themselves and the subject. AT this point a generalized exchange of some personality traits, knowledge, and (possibly) memories may occur and linger after the meld proper is complete.

Alternatively, the Melder can create a backup of their personae and store it, hidden, within the mind of the target, where it will linger on for $1d4+CL$ weeks. Alternatively, the melder can create a copy of the target's mind and store it within their own mind, indefinitely. During this time the integrity of the copy cannot be disturbed or interacted with in any way or it will be lost. Such a copy may under the proper circumstances be placed into a psionic device or other soul receptacle.

If either 'individual' joins a group mind via Metaconcert (p387) then both are considered to have done so.

Any individuals so melded as to have achieved a Total Fusion may communicate their surface thoughts across even interstellar distances when necessary, and each will be unerringly able to find the other under any circumstances. Use of the Kything discipline occurs between such individuals at +3

The recipients of Total Fusion in enjoy a permanent +2 to resist all forms of mental attack, coercion, or control.



Splinter Reach (Teleporter)**Level 2****Range:** Personal**Manifesting time:** 1 round plus**Duration:** trance**Save:** Will if resisted**Visible?** N (Y from splinter depending)**Manifestation** Allows extended two way interaction with a single Splinter.**Strain** Roll 1d8 1-4 -1 ea. Sta & Agil, 5-7 major -1d2 ea. Sta Agil, 8 greater -1d3 ea. to Sta, Int, Agil, and Pers; manifester is greatly disoriented.**WARP** Roll 1d8 1. 1d3 dimensional analogs are created/summoned, 2 Seer Warp 3-4 Spatial Warp 5 Autohypnotic Warp 6. Dimensional schism, new splinter is created and the character is now trapped there, a native creature. 7+ Gen Warp (1d3)

1 Critical Failure! Roll 1d6 modified by luck; 3- Warp + Strain, 4-5 Warp 6+ Strain
2-11 Failure. Take strain. The Manifester may not attempt to reach into that splinter for (30-CL) days.
12-13 Failure. The Manifester may attempt again next round.
14-15 The Manifester may find a clear or reflective surface and use it as a focus to sift through the literally trillions of possible Splinters. In d3 rounds, the psion will be able to observe a single region within the Splinter, scrying upon it as though viewed through the reflective surface. Only the Manifester (and any able to share their perceptions) will see anything, physically nothing is happening.
16-19 Manifester must find a reflective surface and dive, subsequently finding their way through the Splinters, presumably to where they seek but they are diving relatively randomly. The Manifester does not necessarily have a way back and must use this or another ability again in order to attempt return to the originating universe, or any other Splinter at all. Trance ends on manifesting physically. Check for Warp and Strain, the effects of which will set in on arrival.
20-21 Psion can manifest as a semi visible noncorporeal soundless entity within that splinter. While so manifested, the teleporter may move about and observe the Splinter non-interactively, while they will remain only a blur, likely misunderstood completely by the inhabitants of that Splinter entirely. While movement is unrestricted, the manifester may utilize no psychic powers, no magical abilities, etc. within the observed world. AT this time the Manifester remains physically within their originating Splinter, their semi-visible "splinter body" being wrought only of pure thought and plasm.
22-25 AS above save that now the Psion may utilize psychic powers within that splinter to facilitate communication and so on. For ships that have misjumped into foreign Splinters this may often be the only practical way for them to send a message home. AT this time the Manifester remains physically within their originating Splinter though they do possess a certain dual mental existence. Anything capable of seeing into the Noosphere will be able to sense the intruding Psion.
26-29 Save that now the Psion may fully manifest within that Splinter for d3+CL rounds. Trance ends on arrival though at the end of the duration, they will be pulled back to their native Splinter however involuntarily. (IN the Sub-ether, this creates a Vortex). For that duration, they materially exist only in the visiting splinter, maintaining only passive existence in their originating universe. Take Warp

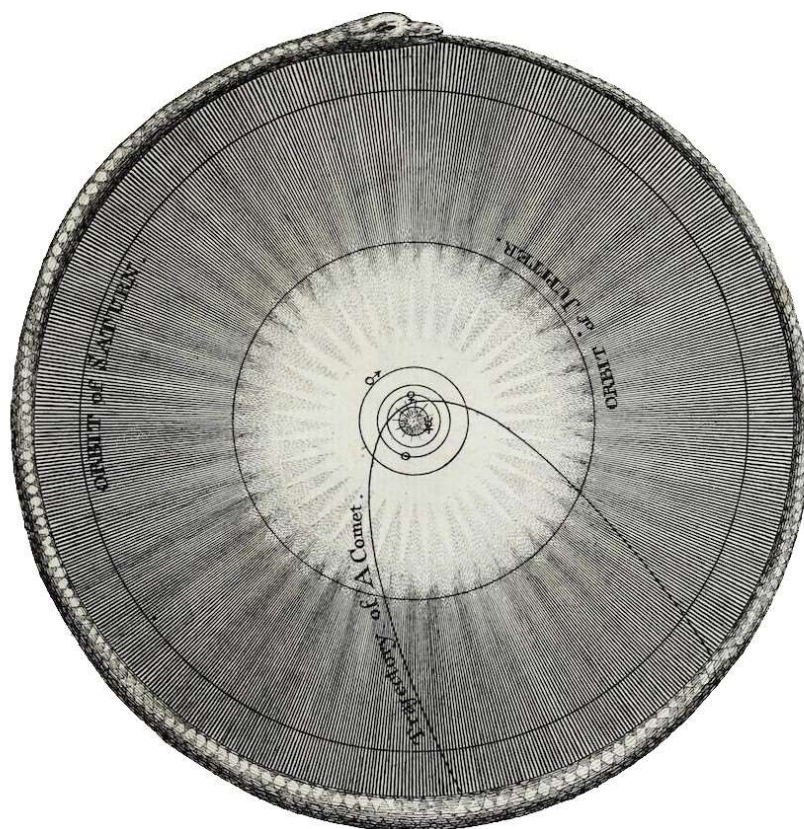
30-31 as above save that the Psion may now remain for $1d4 + CL$ hours, during which time they are wholly physically present within that sphere. At the end of that period they will fade, assuming an incorporeal form as in 22-23 above. From that point they may remain thus indefinitely, returning to their desired Splinter at will by act of thought. Take Strain

32-33 The Manifester may now shift or hop to the Splinter in question at will and remain for a number of days equal to their $CL + 1d7$, during which time the Manifester is entirely extent within that Splinter. Warp is experienced at outset of Manifestation.

34+ The Manifester may now freely move back and forth between that Splinter and (presumably) the Collapsing Universe (or whatever reality is home to that psion) and may stay indefinitely in either, without adverse effect. *Subsequent checks to return need only a 13 or better to immediately affect transit.* The Manifester will find that there is often a correspondence between physical locations and plan accordingly.

Such 'affinities' may be accumulated with a variety of Splinters provided this result occurs more than once. **Record these affinities as they are permanent.**

Warp, Strain



Level Three Disciplines

Advanced TeleWarp (Teleporter, 3)

Level 3

Range: Self + Far (see below)

Manifesting time: 1 round plus

Duration: trance

Save: Will if resisted

Visible? Y

Manifestation *The practitioner has paid close attention to techniques to warp the space round them and how that pertains to their own body in bizarre and frightful ways*

Strain Roll 1d8 1-4 minor -1 Sta & Int, 5-7 major -1d3 Sta & Int, 8 greater -1d4 Sta, Agil, Int

WARP Roll 1d8 1-6 Teleporter Warp 7 Seer warp 8 Gen Warp 1d6

1	Critical failure! Roll 1d6 modified by luck; 3- Warp + Burnout, 4-5 Warp, 6+ Strain
2-11	Failure. Further attempts to do so without a day's rest and recuperation fails immediately and inflicts Strain.
12-15	Failure. The Manifester may attempt again another round.
16-17	The Manifester subtly alters space within themselves, allowing for the sudden hiding (or extraction) of a very small object within their purpose. In a bind, the psion could also use this to eliminate vomit or other unwanted bodily secretions automatically rather than leaving them for the body to extract on their own. Hidden controls or psi switches within cybernetic implants can be so activated or an invading parasitic life form extracted, though in the latter case the parasite may be entitled to a Fort save; success means it inflicts 1d6 hp damage on the manifester by its extraction. Handy when your employer sends you off to work with a cortex bomb. A surgeon could pro'ly perform emergency surgery on themselves with this discipline.
18-21	Trans-bodily micro channel – as above save that the Manifester may extend this ability to one other person that they are in personal range of. The subject is entitled to a Will save if resisted. Blood transfusion and the like are now possible without any technological aid, though to use this power in an offensive manner causes Strain.
22-23	Anatomical Teleoperation the Teleporter creates a space warp that allow them to 'remove' hands, feet, or other extremities (yes including the head) from one another while still remaining attached and entangled; they may function fully independently of one another for the extent of the duration. Higher end means more pieces. Eventually up to d20 pieces parts that can co-act or scatter and reform elsewhere. In this state any criticals they receive occur a step down on the action die. As a side effect while the discipline is in use they cannot be teleported
24-26	Multi-spatial distortion the Manifester may briefly appear in d3+int bonus places at once, provided they are within 10+CL kilometers of the Manifester's initial location. At the end of this effect, the manifester may choose any of the remaining 'extra's to be 'them' and the others will fade, in effect, teleporting as well.
27-31	Sub-ethereal transmogrification – (etherealness) allows bodily/material transformation into a Sub-ethereal state (And presumably the ability to change back)

The teleporter may transwarp to any distance up to CL+Int bonus Lights distance, arriving within a single day local time, the voyage taking no more than a round of perceived time.

32-33 Adaptive Telereformation – Teleporter is able to teleport to anywhere within range (as 27-31 above) and form a body out of native materials on arrival so as to not die. Such a character could in theory teleport into the heart of a star. Transit to hostile worlds or foreign planes become manageable without preparation now. Note that local materials must be available at the site of arrival or no body can be formed. Instead the Teleporter will arrive at the nearest point with sufficient material. Such use requires a Fort save (DC their manifester roll) or take Strain immediately

34-35 Acasual Telereformation – Teleporter is able to teleport to *anywhere they can perceive*, arriving and form a body out of native materials on arrival so as to not die. As in 32-33 above, such a character could in theory teleport into the heart of a star, the surface of a magnetar or within the Festering Court of the Unholy Plague. Transit to hostile worlds or foreign planes become manageable without preparation now. Note that local materials must be available at the site of arrival or no body can be formed. Instead the Teleporter will arrive at the nearest point with sufficient material; when traveling to other universes and branes of the omniverse, this can mean miles, or megaparsecs, off course. Transportation occurs seemingly instantaneously but in fact the teleporter arrives CL + 1d3 minutes later, regardless of distance.

36+ Group Telereformation – Despite challenges to sanity this may present, the teleporter may now telereform both their gear and ...other people. (A.C.E. and other collective beings may safely ignore this concern as it does not apply to them.) Any carried gear on the Manifester's person may now tele transport with them, as may up to 1d4+int bonus others, if desired.

This use causes warp. Those teleported in such a way that are unfamiliar with the process may face a Will save to avoid long term psychological damage from this effect.



Create Psychic Realm (telepathy)**Level 3****Range:** Personal + Noosphere**Manifesting time:** 1 round plus**Duration:** trance**Save:** Will if resisted**Visible?** N

General – the Manifester creates a new pocket realm of pure thought within the near Noosphere, which they will be able to align their mind with at any distance

Strain Roll 1d8 1-3. minor -1d2 int, 4-6. major -1d3 Int 1d2 Pers, 7-8. -1d2 Pers Agil Int.

Warp Roll 1d8 1. Teep is flung/drawn into an apparent noosphere ‘vortex realm’ of their own making. DC 25 Will save required to return. Save may be made once a year (game time) 2. Teep is divided into two lesser beings, dividing mass and abilities between the two, with major abilities (psi, spellcasting) requiring the pair be in contact with one another. 3. Manifester enters mystical coma for 1d4+1 years; at the end they wake and make the roll again, this time adding ten to the result, ignoring any warp or burnout results that occur, 4. Emp warp, 5-8. Teep warp (1d6+2)

1 Critical Failure! Roll 1d6 modified by luck; 0- Warp + Burnout, 1-3 Burnout, 4+ Strain

2-11 Failure. Manifester may attempt again in 700 hours (about a month).

12-13 Failure, however the Manifester may attempt again after spending a prog clearing their energy centers.

14-17 **Dream Realm** – the manifester weaves together a permanent oneiric dream realm; once created it is considered permanently manifested. Once manifested, any other noosphere entity or psychic being that can find or be made aware of this realm may interact with the manifester as though present

18-19 the Manifester may **create a temporary psychic realm**, perhaps for a duel or single working. For each level of the manifester, they may state one ‘fact’ about this location, which will remain persistent for 1d4 rounds +CL – or as long as the Manifester remains in communions with it. (this may also be enforced under the same restrictions upon a pre-existing psychic realm of the Manifester’s creation or custodianship). Any other noosphere entity or psychic being that can find or be made aware of this realm may interact with the manifester as though recently present, even after their departure, until the duration ends. Then, the realm ceases to be, returning to the land of the caster’s imagination thereafter.

20- 23 **Memory Realm** – the manifester may create a memory palace, wherein they may store copies of their memories, and while so stored they will not be subject to alteration or mutation. This memory is stored as *Paratemporal memory*, which allows seer to reach into the Noosphere to back up their memory if it’s blanked; or to allow the seer to compare when history’s been altered etc. psion reaches into the Noosphere to recover the absent or changed information

24-27 At this point the Seer may backup not just their memory but now their identity/mind from the Noosphere. In theory this allows for a form of immortality for the manifester. However, any backup of a dead character so ‘downloaded’ begins again as a 0 level character even though they possess the memories and experiences of the original.

28-29 An Ego-tower of infinite iron may be so created, allowing the manifester to ‘backup’ their total person, as well as trapping any backups made (above). Thereafter, the Seer retains full life experience energy (their soul or a large fraction of it) if desired when backing

up memories and identity. This will allow the character to return from death even after “total destruction” without significant loss of self or experience.

34-35 Demesne of the Indomitable Will– the manifester may create almost any highly detailed illusion, including those from art or fiction, and invest it’s reality into the deeper Noosphere, creating a persistent realm¹⁴. The manifester may shift their consciousness into it at will and may in fact do so to avoid unpleasantness in the material world. This world may include characters, beasts, or other seeming real and sapient creatures. They may shift their will, memories, self, or perceptions into this realm and back at will. They may keep vaults containing dream realms or memory palaces within allowing for a kind of psychic immortality living beyond their own body’s demise.

36+ A stately pleasure dome decreed – An entire, persistent, pocket brane or universe is created free floating within the Noosphere. Up to (INT) unique or special qualities about the realm may be stated and up to (PERS score) persistent creatures may be created within. The realm is persistent after the manifester’s (apparent) demise though in many cases their soul may merely be drawn into their realm permanently.

Take Strain. Check for warp on completion. Any attempt to bring creatures or items from this realm into the material requires the use of additional scientific, psychic, magical, or divine phenomena.

Psychic combat and other tests of what otherwise might be chance

Part of the point of a psychic establishing such a dream realm is for the raw advantages such a realm provides during mystic activities and combat. **Combat in their dream realm** is the same as the use of any psychic power in the dream realm, it’s their realm....so...what result can they get? Do they get? As it is their realm they will be the final arbiter of what is and is not possible but to use it as realm of psychic combat one literally selects the desired results from what is about to happen.

“I’d like to....get a 37 on my next roll there, which will give me the Beam Down Rainbow Lights of Death result which you don’t get a saving throw against.

On your next action you are going to roll.....a 1. Critical fail. And then eat warp. Bye now.”

As the hardened dream realm is wholly the creation of the psychic who willed it into existence it is magically them for all intents and purposes, mystic and divine. (touch attacks for example). But to anyone within their realm it must be understood that their will is law. The intent and nature of the psychic will soon however become apparent regardless of how the “dream” is directed to unfold. Guests, especially friends of lovers who have been granted access to such a realm may find that the dream is constantly trying to pull them into other dreams the manifester has yad...or will have, about them as they are known to them. It can be a harrowing place to visit even peaceably. Only other psychics and certain wizards have proper expectation for what to expect. It is thought that certain Wizards have a similar incantation, which has allowed them to parlay with their psychic equivalents on more even territory.

“In this world you’re nothing Alex, and me, I’m God.”

- Tommy Ray Glatman, Dreamscape (1984)

¹⁴ Indeed, the psion’s player could gen initiate a DCC or MCC game and set it in that pocket universe; the Judge could even allow transit between them. Psi powers are *weird*.

Ectoplasmic Materialization (Ectoshaping) (Psychokinesis, 3)**Level 3****Range:** Near**Manifesting time:** 1 round plus**Duration:** trance**Save:** Will if resisted**Visible?** Y

General – you psychokinetically bleed enough plasm to create semi material things in the real world. (Giant teddy bears frex...)

Strain Roll 1d8 1 -1d2 Agil loss, 2-3 -1d2 Agil and Pers loss, 4-8 -1 ea. Str, Agil, Sta, Pers.

WARP Roll 1d8 1-3 Teek warp, 4-5 Spatial warp, 6 Emp warp, 7 You summon 1d4 Spectral entities of collective (CL)d12 HD, 8. Congratulations your body collapses in on itself as body and soul become a permanent living bridge from the spirit worlds to the flesh lands. Any spectral entity that passes through you becomes material as though a material thing in the sub-ether, equally solid to living entities, any living entity passing through becomes like unto a soul and may become stuck in the Otherworlds if they linger too long. Your Teek cannot be restored from this condition but know that they remain in equal parts agonized and in ecstasy; they ARE the gate. **(1d6)**

1 Critical failure! You totally suck ethermancer! Roll 1d6 modified by luck; 3- Warp + Strain, 4 Burnout 5+ Strain

2-11 failure, the Toum var outlasts you as it has so many others manifester. Try again after a day's rest.

12-15 Wispy, ethereal strands of ectoplasm are generated, frequently falling "upward"

16-17 the Manifester may detect the presence of any spectral, undead, or otherwise Sub-etheric entities, energies, or individuals within 60 foot radius + 10' / CL. The manifester may so attempt to interact with or contact such entities and may be presumed to be able to make themselves understood through psychic means.

18-21 As above save that now the range is doubled and this broadens to include any form of spectral or counter spectral technology, or stored plasmic material (including slimes and other derived industrial ectoplasm). The Manifester may alter, remove, or exchange the qualities of up to 2 + CL quantities of stored plasm at touch, moving, altering, or swapping out resonances and arcane associations.

22-23 almost any desired basic shape or form may be assembled from rapidly exuded ectoplasm, casting a pre-assembled "shadow" into the material within a single round. Such a form maybe animated at the Manifester's will and may be employed as a remote implement of the Manifester's will. Where necessary, the manifester's psi check result may be employed as an approximation of supernatural strength, allowing the Manifester to act through such an animated construct as though they possessed an approximate strength attribute of " 22" – in this case adding 5 to hit and damage in melee.

24-26 The Manifester may now draw almost any ectoplasmic entity into the material world that can be discerned. This can be used as an attack that spectral undead and other Sub-etheric entities may resist with a successful Wil save. When used in this manner as an attack a single form / example of undead or entity may be force-materialized in this manner. *This may be used in a cooperative manner with a cleric or wizard to compel/trick a demon or devil into a binding circle or other compelling/confining agent.*

27-31 the Manifester is capable of **shaping ectoplasmic residue**, or unmaterialized plasmic matter itself at will; up to one HD/CL+Pers bonus may be so shaped per round. Any single spectral or plasmic entity of equal to or less than this total so shaped may in theory be destroyed; as likely is that they may be reshaped as another form of spirit entirely depending on the knowledge, ability, and proclivities of the particular Manifester.

32-33 The Manifester may now play with the building blocks of ghosts and spectral entities, healing or inflicting damage upon extent ones at will. For the most part this is as 27-31 above, now affecting 2 HD/CL + PERS bonus/round. Such beings may be held at bay, destroyed, altered, divided or combined.

34-35 **Ecto conduit** – the manifester can act as a living door to and from the Sub-ether, acting as a bridge that allows ectoplasmic entities into the material. The door is one way; however, the Manifester may draw ghosts, immaterial undead and other spectral entities into themselves and thus spewing them fully in the Sub-ether; for the duration the manifester is immune to energy and ability draining effects and attacks and takes no damage from positive or negative material exposure. The manifester may use this conduit phenomenon to move into and out of the Sub-ether at will. Such a character is immune to the degenerative and distracting hazards of Sub-etherical immersion.

36+ **Plasmic Gate** – the manifester may now draw up to 4 HD/CL+PERS bonus/round through themselves and control up to 12 HD of such creatures etherical ‘stuff’ a round as well. Furthermore, any of these dice may be assembled to create one or more ectoplasmic golems; constructs of pure plasm, animated by the manifester’s will, desire, and intent. Each HD so donated (minimum 4HD0 manifests as 1d6 HD for the construct, which attacks at +1 for each die added. Strength is as above, allowing the manifested golem to strike at +5 to hit and damage in addition to the above. Such a golem is not undead and cannot be turned or affected by clerical turning abilities.

Reservoir:

The great subterranean temple monestary Ulsa-Urien is located on a cold post-Garden moon, within a secluded cavern underneath an ancient mountain range that rose before mammals first walked Teranaya’s surface. Initiates spend years contemplating black pools of still water in complete darkness to open the inner conduit. The temple monks teach by example, and all interaction occurs through psychic disciplines and simple, blind, touch. Many are unable to escape the hidden depths of their own minds and go mad after a week in such utter darkness. Those who have mastered this discipline sometimes have trained for years.

Electrokinetics (Psychokinetics, Kinetics, Elemental Bending)**Level** 3**Range:** Personal**Manifesting time:** 1 round plus**Duration:** trance**Save:** Will if resisted**Visible?** Y**Manifestation** – psion visibly taps, manipulates and controls electrical fields**Strain** Roll 1d8 1-4 -1 Sta, -1 str 5-7 -1d3 Sta 8 Burnout**Warp** Roll 1d8 1 A 90x90x90 area centered on the Manifester is bathed in hard radiation.

Everything not in Legionnaire armor or under similar protection is dead. 2. Everyone (including the Manifester) in 1km radius is rendered unconscious due to magnetic field distortion unless barring a successful Fort save v. the Psi check result. 3. Seer warp, 4. Gen warp, 5-8. PK warp (**1d6**)

1 Critical Failure! Roll 1d6 modified by luck; 3- Burnout + Warp, 4-5 Warp 6+ Strain
--

2-11 Failure. Strain

12-15 Failure. Manifester may attempt again the following round.
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16-17 the manifester can detect and identify electricity and related phenomena; they may perceive electrical flows, even though otherwise solid surfaces, so long as they are not shielded. A considerable amount of information can be gleaned, passively, by a psion with this discipline and the right background, and can be used to detect living beings by their bioelectric aura, navigate without sight,
--

18-21 The psion may sculpt, shape, or otherwise move an existing electrical flow at Personal range; this confers no immunity and is not an attack power. However, it may be used to (easily) bypass locks or other electronic mechanisms via diverting their power flow and the like. It may also be used to create a very small burst of released electricity via hyperstatic discharge that can inflict 1d2 per touch for CL+10 rounds.
--

Also, the Manifester may short out small handheld or unsophisticated basic electronic devices – mundane door locks, light fixtures, etc.

Also, they may resist (via passive grounding) 3 points of electrical damage/round or deflect an electrical attack that fails to beat the manifester's Psi check result.

22-23 The Manifester may now affect more sophisticated electronics and electric devices. They may be able to take control of simple systems in addition to shorting them. Batteries on E weapons may discharge, electronic weapons and devices may fail to work etc.
--

Also, they may resist (via passive grounding) 3 points of electrical damage/round or deflect an electrical attack that fails to beat the manifester's Psi check result.

24-26 Harnessing Electricity – the Manifester may now Discharge Electrokinetics bolts for 2d8 damage once a round for as long as trance is maintained. Electricity based attacks can be reflected back on their attacker, discharged into the ground, or transformed into a wall of electricity (1x3x10) that inflicts 2d8 on any who touch or step through it. Such a wall can be used defensively, absorbing 1d8 +CL damage each round from all sources and providing a +4 to the AC of anyone directly behind the wall.

Moreover, at this level and beyond the Manifester may recharge electric storage batteries at a rate of 25% of battery capacity/hour charged (Remember, this requires the Manifester to maintain trance)

27-31 throw lightning – this degree of success allows the Manifester to actually throw small bolts of lightning, which will behave accordingly unless the Manifester chooses to target a

specific object or individual. The lightning strike hits for 1d20+CL damage and fries all but the most hardened electronics (Imperial Cybernetics are probably okay.)

32-33 generate pulse – the psion generates, and immediately releases, a small electromagnetic pulse. The pulse will leave definite traces and expand immediately out to PERS x10 feet radius from the Manifester. This is an area affect attack that shorts all unhardened electronic devices and may affect energy weapons and the like. All robots, created, and the cybernetically enhanced can avoid major damage by succeeding on a Fort save v. the Psi check result. When used to short out high tech or modern equipment, the Teek must overcome the device's EWV with this psi check.

Strain

34-35 magnetic levitation and manipulation – the kinetic may now generate magnetic fields sufficient to attract, repel, displace, or otherwise make use of any ferrous inanimate object up to the Manifester's equivalent mass. (if attempting to use this on a roboid or such, intelligent or not, allow it a Ref save; allow intelligent things a Will save, especially player characters!) to a range of about 90 feet.

The Psion can coast along at their normal movement speed thus, floating or hovering just inches off the ground via magnetic repulsion. They may discharge up to their PERS score in electrical, light and plasma based attacks via magnetic manipulation & induction. Take some strain

36+ Dynamo – the Kinetic becomes a whirling vortex of crackling electrical energy. Anyone entering personal range will suffer 4d6 electrical damage/round as they stand in the field. Each round this field absorbs up to 4d6 damage from lasers, plasma or other electromagnetically charged energy attacks. Each round this spinning, accumulating may discharge in a terrific wave of crackling destruction, up to 7d6 in electrical damage and 2d5 in magnetic instabilities to everything in a 360 radius (take warp) – all affected take half on a successful Fort save.

With the proper training and background, this could be used to locate (and treat) tumors and other medical issues, as well as the manipulation of magnetic monopoles, plasmas, and other exotic materials.



Empathic Healing (Empathy, Healing)**Level** 3**Range:** Touch**Manifesting time:** 1 round plus**Duration:** trance**Save:** Will if resisted**Visible?** Y**Manifestation** – You literally take the subject's injury onto yourself (expressed as raw hp damage).**Strain** Roll 1d8 : 1–4 1d2 STA, 1d4 STA, 5–6 1d3 STR, 7–8 1d6 STA, 1d4 STR

WARP Roll 1d8 1. Infect self with necrotic cancer; 2. Target dies, manifester accidentally makes self undead with remains of deceased as phylactery 3.–5 Empathic Warp, 6. Empath casts some or all of their Shadow self into the subject, infecting them with necrotic cancer; 7. Empath copies and absorbs the subjects emotions. Hates, loves, and fears are all now a part of the empath's full normal range. 8.the empath biophysically absorbs the target in a massed orgonne disturbance of epic proportion. Up to 1d3+Int bonus in spells or psychic disciplines may be gained from this experience if such were possessed by the absorbed individual. The absorbed is entitled to make a Will save to resist their memories and sense of self being absorbed into the healer as well. For every HD possessed by the absorbed the healer gains 1 permanent hp. The healer is purged of any native ailment or disease and cured of any hp or ability damage sustained prior to the absorption. Any major conditions possessed by the absorbed are now within the manifester, and this can include cancers, pregnancies, curses, or other supernatural conditions. **(1d6)**

1 Critical Failure! Roll 1d6 modified by luck; 3- Warp + Burnout, 4-5 Burnout 6+ Strain

2-11 Failure – Manifester may not attempt again on the subject until they have mediated and examined why they failed to aid this one.

12-15 Failure. Manifester may attempt again the following round.
--

16-17 The Manifester may, at some cost to themselves, “heal” a modest amount of injury, taking on no more than 10% of their full max. total hit points in injury to oneself while healing an identical amount in their charge.
--

18-21 The healer may now heal up to 25% of their own hp total. Additionally, the Healer may now Brainburn for another, sacrificing ability points for the use of another and doing so on a two for one basis, provided they are in physical contact

22- 23 As 18-21 above; additionally the empath may now draw toxins, poisons, and hazardous compounds into their own body from that of their target. The healer is entitled to a saving throw as though initially exposed (which they now are). The Healer may now Brainburn for another, as above save that now it is more efficient, and donated on a one for one basis. The Healer may now also ‘spellburn’ for another, as above for brainburning, save they must sacrifice two ability points for every single point donated (see Judge's notes for why this is). This also requires direct physical contact. Any corruption or taint so inflicted on the caster also affects the psion.
--

24-26 The Empath may now heal up to half of their own hp total. The Empath may now aid brain or spell burn as 22-23 above on a one for one basis in both cases. The empath may draw toxins, poisons and hazardous compounds into their own body as above. Additionally, the Healer may now draw disease into their body and are subject to any saving throws etc. called for, immediately. If the disease, contagion, or illness Is active in the target then it will be immediately active in the healer, even if normally there is an onset period. If the absorbed pestilence is inactive then it will break out as normally would occur. Take Strain.

27-31 as 24-26 above save that now the Empath may now heal up to 75% of their HP total. The Empath may now heal another's spellburn or Brainburn at a rate of two ability points for every point healed. Finally, at this point the empath may attempt to draw another's Curse into themselves; though each will need to make a Will save or both will wind up with it. Note that this may well attract divine or infernal attention. Regardless whomever laid the curse almost certainly now *knows*.

32-33 As 27-31 above save the Psion may now heal up to 90% of their own HP total. Doing so induces Strain

34-35 **Total Healing** – the psion may heal all damage, minus 1d4 points, for only half the sacrifice, (So healing 40 points would cost the empath 20 hp). Otherwise as above. At the completion of the trance the healer takes Strain

36+ As above; the healer may now sacrifice a permanent part of their own life force to bring back the recently dead. The empath can bring the recently dead back by pouring hit points into them as a permanent donation though ultimately no more than d5 days +/- Pers mod. Doing so revives the immediately deceased and allows an additional rolling the body check if more than a day has passed. Attempting this causes immediate Strain. If the dead are successfully revived and the healer lives, they take Warp immediately when the trance ends.

Judge Note regarding absorption of spellburn and brain burn conditions - It may help the Judge to know that the basis of the mechanic is that it is a point to 'fuel' the effect and then an additional point removed from taking on the spellburn or brain burn effect. At better levels of success and so higher levels of efficiency they manage only to take on the condition.

Also, some Gods and no few demons might regard this as poaching. This can irritate those pledged to certain patrons and have lasting story results.

Interaction Warnings: see Also Cure Paralysis DCC RPG p 272, and also Lotus Stare, Neutralize Poison or Disease, Restore Vitality

Deadly Energy Meridian Strike (Autoharmonics)

All practitioners of Imperial Internal Medicine know, 95% of life possess 4-9 predictable energy meridians within their physical form; you know ancient techniques to violently stimulate and attack these meridians in conjunction with physical activity.

Level 3**Range:** Touch**Manifesting time:** 1 round plus**Duration:** trance**Save:** Will if resisted**Visible?** Y/N (quantifier)

Manifestation Melee attack delivers psychic force to one of the target's 4-9 energy meridians.

Strain Roll 1d8 1-4 -1d2 ea. Sta & Pers, 5-7 major -1d3 ea. Str & Agil, 8 greater - 1d3 ea. Sta, Agil, Str, & Agil.

WARP Roll 1d8 1=5 Autoharmonics warp 6-7 Empathy warp 8 gen warp (1d6)

1 Critical failure! Roll 1d6 modified by luck; 0- Warp+Strain, 1-2 Burnout, 3+ Strain
2-11 Failure. Manifester soon learns that this technique needs improvement, it cannot be attempted on the same enemy until a level has been gained.
12-15 Failure. The manifester may attempt again the following round.
16-17 Vhyr Fel stunning meridian strike – up to the Manifester's next three targets struck in brawling or melee must beat the psi check DC when struck or <i>sleep</i> for 1d6 rounds; even on recovery, breathing will be ragged and eyesight cloudy for 1d4 rounds thereafter + 1/CL
18-21 Maxx Vhyr Fel – as Vhyr Fel above save that any critical hits achieved occur at +3 to the results.
22- 23 Maxxis Vhyrs Fel – as Vhyr Fel above save that critical hits occur at +4 on the results.
24-26 Vhyr-lu-Fel – this energy and focus scattering technique adds 2d5 damage to any successful brawling strike: Additionally, each strike inflicts 1d5 points of ability damage to Pers, Agil, and Int.
27-31 Tah-Giverg-Nahr – the 'visibly directed spirit strike' adds 3 to the attack roll inflicting an additional 2d6 points of damage, inflicting 1d3 points of ability damage to Pers, Agil, and Int. The target must then beat the psi check DC on a Will save or be struck blind for a number of days equal to the striker's caster level. At the end of that time make the save again, if the save is failed the blindness is permanent.
32-33 Qurtz Dimh-Maxx – the four finger death strike adds 4 to the brawling attack roll and inflicts an additional 2d7 points of damage and inflicts paralysis lasting 1d6 rounds on a failed Will save.
34-35 Cho Vhyr Tah Maxx – the four finger exploding death strike as 32-33 above but add 8 to the results of any achieved critical hit. If this brings the target's hp total to zero or lower, the manifester may chose to leave their target comatose rather than dead. Even if they chose death, the target is entitled to a will save; on a successful save they are not dead but in a coma-like state of meridian disruption for 1d7+CL months. Note that at any time thereafter, the Manifester may choose to wake the comatose target for any reason and from any distance.

36+ **0.137L Cho Chakahal Dimh Viejiru** - the 800 au exploding chakra death blossom is the less restrained version of 32-33 above save that now the death effect may be suspended indefinitely by the Manifester. Furthermore, a foe struck dead by this technique may, at the manifesters' option, not be dead but exist in a state of "meridian twilight" - for the duration their bodies do not rot or decay but functionally they are dead, an inert being. Such a target may be revived to full hp at any time thereafter simply by the manifesters' will. The Autonomicist may keep up to CL of these 'dead targets' at any given time. While they have such a target "at their disposal," the Manifester gains + 1 to their unarmed melee attacks. This bonus is cumulative for each such 'claimed' target, up to their CL of course.



Reservoir

Miriyen Swamp Fighters

Those who would learn these advanced techniques to hijack an opponent's Orgonnic rhythms may find themselves drawn to a ruined city. The crumbling ruin of the city-state of *Jiru* on the world of **Miriya** in the Scythian Drift. there, weeks of searching in the semi flooded aqueducts and sewers, all that stands of this once great city-ruin may see the dedicated pilgrim set upon and assaulted by strange blinded monks. After fighting three of them off, they may be drugged and led deeper below to where the monastery under the tunnels trains and fights to keep the city above uninhabited.

Some emerge, squinting at the dying orange half-light in the sky, some 3-7 progressions later, questing for three keys hidden in the ruin above. Only by finding and retrieving at least two of the three keys will the student prove to the blind masters below the city that they have completed their instruction.

Imbue Disturbance (3 Psychokinesis)**Level 3****Range:** one location or one target (see below)**Manifesting time:** 1 round plus**Duration:** Variable, see below**Save:** N/A**Visible?** Indirectly**General** – somewhat deliberately uses PK to create warp, in the form of a psychokinetic ‘taint’ – haunting; creates poltergeist phenomena**Strain** Roll 1d8 1-4 -1d2 Agil 5-7 -1d2 int, -1d3 Agil 8 Burnout**Warp** 1 minor pack of gremlins released into the world 2 Skyfall – rain of fish, eggs, frogs, or similar commences immediately in 1d3 km radius 3. 1d3 spectral phenomena loosed into the world 4 permanent haunting or sink created – see Judge 5-7. Teek warp 8. Nearest wizard gains a lesser corruption (1d8)

1 Critical Failure! Roll 1d6 modified by Luck 4-Warp +Burnout+Strain 5 Warp+Strain 6+Warp

2-11 Failure. You have farted into the local orgonne, but nothing happens of any consequence. The eternal ether laughs back at you. You may try again in an hour.

12-15 Failure. The Manifester may attempt to pollute the underpinnings of reality again next round.

16-17 sense and direct disturbance – the manifester becomes prickly sensitive to any and all pk manifestations ongoing, including any hauntings or active supernatural phenomena within CL/miles. Within line of sight the manifester may ‘interrogate’ that phenomena to learn more about it while not requiring the psion to actively engage or communicate with the entity or occurrence.

18-21 imbue least disturbance – an area of space or local to a single person is flooded with deliberate ‘warp’ creating an area of PK ‘taint’ in this area of rippled vibration, empathic impulses along a particular wavelength are amplified and reflected back in an endless feedback loop; dominant and turbulent emotions, esp. those of one emotionally disturbed or by the presence of a developing juvenile become externalized into the reality around them. In practice this manifests as very minor poltergeist activity, never capable of more than 1-2 points of damage. More frightening than injurious.

22-23 create poltergeist well – as above save that this bends the taint into a concentrated kind of orgone vortex, spawning 2d4 poltergeists (px 689). In the aftermath of the spawn, the vortex is closed and the disturbance consumed. The manifester has no power over or control of the poltergeists.
--

24-26 Psychokinetic haunting - As imbue least disturbance above. Furthermore in the affected area, any pk or psychic activity will be accompanied by massive emissions of exuded ectoplasm, leaking in through the many and varied rippling microfractures in the local Toum-var. If collected, this plasm can be considered entangled with the Manifester while it remains extent. Each day 1d2-1 poltergeists will spawn in this area. Every ten days there is a 1 in 10 chance of somethingfrom Outside dropping or extruding into this reality.
--

27-31 **Cause mass disturbance** replicates the conditions found in houses and institutions with “a history of disturbances.” A directed specific area, no larger than a medium sized family dwelling is flooded with chaotic resonances, of the like often spillover from massed warp or corruption in conjunction or proximity to Symmetrical book stacking, room full of wildly levitating objects, an inhabited area of intense hallucination, in some ways greatly resembling a deliberative warp effect. Roll 1d8

1. Gravity is reversed
2. Overwhelming stench of rotting meat, periodic hallucinations and nightmares of dead animals crawling back to life affecting the v. young, the v. old, the sick, the infirm, and the pregnant.
3. Worms, worms, worms crawl up from every possible place. IT makes no sense. They are limpid fat runny little semi indestructible worms of pure pk force.
4. Everyone in the affected area feels as though they are being spun at 60” /round; REF 12 save to avoid 1d6 rounds of vertigo with exposure
5. Complete reshuffling of material goods occurs – books or common elements are stacked, or sorted by colour, title, or type of binding, weapons are striped and laid out for cleaning or presentation, an entire wardrobe is laid out for presentation, etc.
6. Everything is covered and coloured by a (strobing, blinding, or murky) (green, red, or yellow) light.
7. Sound and vision become distorted, as though one is underwater though not at pressure depth.
8. Everyone present appears to have a bug-head. Exception: Insectivroids appear to have the heads of monkeys and skin, ligaments, and sinew of bark.

In all other respects this functions as in imbue least disturbance above. The effect is persistent.

32-33 **imbue object** This focuses the psychic turbulence into a specific small object, though ideally one of considerable material strength or it shall not contain the disturbance within. This item is functionally cursed thereafter, bringing the effects of **Mass disturbance** (above) or any other single effect above (**Psychokinetic haunting**, or **imbue least disturbance**, etc.) If the item lacks sufficient strength, it disintegrates, roll warp.

34-35 **Warp jar** – Similar to imbue object above, the manifester may utilize such an object, now prepared by storing such distortion of space and emotion, as a vessel to contain any warp effects they experience. In such an instance, the manifester (who must keep the haunted object on their person) may, on receiving a Warp result, direct it into the prepared vessel. If the rolled warp result is equal or less than the Manifester’s CL then the warp is stored. A second such vessel must be prepared to store warp yet again. The CL of the manifester also dictates the maximum number of these items that they may have in use at any time.

Note: the destruction of these items, in proximity to the original manifester, may be known to release the stored warp anyway.

36+ **Unleashed Fury** – the Manifester imbues such terrible force and ferocity into the taint afflicted area or individual that it immediately manifests on the psychic plane (the local noosphere) as a creation of HD = the Manifester’s CL+Pers bonus. The unleashed fury has the same hd variety, BAB, and statistical modifiers as the manifester, the same action dice and saving throws as the manifester. It has an AC of 20+CL and inflicts 2d8+CL with each of

it's mighty fists, which are capable of entirely supernatural feats on the mind-plane. This being is persistent until dismissed or one day and one night has passed on the mental plane. However, the manifester may also summon this entity across into the material plane at will. Once it has so manifested it may not leave save by dismissal. Functionally as above save now possessed of an enhanced 18 rating strength that is more likely to tear it's way through a doorway as open the door. This creature resembles in some ways it's manifester and remains persistent for ten minutes per caster level or until dismissed. At the end of this effect, any warp jars the manifester may have created, or are present at the time and place of the manifestation may (50%) release, creating a massive warp effect.

A history of disturbances - Areas flooded with chaotic resonances, often spillover from massed warp or corruption in conjunction or proximity to manifested divine beings and cosmic energies.

Reservoir

While there is not an established school for this discipline, it is thought to have been first originated (or merely cataloged) among a particularly destructive school of maenads during the uprising.

Certain particularly disturbed psychic individuals may also have some insight into this discipline.



Photokinesis (“light bearers”) (PK, Kinetics, elemental bending)**Level 3****Range:** Near**Manifesting time:** 1 round plus**Duration:** trance**Save:** Will if resisted**Visible?** Y/N (quantifier)

General – Psi uses PK to bend light waves

Strain Roll 1d8 1-4 minor -1 STA & AGIL, 5-7 major -1d3 AGIL & 1d2 STA, 8 greater -1d4 AGIL & STA**Warp** Roll 1d8 1-3 Teek warp 4 gen warp 5 seer warp 6 All sound in 90’ is instantly converted to light, broadcasting a beacon visible for dozens of kilometers. 7 laser is split, seven beams strike seven targets, each benefiting from an increase of 1d4 PERS, AGIL, or INT, a change in alignment, and the benefit of 1d3 xp. 8 the manifester is disintegrated in a hail of laser light. However, their form persists now as a hologram. Treat as Pratomathic but without bee.**(1d4)**

1 Critical Failure! Roll 1d6 modified by luck; 3- Warp + burnout, 4-5 Burnout +Strain, 6+ Strain
--

2-11 Failure. Strain

12-15 Failure. Manifester may attempt again the following round.
--

16-17 the Manifester bends the light waves, creating an area of total darkness up to 10’ in area, anywhere within 30’. They may move this patch of darkness by will or as they move and it may assume any very basic “shape” that a blob of darkness could. This patch of darkness may be hidden inside, keeping up to four medium size occupants safe from laser fire and other light based attacks provided the Manifester remains in trance.

18-21 The Manifester bends the light around them so as to affect a very literal form of invisibility. They cannot be seen mundanely however most mechanized life and security logics are capable of seeing the distortion of light that the manifester casts by using this; it is not visible to the naked eye to most organics. This does not conceal heat or other emissions. Also if desired, the photokinetic may alter any area of light up to 30’ to a wavelength that will allow them to perceive it with their existing senses; this can be used to detect clues, find certain invisible creatures, and see, albeit to a limited degree, into some of the parapsychical Otherworlds.
--

22-23 the Manifester can dissipate laser fire by creating a psychokinetic shield to bend the light; this only affects an area 10’ in area, centered and possibly behind the manifester. Up to 2d6+CL laser damage can be dissipated/bent each round thus. Note that any would-be sniper who can hit the AC in the psicraft DC can certainly find a hole in that effect field. Of course, a Manifester using Photokinesis to fire lasers at that field would have to beat the defending psions’ Psicraft DC. That will go psychic duel quickly.....

24- 26 Light bending – the photokinetic now seems able to do the impossible; they can deflect lasers, bolt, beam, and pulse, by channeling them away, transmuting them into harmless wavelengths of light, or by turning them back on the firer or another target; When used thus a hit roll must be made for each such laser redirected (up to a max. of their CL+pers bonus) the attack is made at +8, the first redirect at the Psion’s full action die, the second at one step on the die chain lower, and so on until the manifester runs out of dice (at which time the remaining laser energy has been stripped to non-lethal or harmless levels, consumed in redirecting the former to new targets.)

Also, holograms may be twisted and molded to any purpose; When used against sapient/aware holograms, both soft and hard light holograms are entitled to a Ref save v. the DC of the psi effect; and hard light holograms are further entitled to a fort save to resist any changes. OTOH holograms may be healed of $1d8+CL+Pers$ bonus in this fashion.

27-31 Crude illusion casting – the Photokinetic can create any holographic image that does not require fine detail at will (plus manifesting time of course); any additional details must be added with additional manifesting rounds. They make no sound and can only move 3' – directing the illusion to do things will require all of the Psion's attention. This ability may be used to heal holograms (hard or soft light), restoring $1d10 +CL + PERS$ bonus when they do so.

32-33 Full Hologram Manipulation – the photokinetic can, with concentration, twist and shape existing light into a complete hologram. The hologram will persist without concentration for $1d3+CL$ rounds before dissipating back into its constituent sources of light./ The manifester now has a pool equal to their own hp total that may be used to heal or add to the hp total of a hologram character by donating from this pile. Points may also be moved between holograms, though living holograms and all PCs are entitle to a Fort save against this. The Manifester at this level of success or greater may also charge solar cells or solar powered batteries at the rate of 20% charge/hour.

34-35 PK Laser – the photokinetic can create and release $1d4+1$ laser beams, of any colour, to be directed at one or many targets, each of which will unerringly strike, each inflicting $1d14+CL$ damage

36+ Master of Photons – As PK laser above, however now inflicting $2d10+CL$ damage. Further, the Manifester may create soft or hard light holograms that are persistent. (They are not sentient creatures unless other powers or tech is used.) Incoming light and laser based attacks may be reflected immediately (same roll to hit kept, the Manifester names the target), rebounded harmlessly into a surface, or transformed into a hologram or other light-form. The Manifester may also choose to direct laser and other light attacks into healing energy for holograms around them. Further, this ability may be used to completely heal hard or soft light holograms of all damage (save a d2 of remaining damage) as well as reconfigure them. If this is being done involuntarily or as an attack the hologram is entitled to a Fort save to resist this attempt at shape shifting their form.

Reservoir

AT the pinnacle of one of the sky cities of the ninth moon of Hercathalon exists *The Devotional School of the Prismatic and Kinetic Arts*. . Here the discipline of Photokinesis is taught to worthy applicants and dedicated students.

Psychosurgery (Empathy, Telepathy)**Level 3****Range:** 1 target (Near)**Manifesting time:** 1 hour plus**Duration:** trance**Save:** Will if resisted**Visible?** Indirectly

Manifestation – the psion touches the mind of another to cure an affliction or make an alteration.

Strain Roll 1d8 1-4 minor (-1d2 ea. Sta) 5-7 major -1d2 Sta & Pers, 8 greater -1d3 Sta, -1 Agil, -1d2 Pers

Warp 1-2 Emp Warp, 3 Teep Warp, 4 Teek Warp, 5 Autoharmonics warp, 6 The target's mind is shattered, they persist but madness consumes them. 7. Sudden adjustment; target undergoes radical alignment shift and alters their Agil, Pers, and Int. +/- 1d2 ea. 8. The target's mind is blanked; aside from knowledge, and possessed skills, they lack a basic identity, sense of values, or purpose. If applicable this renders anyone a zero level character.

1 Critical Failure! Roll 1d6 modified by luck; 2- Warp + Strain, 3 Warp, 4+ Strain

2-11 Failure. The manifester's own doubts act as a panacea, surrounding and preventing this contact from being made until the psion has rested and regained focus.

12-15 Failure. Manifester may attempt again the following round.

16-17 At this level the psion notes the presence of, and may add or remove, any '**behavior patterns**' – behavior patterns are defined as 'recurrent, often repetitive, somewhat mindless activities that are ingrained to the subject as to be second nature' – knowing the way to work without thinking about it, knowing the process to log into the secure supercomputer, the precise order in which you lay out your spell components every morning, etc. This may be attempted once a week without harm to the subject; any such behavior pattern so implanted may be resisted once a week with a successful will save.

18-21 The telepath may heal up to 1d10 points of ability damage to Int, or Pers. With a touch they may calm or still any subject in the throws of madness or psychosis.

22-23 **Full diagnosis** – Deep reading of target's memories are now possible. If the subject is possessed or under outside psychic influence, the Psion will be able to determine this. Any general recollection (defined as five years or more recent or a major life event) available to the target is now available to the psychosurgeon, who may examine at some length if they so desire. The psion will be able to remove fatigue and weariness of the body and soul, restoring Sta, and str ability loss in addition to the above.

24-26 **Memory adjustment & modification** Deep memory reading and analysis, involving full access to the subject's recorded memories is now possible. Extended memory modification is possible at this stage but time consuming. Assume at least a full day of activity to make any significant change to the subject's memories. Minor but life affecting psychiatric conditions, esp. those linked to memory or trauma may be treated thus. Phobias may be removed or rendered inert by desensitizing a memory trigger, blocks can be placed or removed around a traumatic memory, and so on.

27-31 **Enrichment & Enfeeblement** – the psion is capable of making minor adjustments to the mind to permit that mind to function at greater efficiency and power, functionally providing a one time bonus of +1 to either Personality or Intelligence. Old and passive memory can be sharpened and made clearer, and the mental ravages of age and aging can be essentially wished

away. Those suffering from biological or material degenerative neurological disorders may be temporarily alleviated of the psychiatric symptoms accompanying such a disease, provided they receive regular treatments (once a progression or four times a month, generally)

Sadly, agency can also be stolen by a telepath. With a thought the telepath may functionally “shut down” the mind, removing or blocking it’s motivating elements and leaving a kind of mental apathy in it’s place. Functionally this is an attack on the target’s PERS score, draining 1d12+(caster’s PERS bonus). Until they are restored they will take only minimal action and by no means will they risk their lives or life for violent outsiders and strangers. A lesser variation exists, which induces a temporary clouding of one’s motivations; initially this is identical to Enfeeblement above save in that each day the target regains 1d3 points of siphoned PERS, and regain a certain degree of agency with each day. Not that while a being is even partially enfeebled, it is not possible for them to gain or benefit from experience point gain.

32-33 Nepenthe¹⁵ At this degree of success the Telepath may effectively treat virtually any mind affecting condition, including many types of psychosis. In combination with the appropriate therapeutic training, many miracles of healing may be achieved with this degree of success.

The Judge (and the player if applicable) remain the final arbiters over what changes may or may not be made.

34-35 Control – Guided Revision The psion can cure damage, even “permanent damage” sustained by telepathic/psi combat. Insanity, mental dysfunction, and misperception, where it is the result of psychic engagement or psi attack can be easily and reliably dealt with and resolved in a meaningful manner to the subject. At this point the telepath can begin to make large scale changes and revisions to the mind in question, which can be resisted with a will save.

36+ Control -Remake/trigger – At this stage the fundamental building blocks of personae, identity, perception, and thought are open to the psion. A given subject is psychological A second persona may be created whole cloth and buried within the deep mind, awaiting activation or conditions whereby it may become active. The long term effects of possession, mind control, and extended trauma may be cleansed, purged or resolved though this last asks much more of both target and manifester.

Popular belief in the imperium states that those who abuse this talent accrue Warp much faster. Is it true?

Reservoir

The twisting tunnels of the bath caverns of Somnus house one of the largest of the nine great Healing Temple-monasteries of the Empire. For years at a time, students come to listen to the gurus instruction, take in the intoxicating vapour, and mediate in great pools of salubrious fluids. Only the healing arts are taught here. Often to those pilgrims who have journeyed to Somnus to partake of it’s healers and healing waters as they recover from great pain or trauma.

Interaction warnings: See Also Cure Paralysis p 272, Lotus Stare, Neutralize Poison or Disease, Restore Vitality

¹⁵ ‘to quiet all pain and strife, and bring forgetfulness of every ill,’ the Odyssey

Remote Control (Empathy, Telepath 3) is a telepathic or empathic effect that allows the psion to hijack the body of another sentient.

Level 3

Range: Personal

Manifesting time: 1 round plus

Duration: trance

Save: Will if resisted

Visible? N

General – Manifestation allows a limited hijack of another person's body; 1. psion gives target a telepathic command which overrides the target's own neural impulses. 2. Empath abducts the neurological system of another person's body, allowing a limited hijack of another person's body

Strain Roll 1d8 1-4 -1d2 Pers 5-7 -1d6 Pers 8 Teep strain table

WARP 1 Tumbling down into darkness – the manifester loses consciousness. They wake in the body of the subject; they have just created a backup of their own will and persona and impressed it upon the subject in a manner that has overwritten the original. The actual manifester is now in a psychic coma for 2d14 progressions; on waking the original will display an irritation leading to dire need to destroy their 'inferior backup'

2 Tremendous nerve damage – . Both subject and manifester must beat a DC 20 Fort save or lose 1d4 Agil, 1d2 Int, and 1d2 Pers. Immediately. 3-4 Empathy warp, 5-6 Teep warp, 7-8 Autoharmonics warp (**1d4**)

1 Critical failure! Roll 1d6 modified by luck; 3- Warp + Burnout, 4-5 Burnout, 6+ Strain

2-11 Failure. Your own doubts and anxieties about what you are about to do fizzle and dwindle the effect. Get some rest psion and try again tomorrow.

12-15 Failure. Manifester may attempt again the following round.

16-17 The 'path takes one round to contact the target's mind who **must** then resist with a Will save. If successful the manifester must try again the following round. If unsuccessful however, the psychic may then begin **sending neural impulses** (in the form of thoughts and commands) to the target as though they were the target's own. One simple command or activity can thus be compelled this way. The target cannot be compelled to do anything opposed to its basic nature however and attempting to insist will end the effect.

18-21 s above save that the invading telepath may continue to bombard and compel the target for CL+1d3 rounds.

22- 23 **Domination** as 14-17 above save that now once compelled the target remains such, for as long as the Manifester maintains concentration.

24-26 **Conscious overwrite**- as Domination above save that now the manifester may now make the target accept any neural input as their own. Especially abhorrent or self-destructive orders may be met with a Will save, which may be attempted each round resistance is attempted. Unfortunately for the target, while resisting, each failed save nets a -1 to Pers (temp) excessive pers. Loss will almost certainly lead to neurosis and therapeutic complication for the target after the experience.

The latter will almost certainly incur some Strain for any manifester of a moral bent.

27-31 as above save that the Manifester may now implant a very **basic post hypnotic suggestion** to occur at a later time specified by the Manifester. It may not contradict the target's essential nature or they will be entitled to a will save every day until the suggestion is triggered.

Knowingly implanting a suggestion of such nature incurs Strain.

32-33 Provided there is skin to skin contact or a successful touch attack (or entanglement) the empath is now able to take complete control of the target creature's body by interfacing with and abducting their nervous system. (DC for the Will save is of course the psi craft result) If the save is successful (-4 to save if entangled with psion) the target retains control of their body while the Manifester is aware of all of the sensations the erstwhile abductee experiences. Assuming an unsuccessful save, the manifestor slips into an unconscious state resembling sleep. Meanwhile they have full control over the target's body for the duration of the trance for a full day or night.

34-35 **Mass Dominate** – at near range the Manifester is now capable of Dominating more than one target at a time. Up to CL+d5 may be Dominated in this way, which otherwise is per 20-23 (Domination) above. None subject to the Mass Domination may be compelled to act contrary to their nature in any way or the effect on them will end immediately...and with full awareness of what has happened. The Manifester must maintain strictest concentration while using this Discipline on so many or the effect will end. At the manifestation's end, take Strain.

36+ **Puppetry** – the manifestor may now maintain up to (CL+PERS bonus) puppets full time; these "Puppets" are individuals who have been or are being conditioned via **Remote Control**, in particular those who have been subjected to the powers of . **Domination, Overwrite, or Post Hypnotic Suggestion**. The Manifester may **send neural impulses** to their puppets at will. These effects may remain persistent for (PERS score) in days unless the subject has willingly entered into the remote control effect; those 'volunteer puppets' who have *voluntarily* submitted their will to the manifestor in this way **extend the duration on this effect indefinitely**. Note that successful usage of **Mass Dominate** require the manifestor to keep at least one "puppet slot" free at all times.

Puppets may be subjected to any other telepathic or empathic abilities the manifestor has on tap as though they were in range. Puppets are considered Entangled with the Manifester for the duration if they were not already.

A manifestor with one or more *Puppets* in their charge who gains XP may find that they may **donate those XP** to any puppets they keep and maintain provided the following conditions are met

- The puppet must be a leveled character. Zeros cannot be bootstrapped to greatness.
- The manifestor must be engaged in responsible puppetry and taking care not to do undue harm to their charge.
- The puppet must be voluntarily under the manifestor's thrall.
- The puppet must be of lower level than the Manifestor.

Level Four Disciplines

Mental Dissociation (Seer, Telepath)

Level 4

Range: Personal

Manifesting time: 1 minute plus

Duration: trance

Save: N/A

Visible? N

Manifestation Telepath attempts to partition their consciousness to accomplish multiple psychic or mental tasks.

Strain Roll 1d8 1-4 -1 Pers 5-7 -1d4 Pers 8 Telepathic Strain table

WARP Roll 1d8 1 Permanent Brain fork 2 Accidental Death of Personality 3-5. Emp warp, 6-8 Teep warp (1d6)

1 Critical failure! Roll 1d6 modified by luck: 2- Warp + Strain, and Burnout, 3-4 Warp + Strain, 5+ Strain

2-11 Failure. Manifester may attempt again after they gain an experience level.

12-17 Failure. Manifester feels the gathered energy begin to dissipate almost immediately; Spend 25 hours resting & purifying before attempting again no sooner than 7 days afterward.

18-19 Manifester **divides their consciousness** into two separate entities, allowing each to perform certain mental tasks or psychic abilities simultaneously with full action dice. However, they are limited in their choice of actions that they may undertake. Those actions are limited to 1. Normal conversation/communication 2. Telepathy 3. Empathy 4. Sensitivity to Psychic Impressions

20-23 **Affective Duality** as above but now the Manifester may make use of psychic auras.

24-25 **Free the beast** – the manifester discretely tucks their higher reasoning capabilities and psychic focus into a ‘walled off’ section of the mind, where it may take any mental or psychic task once a round at full action dice. In the meantime, an instinct and training driven survival oriented ‘para reflexive mind’ is capable of fighting or escape and is committed totally in either case. Movement at full speed or under cover of stealth, or unsophisticated melee or short ranged weapon attack using a familiar weapon or training set, again at full action dice. Furthermore, as an attacking element, while the manifester engages in melee they are functionally immune to mind affecting and much psychic attack; all such activities must be directed at the presently separate consciousness mote buried deep within. And who could suspect that?

Maintaining this separation for longer than (CL+ PERS bonus) in rounds may trigger a Strain check depending on precise circumstances. (Judge’s option.)

26- 28 **Forked Consciousness** – the Manifester can now break their consciousness into 1d4+1 discreet and separate mini-minds, each with the ability to perform certain dedicated tasks (to the exclusion of most all else) each with full Action dice. Note that this does not connote super speed or some additional biological capability, the many minds must share a single body with its singular capabilities in choosing how to divide its duties. This always causes Strain.

29-33 **Divisor Fugit** – the Manifester has created up to (CL+1d3) additional discreet but complete duplicates of their own consciousness, birthed & contained within the confines of their extent body. Should the originating mind be put to sleep, driven mad, or affected by

psychic attack the other consciousnesses may act, including taking over from the impeded mind.

When working in concert they may work in parallel with frightening speed and efficiency. Mental tasks requiring intense focus come somewhat easier, and arduous or overly repetitive mental tasks flow with greater ease when “knowingly isolated” from such distractions as must be dealt with by the dominant, originating mind. Equations, programming tasks, and other skilled / knowledgeable actions can be completed 4x faster; clues and evidence can be analyzed four separate times simultaneously and the aggregate allowed. This allows any such tasks to be completed at two steps higher on the dice chain in addition to the improvement of time mentioned above.

When working separately each may concentrate fully, free of distractions (for, to that mind, there aren't any) on **any** purely mental task -math, science, technological and mystical design, composition, and may all be accomplished by any single mind. Any activity that requires a die roll does so at the full action dice. Theoretically this means multiple mind-duplicates could perform multiple psychic actions; attempts to use these powers in concert or in regard to the same threat fall under the rules above, however. There are some restrictions – any activity that would net a cumulative effect when/if these minds are merged will not carry over – a mind cannot sleep and then convey that rest after the minds are merged. (However of course a mind could certainly sleep while forked and then use psychic powers to affect their dreams, or astrally travel, etc.) Certain actions (technological design for example) will still require the gathering and assembly of components into a completed design later. Where a discrepancy arises, consult the Judge.

When not being utilized it is common for these additional minds to sleep or maintain a meditative practice. Those who “let the processes run in the background” without giving them specific tasks find that they evolve rapidly in unexpected directions and in general are subject to the effects of long amounts of time of navel gazing and self-analysis.

34-35 Backup consciousness – the Manifester may now create 1d3+1 identical ‘backup’ personae that are ‘enfolded’ deep within their consciousness until ‘planted.’ The backups represent mirrors or copies of the character and their identity at the time of the Manifestation. They will linger only for 1d4+CL hours if not implanted.

These backups may, through technology or conjunctive psychic powers, be placed into clones, prepared positronic brains, etc. though there may be some instantiation concerns. All such copies will nonetheless be considered *entangled*. This condition persists even if separated by great distance and placement in radically different ‘homes.’

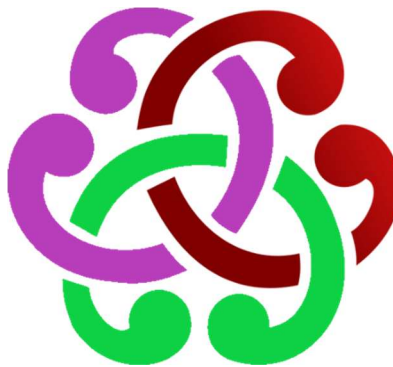
36-37 Legio Plura – the Manifester perfectly duplicates their consciousness as in Backup Consciousness above, creating up to 1d3+CL backup personae; however, they are conscious and act largely as in **Divisor Fugit** above.

When acting in concert each additional mind adds one to any Psi check results, to any Will saves, and any saving throws versus Death. Additionally, the mass minds may be capable of intellectual and reasoning feats previously impossible, adding in effect a point of INT for each additional mind used in concert. Those who's practical INT is raised to 18 (or higher, though the score cannot be raised higher than 18) will find themselves periodically struck by super genius levels of insight, which may add +1d10+CL to any single action or roll of necessity. Multiple minds may also be ‘chained’ to work on the same problem simultaneously. Such parallel processing allows each additional mind to stage the action die for mental tasks to the primary mind by a stage on the dice chain; results that would stage the action die past d30 should be taken to reduce the effective time required for any resulting task by 1d100+CL+PERS SCORE %

When acting independently – each mind provides an additional action die which may be used separately or only quasi independently, each is capable of all reasoning, thinking, dreaming, imagining and other tasks possessed by the original consciousness. Each may be used for independent psychic activity and multiple minds may concentrate on the same target or area without provoking the acting in concert rules above.

Note that any incurred Strain, burnout, and warp all act on all minds at once.

38+ **Total Consciousness** – the Manifester perpetually and effortlessly creates little copies of their ego construct (identity, memories, engrams, basically what's on the character sheet) and seeds them into the Noosphere; they need never die again if they do not wish it. These additional copies are already semi-conscious, enough to continually share and update with the original intuitively. Many of these (2d3) will linger constantly around the original in the Sub-ether and if presented with opportunities of instantiation sometimes they simply will just *do* so. The only way to separate from this intuitive group – consciousness sharing is to be instantiated into a body and so any such will functionally become a separate and unique individual until such a time as that body dies, at which time that fragment and all it has learned and experienced returns to the greater whole.



Synergies – yes in combination with psychosurgery or remote control above, one could create and implant backup consciousnesses in all manner of people, even with a control trigger to take over. The Imperium watches such folk very very carefully....

Reservoir

The Directed Division Institute

It is whispered that the Imperial intelligence apparatus maintains a secret academy on Polis for the purpose of teaching those who think they have the will force and ego strength to learn and utilize this discipline. Many discreet inquiries and checkpoints would be required while they backgrounded your biometrics before they brought you in. At that point, you would be rated to learn the discipline, sent on your way with no recollection of any of this, or simply liquidated.

Possibly there are those who learn this discipline but unawares have the knowledge of their time here buried or nested in a pocket mind as 34-35 above. It's easy to be undercover when you don't even know you are a spy.

The Seven Section Mind Bar (Telepath, 4)

Sublime and deadly flower-trap of mind.

Level 4

Range: Personal

Manifesting time: 1 round plus

Duration: trance

Save: N/a

Visible? N

General – What can be divided can be made whole. The most intricate and elaborate mental shield possible, made up of two to seven discreet segments of the Manifester's own mind and fashioned into a weapon-shield-trap of impeccable elegance and danger. Each achieved division additionally activates the shield layers below it, simultaneously.

Strain Roll 1d8 1-4 -1d3 PERS, 5-7 -1d4 PERS & -1d2 INT, 8 -1d6 INT, -1d8 PERS

WARP Roll 1d12 1-3 Autohypnotic warp 4-8 Telepathic Warp 9 Empathy warp 10 Gen warp

d8 1. Psion begins the Long Wait; turning ever inward; their metabolic rate slows though they slowly waste away, as their brain needs increasing caloric intake. Centuries or even millennia may pass until the apparently proper "time" has come. Beware destiny. **2.** Psion slowly fades from reality, being afforded approximately d24 days in which to prepare; then at the appointed time or on receiving a critical hit, the psion immediately becomes a transcendental spiritual being, resident in equal measure in the noosphere and the local Sub-ether, a Spirit of Ascended Wisdom.

1 Critical failure! Roll 1d6 modified by luck; 3- Warp + Strain, 4-5 Strain 6+ Burnout

2-11 Failure. Manifester suffers an obtuse failure of the imagination, preventing them from formulating such a perfect sense of self. They may attempt again after level gain or other ego gratifying transformative event.

12-17 Failure. Manifester may attempt again the following round.

18-19 **Remember the Undivided Bar** – The Manifester can perceive the form of the Seven Section Mind Bar in their mind's inner eye. The Manifester can perceive but not attain the Mind bar. However, the sight of it alone is worth +1 to their next Psi craft test.

20-23 **First Division – two segments** *gybnar segment* the heart – The manifester successfully visualizes the initial fragments of a mighty Will construct and forces the segments into harmonious interaction, generating a mighty field. In so doing, the Manifester fortifies their courage and resolve, immediately regaining 1d4 ability damage sustained to PERS, INT, AGIL, or STA from any source, as well as regaining 2d6 hp as a wave of courage and dedication radiates outward from the Will construct. If desired, at will this field can be extended to any allied or designated psychic or psionically equipped characters at Near range, who will gain the safe effects as above. . Regardless the Manifester (and only the Manifester) experiences a +1 Bonus to all psi checks for duration.

24-25 **Second division – three segments** *Bahnar segment* the ego – the Manifester creates and wrestles three great components of the Mind Bar, infusing their sense of Self with power and purpose. Immediately, the Manifester gains a temporary boost of 1d2 PERS and INT points (each); if either bonus would effectively raise their PERS or INT modifier then instead the Manifester receives a +1 to all psi checks for the duration of this manifestation (this is cumulative if both stat modifiers would theoretically increase, making the psi check bonus a +2).

Mind Trap – those foolish enough to attack the *Bahnar* shielded one will find that the Ego is now primed to lash out, whipping at those who seek to challenge it. IN game terms this allows an instantaneously psychic counterattack by the manifester at full action dice against any psionic or psychic intrusion or violence, regardless of if the initial attack or probe was

successful. The mere attempt is enough to trigger the Mind Trap. If the Manifester lacks a form of psychic attack or simply does not wish to utilize such a Discipline, the ego whip automatically hits for 1d6+CL ability damage to the attacker; this damage should be rendered as hp in circumstances where the PERS score is not known. The Mind Trap once triggered can be restrained by the Manifester but once restrained may not be released again without a separate Manifestation of this Discipline.

26- 28 Third Division – four segments; the *Swykt segment* the Talented Apprentice now divides the Mind bar into Four segments; the Talented Apprentice receives a +2 on telepathic psi checks, +3 to Seer attempts (psi or not), and a +4 to all efforts with the psychokinetic disciplines. However, during this time, **the character's shadow** – an amalgamation of their unrealized doubts, fears, and anxieties, may attempt to enmesh one of the Manifester's enemies with a randomly chosen psychic power or special ability, one chosen to do the most damage or inflict the most harm upon the foe. Should the Manifester for some reason wish to restrain their Shadow in this manner, it will manifest at the soonest possible opportunity as a momentary, though phantasmal, encounter, directed at the Manifester appearing as appropriate to a thing chosen from among their deepest fears and anxieties.

29-33 Fourth Division – five segments the *Kyhmar segment* enriches the Subtle Body at once, purging it of unwanted encumbrances and filling the Manifester's power centers with fresh supercharged orgonne; Up to 1d4 STA, PERS, and INT lost due to Strain, injury, Brainburn or the like are restored. All fatigue, weariness, and fear based effects, be they physical, psychological, sorcerous or psychic are immediately lifted and their effects ended. The Manifester functionally has regained a full nights' rest and meditation and so their Manifestations per day reset the following round. Finally for the duration of the current encounter or conflict, **zero levels** will find they must beat the psi check DC on a Will save to attack or take decisive action against the Manifester, as the pure power radiating from within them bathes them in a subtle but distinct glow based on their alignment – Gold for Lawful Manifesters, Red for Chaotic Manifesters, and a soft White for most others.

34-35 The Fifth Division– Six segments the *Moknar segment* guards the true name of the Manifester and serves as a perfect mental shield; all psi and psionics must meet or exceed the Manifester's dc to affect them. While maintained any psychic attack may trigger a **Mind Trap** (as above), as the Manifester may now direct their shadow (above) to do so. At the end of any psychic combat or (esp. psychic duel), the Manifester immediately gains the effects of the Fourth Division and the manifestation ends.

36-37 Sixth Division – the seven segmented mind bar
The *Akyhmar segment*, the Eternal, protects from magic and sorcery; spell checks must beat the Manifester's dc to affect them mystically. For those who are successful however, the spellcaster must succeed at a Will save or go mad.

38+ Harnessing the Activated Mind Bar of Seven Segmented Parts – Unity
The Master Telepath's mind expands in comprehension of what they have unleashed. All supernatural abilities must overcome the Manifester's psi check result to affect them mentally, emotionally, or psychically in any way whatsoever. They immediately benefit from the effects of the Third and Fourth Division. Their Shadow may now be used to frighten away the undead, the spectral, and other unwanted supernatural attention in effect turning such on a case by case basis as though a cleric of equivalent CL.

Reservoirs

The most ancient of discipline school monasteries speak of a time before the time of flesh, when spirit sang and danced on a great cosmic mountain, and in that prebiotic time, the minds of all sentient beings were unbowed, unbent, and glorious.

Some say that with every passing generation of such glorious sparks encased in flesh that it becomes harder for that shine to penetrate the mass of flesh and bone, yet other monastics insist that the mere presence of such Shining Minds slowly wears away at the walls of the flesh world and act as spiritual erosion on the phenomenal universe.

Among the outer branes, the Seven banded Celestial control node of Heaven is said to in some contexts to appear as an immense seven tiered mountain, perhaps the long shadow of such a before-time and never-place...

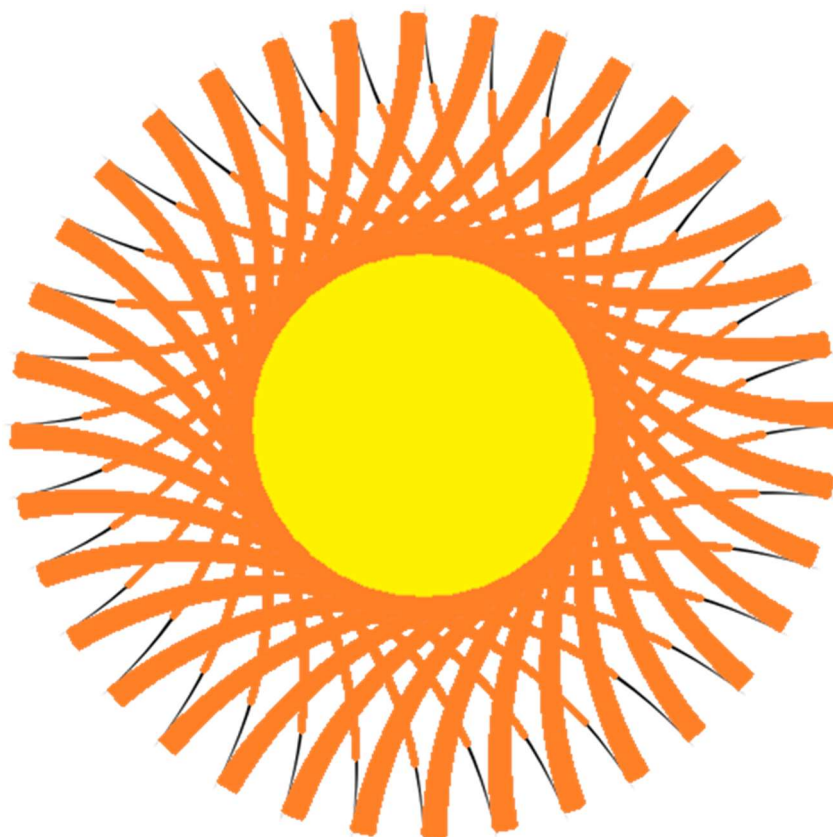
The manifester successfully visualizes the initial fragments of a mighty Will construct and forces the segments into harmonious interaction, generating a mighty field.

The hundred hollow lights for the Subtle body technique is instructed by the five righteous elders of

Emulation of the Talented Apprentice

And

Emulation of the Sacred Prince Who Heals Schisms and Closes the Rift



Unleash the Third Eye (telepath, Seer)

Consciousness expansion rite

Level 4**Range:** Personal**Manifesting time:** Extended**Duration:** trance**Save:** Will if resisted**Visible?** N

Manifester Ritual it is performed once over time and provides a permanent boost/modification to one's psychic abilities. Ritual requires purification followed by intensive daily meditation for one day / point of PERS score, during which time meditation, sleep, rest, and even sanity blur, shuffle, and seemingly reset as the psion undergoes a deliberate reorganization of their own mind for greater functionality.

Strain 1-3 -1d6 ea. INT, PERS 4-6 -1d8 PERS & 1d6 INT 7-8 -1d10 ea. INT, PERS, STA

Warp Roll 1d8 1. The psion neatly and precisely *disinsentients* their own mind, reducing them to the level of a sophisticated, sapient, animal, 2. Gen Warp, 3.. Transmutation – the Manifester inherits a Major corruption, 4. Mutation, 5. The Madness of total failure 6. Autoharmonics Warp, 7. Sub-ether & Noosphere things attracted to your energy (HD= PERS score + CL), 8 Emp Warp (1d6+2)

1 An ego beset & twisted by crippling failure! Roll 1d6 modified by luck; 3- Warp + Strain + Burnout, 4-5 Strain + Burnout, 6+ Strain

2-11 Failure. Accumulate humility manifeste. You may attempt again following several months of rest and mediation.

12-17 Failure. The Manifester however may attempt again, a single time, after eight hours rest, without sustaining penalty.

18-19 **the heart gathers intentions** – by ritual trance the Manifester balances their heart v. their inner beast; only if virtue or control accumulates over animal instinct and rage may the Third Eye Open. The Manifester may recover 1d2 points of Pers and Int, whether lost via strain, spell burn, warp, or any other reason. For the duration of the trance, the Manifester may safely disregard all pain effects.

20-23 **Lockpicking the basal node** – almost every living thing, and certainly everything with metaphysical powers, has in their corona amongst the deepest parts of their orgonne flow, dozens, sometimes scores, of tiny, disgusting little Sub-ether and Noosphere parasites, supping of your accomplishments and achievements. At will, you may clear these infesting eaters of thoughts, ether ticks, and 'theta bodies' from your corona and body, effectively recovering 1d3 int, 1d3 pers, and up to 1d2 (ea.) Sta, and Agil as well as 1d3 hp/CL. To the perceptions of anything capable of seeing corona, this creates a brilliant flare of red-orange, turning to white before rapidly fading. Any such perceptual effects end prematurely at that point, unless the preceptor successfully saves v. psi check result.

24-25 **Gathering the Central Light** – As lockpicking above. The disciple begins their process of metaphysical evolution by altering their own inner flow, a kind of metaphysical metabolism. Immediately they see the world through renewed eyes and new vision. Roll 3d6; if this result exceeds the manifeste's INT rating, raise it to the new score.

26-28 **the loosening of the Voice** – The Manifester frees their Will to pursue it's ultimate praxis and the chord of the higher song resounds in their very being. The Manifester experiences a permanent +2 to Psi craft checks for disciplines of a single devotional science, which must be stated immediately.

29-33 Stoking the Crown fires – The Manifester appears as a blazing angel, elevating themselves to a higher state of metaphysical evolution. The Manifester now appears in the spirit planes as a ferocious being of living energy, a blazing crown announcing their corona for what seems to be many kilometers. The Manifester has now accrued the following permanent bonuses

+4 to psi craft checks for disciplines of a single devotional science

+1 to psi craft checks for any other discipline

Finally, roll 3d6; if this result equals or exceeds the Manifester's PERS rating, raise it to the new score.

34-35 Prying open my third eye – Metaphysical tendrils reach forth from the manifesters' consciousness and are seen to draw open a seeing eye slit that sees. As the Manifester climbs to another threshold of psychic transmogrification, they accumulate a further level of bonuses. These replace /augment those defined in Stoking the Crown Fires above.

Also +6 to psi craft checks for disciplines of a single devotional science

+2 to psi craft checks for any other discipline

+1 to Int

Add 2d4 to your hit point total.

36-37+ 35 Brilliant flare of the Eye that Sees – the manifesters' psychic body momentarily flares visibly into the material as the will is perfected and transformed into yet another higher seeking entity. The evolutionary bonuses from Prying open my Third Eye become:

+6 to psi craft checks for disciplines of a single devotional science

+3 to psi craft checks for any other discipline

+1 to pers

Add 2d6+pers bonus to your hit point total, your body sometimes ripples with visible psychic power (and you set off orgone detectors).

Further the Imperium will visit you within 1d30 days to register you as a Theoretical Psychic Threat

38+ Coruscating Pillar of the Eye that Burns with Perfect Fire – Seers in the same star system quake at the completion of your task. The cumulative evolutions of the above now stand at their final totals which are:

+6 to psi craft checks for disciplines of a single devotional science

+4 to psi craft checks for any other discipline

+2 to int or pers, max 18

Add 2d8+CL to your hit point total, your body sometimes ripples with visible psychic power (and you set off orgone detectors).

Worryingly, the Imperium now considers you worthy of security attention and your movements may soon prove restricted or complicated.

, Reserviors

The inner ritual of total pineal evolution, commonly called Unleashing the Third Eye, is taught at the Shifting Monastery, a shimmering unstable planar oasis that seems to teleport from desert to desert of millions of worlds at semi random intervals. Finding the monastery is often considered a quest unto itself.

In fact, there are three Shifting Monasteries, one each of Light, Of Void, and of Fire, each one slightly ideologically oriented toward one of the classic alignments (Law, Neutrality, and Chaos respectively)

This ritual may be attempted at most once a year. The results past 24-25 Gathering the Central Light – are permanent. Each year the manifestor who has successfully completed the rite in times past may endure the rite again with the hopes of further opening their inner eye. Any subsequent result equal or exceeding the original, uplifts that result to the new one. Any lesser result that is not a failure does not change the “level of pineal evolution” and so the manifestor keeps their prior result. A 2-11 failure result will unhinge them, and on a failed will save (DC = prior psi check result) they will stage their prior pineal evolution down one rank. A 1 result will of course proceed as stated, no need to dogpile anything worse.



Level Five Disciplines

Liberation of the Astral Form (Telepath, Seer)

Level 5 **Range:** Personal

Manifesting time: 3 rounds plus **Duration:** trance

Save: N/a **Visible?** N

General – This is your astral projection spell.

Strain Roll 1d8 1-4 1d2 Stamina 5-7 1d4 Sta, 1d2 Agil 8 Warp + 1d6 hp damage

Roll 1d8 1-4 minor 5-7 major 8 greater

WARP Roll 1d8 1. Gen Warp, 2. Autoharmonics Warp, 3-7. Seer Warp, 8. Space warp (1d8)

1 Critical Failure! Roll 1d6 modified by luck; 1- Warp, 2-3 Burnout 4+Strain

2-11 Failure. Manifester cannot gain psychic lift and so remains trapped within the confines of their own body for d3+7 days before they may attempt this again.

12-17 Failure. Manifester may attempt again the following night.

18-19 **Divided perceptions** – the attention of the Manifester's consciousness is unevenly divided between the soul and mind. The Manifester's consciousness may see into the near Sub-ether, Noosphere, or another Fundamental realm and may investigate such as though present but until this duality is resolved the Manifester may not project. The Manifester may however attempt again the following day, after eight hours of solid rest.

20-23 **Projected Consciousness Wisp** – The manifester successfully manages to separate their consciousness from their material form. From here they may project their consciousness freely into the Noosphere or the near Sub-ether. Attempting to remain as close to the material is advised; however, moving in a manner coterminous to the material world allows travel in the so called "zeroth" Sub-ether and interaction with those rarefied beings who prefer to travel it's reaches. Similarly, attempting to travel as a bodiless massless entity semi manifest in the material world is possible; they may see but otherwise not interact with the material world in anyway. However, they are limited only to 186,000 m/s speed while in this form. For every day beyond the first that the Manifester is so liberated, their physical bodies deteriorate at the rate of 1/hp per day, or greater without adequate precautions as they slowly dissolve into a wispy cloudlike substance that leaves no traces behind when it evaporates.

24-25 As Projected Consciousness Wisp above save the Manifester may now also project into the nearer Fundamental realms – the elementals, Vitality, and into various Anti-matter universes. For those who know the way or have some special proclivity this can include the Million Shadows and the Splinters as well.

Symphony of the Spheres – The Manifester now easily detects the great galactic leys that crisscross the galaxy and may project along them using them as soul roads to explore, bodiless, nearly anywhere in the Galaxy, allowing them (at least) to plumb the Deep Mysteries. None who have returned from the Whorl are ever quite the same for some reason. Doing so allows them to travel many thousands of times faster than they would under other circumstances.

Vagabonding – the Manifester may achieve access to other material realms from these wanderings. If so, they achieve an only quasi real existence, assuming what is commonly called a "Vagabond" form.

26- 28 as above however now the outer realms of the worlds of the Fundament open up to the Manifester. Within any of these worlds, including their own material universe, the psion may create a semi-material body out of extruded ectoplasm allowing them limited physical interaction with any of the Fundamental realms. This body can appear as nearly anything but ultimately it is an **ectoplasmic construct**¹⁶, housing & animated by the projector's consciousness. Take strain.

29-33 The Manifester may now project into the outermost reaches of the Higher and Lower Worlds, the Dooms, journeying functionally anywhere (Dream, the Metropolis Realm, the Land of Imagination, any conceivable afterlife) provided that they know the way.) instantly creating a duplicate body to their own, shaped somewhat by residual self-image, made of local materials as close to the original in function and form as possible. If this creates a body that is impossible or somehow hazardous or toxic to the manifestor, they suffer 1d6 hp loss/day as the form deteriorates, the local body slowly succumbing to the effects of itself. Otherwise as above allowing Vagabonding, the Symphony of the Spheres, and forming an ectoplasmic construct.

34-35 as above The Manifester may now journey to any of the worlds of the Black Ledger (see sidebar); further on arrival the Manifester may create a body from local analogous materials which will allow them to better function as a local, where possible this body should replicate all of the capabilities of the psychic and a representation or analog of their possessions. Regardless of their apparent condition, such a traveler's body is sustained by this connection, and deterioration need not be considered; the astral traveler may remain indefinitely. Strain on return. Otherwise as above.

36-37 **Supernal Flesh and Supernal bone** – the Manifester may now form their slowly transforming Subtle body into a form of spirit flesh and blood more like those of the celestials and the primal beings of the Far branes. They may function as an embodied or bodiless being of light on virtually any plane of the omniverse sustained in this state by the base metaphysical constants allowing such an activity in the first place. They accrue a permanent +4 AC and gain an additional 1d12 hp. This last is an additional HD, marking them a semi-celestial.

38+ The subtle body undergoes a metamorphosis into A **Body of Light**. Their astral form is now perpetual and everlasting. Destruction of the manifestor's body allows creation of a new body in any plane the manifestor has access to, including the material plane, which will function as 34-35 above, or Supernal Flesh and Supernal Bone above.

¹⁶ **Plasmic Construct (1)** Init + as psion; Atk fists +4* melee (2d8); AC 17 but special; HD 1d20 per CL; Hp 13; MV 20'; Act 1d20; SP Animated by Psion, Ectoplasmic Construct; SV Fort+2, Ref -1*, Will as psion; AL as psion.

Ectoplasmic Construct – As a psychic quasi material manifestation, the construct may appear as anything but will always move a bit slower and appear somewhat plodding; it's attacks, movement and Fort saves are fixed. The Construct's AC is only in respect to physical and magical (including clerical) attacks. Any psychic attack – including and especially physical ones – must beat the Manifester's DC to hit them, as though this were their armor class. Animated by Psion – the construct's initiative and will saves are the psion's own. The construct's reflex save is the psion's -1. Each class level represents 1d20 HD when manifested.

Bludgeoning fists – the construct can take any form but it's ability to inflict physical violence is limited to bludgeoning with speed and (somewhat) mass, where Will fills in the considerable blanks. Such an attack is made at +4 (or half the Manifester's normal melee attack, whichever is higher) due to the construct's slow feedback and great inertia. On a natural twenty such a blow delivers 3d6 damage and the construct's arm immediately dissolves from the physical impact, inflicting the same damage upon itself. IF this brings the construct's hp total to zero then, as with any other attack, the plasm disperses into a puddle and the Manifestation ends.

Branes of the Black Ledger – Circling the star Osil, on the planet of Irzibette, The Imperium maintains what the navigators call the Black Ledger, a list of the dooms and Otherworlds known to imperial parascience. A fully liberated astral form, if it knows the way, should be able to find its way to any of these destinations....as could a properly piloted and captained starship.

The Collapsing Universe

The Fundament

The Sub-ether	The Noosphere
Vitality	Negativity/the Negative Zone
The Million Shadows	
The Elements (Wood, metal, void, fire, air, water, earth)	
Cynosure	
The Faery Chaos	

The Dooms

The Clockwork Doom	The Hundred Thousand Hells
The Holocaust Doom of Gehennom	The Bleakscape of Sheol
The Queen's Doom	The Pandemonium
The Eternal Justice of the Most Wicked City (poss. A shadow of the long sought after Metropolis realm...)	

Metropolis Realm—a shadow of the first city, and all cities in all worlds carry with it a whisper of its stink. Isolated both from time and space, as well as the common planes. A vast number of portals and apparent gateways exist in this deserted but strangely welcoming place. The twilight streets of the Metropolis are of a timeless architectural style that is both familiar and quite alien. No doors exist save within structures and few buildings are very tall (though there are exceptions); the whole of the place is seemingly full and fruitful but for the absolute lack of people. Rest here is uninterrupted and restful. Sleep is seldom hard to attain. There are never dreams though. In time this will begin to bother the character more and more even if they do not normally (consciously) dream.

Splinterseekers who 'error out' (esp. from exhaustion or injury) in attempting to go between can sometimes seem to default to this place. There are few mirrors within the Metropolis but the ones that are afford such an individual a voyage to literally anytime or anyplace. There are said to time lost relics and odd time-space detritus; lost time machines, free floating tesseractes, etc. they gather here like antiques and are slowly assumed to become 'part' of the place. It is thought the various portals and gateways, at least in part, derive from a similar process. At least one misjumping starship is said to have arrived here, and eventually scuttled their vessel and returned home through a portal. If true, there is an intact starship that has since become part of the city, whatever the implications for that might be.

Splinters book

Material Control (Psychokinetics, 5)**Level 5****Range:** Personal**Manifesting time:** 1 round plus**Duration:** trance**Save:** Will if resisted**Visible?** Y

DC, the psi craft result

General Manifestation 1. Matter flows like water 2. A seeming singularity/blue-black visible point of super gravity moves around and makes matter it's plaything 3. Matter and energy seem to flow, pitch, and shift per the manifester's words, stance, and emotional state. 4. Everything flies apart and is instantly reassembled into new and terrible shapes.

Strain Roll 1d8 1-4. -1d3 STA, 5-7. -1d2 STR & INT also 1d3 STA, 8. -2d3 STA, 1d4 INT, STR & check on the PK strain table you poor sod you.

WARP OH YEA Roll 1d20 1. Dimensional Warp: nearby tiny life forms (insects, amobae, microbes) shift to tremendous size and are stuck that way until put down. 2. An area up to 600 sq. yards in diameter is shrunk down to 25 mm scale. The effect is permanent. 3. Atmospheric particles (if any) grow to enormous size, too large to be used for respiration or life function (or any other sort of chemical function) with normal scale creatures and objects. If aboard vessel this could be quite dangerous. Affected area is random but at least 1d6x10 feet per CL 4. the nearest hostile being life form or object instantaneously transforms into atomically pure gold in a flash of hard radiation that inflicts 6d6 on everything in line of sight. 5. the current adventure locale (Judge's option to specifics) is instantly shifted to a higher or lower scalar dimensional framework; functionally it is now inside a foreign universe or continuity, albeit one contained within a string of molecules or on some vast scale well beyond the Collapsing Universe. Conditions for return may vary. 6. all matter in 60; radius/CL is instantly transformed into item (roll 3d12) on the periodic table. 7. All living creatures in 30'/CL transformed into elemental analog (DCC pp) on a failed will save. 7. for half a second, some 1/1000th of a gram of the target became antimatter. There is an explosion. 6d10 immediately, force fields are collapsed and ineffective. Smile at the pretty Cherenkov radiation. 8. The immediate vicinity is dumped into the near Sub-ether in a moment of most effective gravitational lensing. 9. a warble and all energy accumulates and plunges downward toward the world or settlement's center of mass; CL+d24 hours later the world, structure, or settlement will tear itself apart and a massed wave of gravitational shear that literally tears it apart atom by atom. 10. Everything within half a light year is instantly micronized and penetrates the seventh quantum shell, never to return *but not destroyed*. 11-13 PK warp 14- 15 Teleporter Warp 16-17 GenWarp 18 Manifester shrinks into the next quantum shell. 19-20 Manifester spontaneously becomes vast macroscale entity...and likely insane as they grow to encompass a whole other reality. To those remaining behind the character seems to have undergone some sort of material transcendence. **(1D8)**

1 Complete and total failure with critically bad results! Roll 1d6 modified by luck; 3- Warp + Burnout, 4-5 Burnout, 6+ Strain

2-11 Failure. Manifester quakes though reality remains stable. Is the manifester surprised? *So close to disaster.....* Shaken, the Manifester may not attempt again for at least PERS score + CL days.

12-17 Failure. Manifester may attempt again the following round should they dare

18-19 Analyze Element & Material – the Manifester is instantly aware of the complete and perfect nature of any material thing they come into contact with or focus their attention on within range, down to the sub-atomic to near quantum level. This is a matter of perception

and paying attention, it requires no role and takes no time to take in details. Metaphysical elemental material is always detectible as such, as is the variety and concentration.

20-23 Expansion & Reduction – the Manifester concentrates and after a round reduces self while maintaining mass via a stabilized atomic implosion...or expands through an even more controlled reversal-controlled explosion¹⁷ of same. The Manifester may easily up to double or halve their apparent size, achieving a practical limit only where distinct levels of lesser or greater density would be achieved.

Expansion

50% increase: equiv. +1 to STR, -1 AC

Double equiv. +2 to STR (+1 to hit, damage) +1 AC

Reduction

75% reduction +2 to AC, +1 to hit

Halving +2 To AC, equiv. -2 to STR (-1 to hit, damage)

20- 23 Molecular Manipulations – basic properties such as coloration, albedo, and the like may be freely altered by the manifester, within their own form or those of a target around them. Further, with specific concentration and training they learn to weakens molecular bonds of even the strongest of things to break it, or to increase or decrease the degree of adhesion on a molecular level.

Molecular weakening – the molecular bonds of a single object may be instantly weakened or dissolved in the case of particularly fragile items. Any material object of normal or reduced density may be affected, where applicable the manifester must beat the AC or spell check result of any defending super science or magic. Magical and non-mundane elements and elemental materials, as well as exotic matter may not be manipulated in any way with this power. This may be directed against a living being such as a player character. When used on a conscious living being, organic or otherwise, the target must beat the psi check DC on a Fortitude save or suffer the sudden effect of 1d8 ability damage to STR, AGIL, and STA, each. This is permanent, as the target's material form is now weakened considerably. Only one such being may be so targeted at once. Each such attack inflicts 2d8 hp damage and an additional 2d4 *permanent hit point loss*, again representing a permanent weakening in the target's molecules from skin to bone or equivalent.

Adhesion can be used to 'glue' oneself or any two materials together so long as trance is maintained. Attempts to separate the objects or people will ultimately fail, it will be easier to inflict damage than to break the bond; attempting to force them apart will inflict 1d6 damage upon any living beings involved; this may be used by the manifester to climb walls, hang onto a moving object, and not let go of the McGuffin, as needed, at their normal rate of movement without impediment to reflex saves or most other tasks. .

24-25 **Rearrange and transmute metallics** – nonliving matter is easy to manipulate for the master manifester; 'metallics' (iron, tin, gold, silver, etc. including some alloys such as steel) may be freely altered or transformed one into another while preserving mass; if used in such a way that would produce ionizing radiation, the Manifester takes warp. Affected materials may be combined, changed, redivided, or altered to any degree the manifester desires, functionally using it as building material as one might use a Fabricator.

IF somehow used as an attack, say against a Created Mechanical or Synthetic, it inflicts 2d8+CL

¹⁷ In civilized space and definitely in the imperial core this is likely to set off the detectors space habitats and sensors use to notice vessels arriving from the Sub-ether.

Similarly, organics may be disrupted, an attack that destroys the molecular bonds holding the target's body together. Similarly, if so skilled the manifester may employ this technique to aid a synthetic or other created by healing up to 3d8+CL per instance.

Disruption is a visible and painful process as the once component material violently boils away to vapour, turns to dust, silicon, a sludgy pile of goo, or whatever. This also inflicts 2d8+CL hp damage. Note that in both cases these create injuries that cannot naturally heal. Only treatment at advanced medical facilities or intercession by Cleric or Agent will easily restore such destructive injury. Those slain by this form of attack infamously are torn apart by the attack itself.

26-28 The Manifester may **alter the vibrational frequency** of their molecules to allow attacking forces to pass harmlessly through their body. While in this state, the psion adds 4 to their armor class and takes half damage from all incoming physical attacks, save Vibraweapons which do no damage whatsoever. The Manifester may maintain this state so long as they maintain trance. They may not interact with other material objects. However, with practice the manifester will be able to step through force fields if their psi check meets or exceeds the DC for the force field. however. On completion take warp.

29-33 Journey – the Manifester can manipulate the atoms of their own molecular structure, allowing them to functionally become any thing or any kind of material thing – if they can imagine it thoroughly enough, they can become it. The only limitations are the Manifester's own imagination and skills/life training; When so manipulated the Manifester assumes any desired solid shape. This shape retains it's original material nature unless specified by the manifester. The internal anatomy of the manifester is so rearranged if necessary to function in such a way to permit life function. With an additional round of concentration, the manifester may shift even this into a liquid or gaseous form of equivalent mass, retaining full movement ability.

Alternately, the Manifester may direct their will outward, inhabiting the material objects around them. Up to their own HD of any physical material may be animated by the Manifester's will, in effect becoming a kind of elemental, animated by the Manifester's desire and directed accordingly.

Each use induces Warp

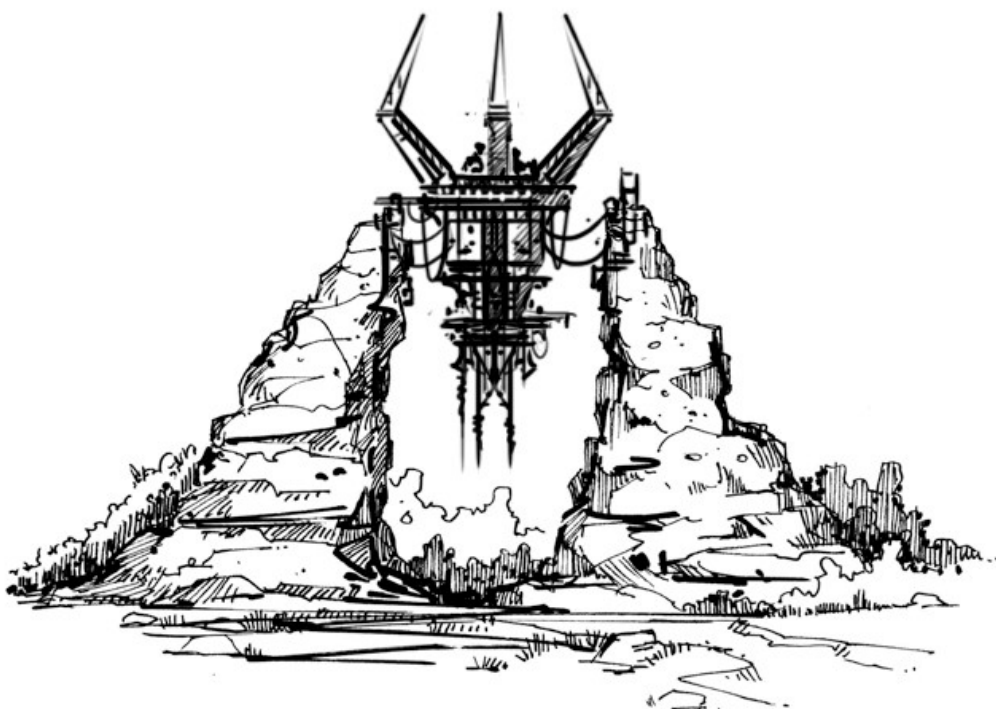
34-35 Breach the Quantum shell – the Manifester may manipulate their own internal forces to transcend to an existent but hypothetical Macroverse *or* to translate themselves physically into one of a theoretically infinite number of Microscopic quantum universes. Time and space may or may not run conterminously between the realms and for this and other reasons, attempts to find or scry upon the Manifester occur at three steps lower on the dice chain. Warp

36-37 The Manifester may now rewrite matter to their will and whims in a wide area all at once. Any common element (atomic number 113 or lower) can be rendered into any other at-will, though mass must be preserved. Note that in many cases the act of transmutation or the creation of certain elements may be extremely dangerous., An extensive treatment of this level of transmogrification is beyond the scope of this single work however a few guidelines can be given. Anything that is to release lethal levels of radiation does so immediately; those who fail a Fort save (DC the psi check result) are of course struck dead, those who survive will likely suffer potentially long term debilitation. Anything that releases combustible or explosive force does so a single time up to CL/d8 damage, or several smaller times each taking up one or more of those CL/ds. In general, it is easier to assume the Manifester is successful, especially where non-living matter is concerned.

In desperation this ability can be used in a raw form as a mass area attack, a sort of last moment blue bolt that inflicts 3d12 to everything in Near range. Anything reduced to zero hp is disintegrated, as though affected by blaster fire. This causes a warp check immediately.

38+ You are the Master of Matter. You may instantly and at will alter the 5 dimensional vibrational frequency of the sub-atomic particles of your body and convert them into any other form of matter; they may take on **dark matter**, **ghost matter**, or other exotic material qualities at a whim (see Makers pp XX) If you understand and can create the pattern in your head you can act as a Maker or Fabricator provided you are given enough building mass. Take strain immediately Check for warp after.

Interaction alert: Enlarge



Quantum Effective Dreaming (Telepathy, Psychokinesis, 5)

Level 5

Range: Personal/present material reality

Manifesting time: 1d12 hours

Duration: 1 day /CL or Permanent

Save: None

Visible? Y – partially

General – The psion, already capable of Super-lucid dreaming, now learns how to dream “effectively” altering material reality as they once altered their oniera. **Strain** Roll 1d8 1.-4. 1d4 Pers 5.-7. 1d3 STA, 1d4 int, 1d5 Pers 7.-8. Warp + 1d8 damage

WARP Roll 1d8 1-2. Gen warp 3-4. teek warp 5.-6. telepath warp 7. Dream-like effect reality changes 8. Alter reality aspect reality changes **(1d8)**

1. Critical Failure Roll 1d6 modified by luck; 2- Vacuum State Collapse; local space-time tunnels into a lower energy state, annihilating the Psion, everything around them and the space it occupied in favor of a new and expanding universe. Everything in one light hour ceases to exist immediately. This area immediately begins to ‘expand’ (collapse) at 1d100% the speed of light, moving simultaneously in every direction until it runs out of material existence. You have just signed the death warrant of whatever physical universe you previously occupied. 3 Warp + strain

2-11 Failure. Perhaps after about four progressions (a month) you can try again. Take Stain.

12-17 Failure. You can try again tomorrow night. You will remain agitated until you next sleep.

18-19 **You can dream.** You can dream but you cannot control your dreams and are instead savaged by repressed and forgotten impulses. Take 1d2 ability damage to Pers, Int, Sta, and Agil and wake up in d16 hours. Meanwhile d3 rogue impulses manifest in the material world at the planetary level. These will remain persistent until the dreamer next sleeps no matter what. (level of scale should be subtle – the world’s paranatural axis might be briefly changed)

20-23 The Manifester has a rough night but manages to force enough focus to dream somewhat effectively. The **base impulse or intent** behind the intended changes will manifest in the world around them while they sleep, remaining persistent half the time on waking. If the effects do not persist no one else will recall them. If they remain persistent the dreamer wakes with Strain and takes warp every day they do not change the reality of the world around them in some way (e.g. until they use this power again)

24-25 the dreamer manages extremely tight focus but at the expense of much of their willpower; 1d12 ability damage is inflicted upon the manifesters’ Pers score. Any **single specifically focused change** can be manifested though in the most efficient means possible and not necessarily in the way intended. These changes are permanent until altered. If the ability damage reduces the manifesters to fewer than 1 Pers then their mind shatters and the universe with it; a near identical copy of reality is created and collapses around them as they are expelled into the space between branes, rejected by the universe. They are not dead but functionally in a new mad reality dictated by their exploding mind.

26-28 The Dreamer and any of their companions are drawn into a temporary “**reality vortex**” that lasts until the end of the day or following night; during that time the desired changes will appear to take effect and will functionally be “real” for the duration. If the party moves then the vortex will appear to move with them. If the party separates the vortex will diminish but only as it is scattered. Those caught inside this vortex may not be removed out of it by external

forces short of demons or Gods. (Those inside may teleport or whatever out of the area as they wish but they will both be done with the effect and unable to return until it has expired.) At the end of this effect the dreamer will reflexively fall into a necessary, almost cataleptic slumber for 1d16+CL hours; Any companions may be visited upon by Dreamwings (see Judge's guide) that night

29-33 The Dreaming Mind – the manifester enters a peaceful and restorative sleep-like state for the next d14 nights. During this time the affected area, be it a neighborhood, city, or planet, will experience an odd and surreal time wherein elements of various changes, as directed by the Dreaming Mind, are temporarily implemented and then changed. At the end of this time the dreamer will wake to find the end product of their dreaming has now taken effect and any lingering effects from the prior “unfinished” period no longer persistent. This does mean in effect that those who die in the affected time and area may well be alive at the end of the effect and so on.

Any nearby concentrated urban population may be infested with Dreamwings for the next d7 nights attracted by the beacon like property of the Dreaming Mind, though such creatures may not literally perceive the character. For the duration of this Manifestation, the local Sub-ether will be quite turbulent, with ships being directed and deflected into a variety of Splinters generated by the Dream seeking mind.

34-35 the dreamer manages to achieve the desired changes but only by the barest margin. 1d10+Pers bonus “emergent behavioral properties” have manifested, each causing unintended consequences thus ‘tweaking’ the result. It is theorized that these **unintended consequences** are generated from poor understanding of the probability effects involved, lacking fundamental and necessary data, or from suppressed or subconscious urges that are nonetheless present and strong within the manifester.

The manifester acting or struggling by consistent behavior or attempts to manipulate with supernatural power any of these emergent properties will trigger Warp (1d6) centered on themselves which may alter the ‘consequence’ but never as desired.

36-37 petty reality engineer – the manifester effectively dreams the desired changes into reality on waking, save for one single unexpected or unforeseen consequence.

38+ Reality Architect – the True Dreamer manages to achieve a perfect “*Dickensian - LeGuinne state vector*” – any desired correction will now come to pass. Each major alteration to material reality expected to persist will create Warp at the rate of one instance per day unless ‘bought off’ by allowing ‘emergent behavioral properties’ to manifest, as above. Otherwise, *the game world has either been permanently changed* or the PCs now exist in a near identical world where the desired changes have always been so (Or of course, the manifester has just created their own branching Splinter).

Note: certain of the Gods and other even less fathomable planar powers of the omniverse do not appreciate having even some small fractions of themselves ‘rewritten’ and are likely to display their annoyance by dispatching a multiplicity of their followers, likely to bring the offending mortal back to their plane to explain themselves. In some cases, the

Finally, a note on psychics potentially ending the universe

A number of the (especially higher end powers) have relatively catastrophic effects on the Judge's campaign setting. This is intentional. Much like warp, the higher end psychic disciplines exist to (among other things) represent how much influence the PCs have over the setting and how much integrity the setting "needs.."

The Judge always always, always has the option of bouncing any psion that folds their campaign into a small origami wafer into an alt. continuity, functionally destroyed in the home universe rather than electing to destroy their campaign setting.

Of course, the especially bold Judge can always just roll with it and declare this a splinter setting where the universe was not destroyed.....or start the next session with everyone in the afterlife and needing to make their way back to a universe, any universe, to start the game again. As everything in this book hopes to make clear, with the right group, you can literally do anything. Go nuts.

The tools in this book used together make for a pretty wild and unpredictable game. Do not be afraid to use them as you wish.



Sidebar – the Usual Suspects

You may be wondering, where ARE the obvious powers? ESP, that lot? Well I'm glad you asked. They are already in DCC

Obvious Powers

Force Manipulation (1 DCC RPG p 143)
 ESP (2 page 170-171)
 Levitation (DCC RPG p. 180)
 Locate Object
 Planar Step (3 DCC RPG p.225)
 Wizard Sense (4 page 245)
 Control Fire p 238
 Control Ice p 239

Correspondences

Psychokinetic Field
 Telepath
 Far Reaach
 Clairvoyance
 Far Step
 Far Sight
 Pyrokinesis
 Cryokinesis

To ensure full compatibility – especially if this is being used to supplement or as an adjunct to an existing DCC game – certain spells should really be given to certain of the psychically adept. Obviously they should accumulate strain and Warp instead of corruption one presumes. Well worry not we've done the heavy lifting for you. However, you will need the DCC RPG to get the most use of these rules for that rather obvious reason.

For those who are not running this with DCC or have no concern for rules dissonances or the like, optional alternatives have been provided in the next section (starting on pp 438) . It is STRONGLY urged however that if you chose to use these alternates AND you still want to use this with your normal DCC materials, that in this case you ensure that clerics and wizards can do the same things with their versions of the magic that psychics can do here. This will change the feel of things to be sure but will ensure that the group's resident uber wizard isn't a chump suddenly just because they are walking in different company for a session or two¹⁸

Also be aware of interactions with

Charm Person (DCC RPG p. 131)

Comprehend Languages (DCC RPG p. 136)

Detect Evil (DCC RPG p 259)

Detect invisibility (DCC RPG p 165)

Detect Magic (DCC RPG p. 260)

Exorcise (DCC RPG p 288)

Enlarge (DCC RPG pp 143-144)

Material Control (Psychokinetics, 5)

Fly (DCC RPG pp 217)

Invisibility (DCC RPG p. 172)

Magic Bulwark, (5 DCC RPG p. 251)

Mind Purge (5 DCC RPG p. 252)

Phantasm (DCC RPG p. 187)

Second Sight (DCC RGP p. 267)

Empathy

Word of Command (DCC RPG p. 268)

Healing interactions

Also, interactions between Empathic Healing and Psychosurgery and Cure Paralysis p 272, and Lotus Stare, Neutralize Poison or Disease, Restore Vitality

Psychic Shield as counter spell

Psychic Shield notes: *Since this works against certain spells we should enumerate what they are*

Interaction alert

Psychokinesis/ Far Reach – *check v. levitation & flight; move levitation to high end result,*

¹⁸ Example – the Psi discipline of cryokinesis is not limited to use on Water; if using Control Ice also or instead, for Galaxy Black's purposes Control Ice should be able to do the same thing.

The Obvious Powers

Force Manipulation (Psychokinetic Field)

Level 1

Range: as the spell DCC RPG pp 143)

Manifesting time: as the spell

Duration: as the spell DCC RPG pp 143)

Save: as the spell

Visible? Y – partially

General – as the spell DCC RPG pp 143)

Strain Roll 1d8 1-4 1d2 Stamina 5-7 1d4 STA, 1d2 AGIL 8 Warp + 1d6 hp damage

WARP Roll 1d8 1-5. Teek warp 6-7. Gen warp 8. A 'teek vortex' is created, a sort of dust devil made of dirt, trash, and other particulates, which travels randomly in a given direction. **(1d6)**

1	Critical Failure Roll 1d6 modified by luck: 2- Warp + strain 3-4 Burnout 6+ Strain
2-11	as the spell DCC RPG pp 143
12-13	as the spell DCC RPG pp 143
14-17	as the spell DCC RPG pp 143
18-19	as the spell DCC RPG pp 143
20-23	as the spell DCC RPG pp 143
24- 27	as the spell DCC RPG pp 143
28-29	as the spell DCC RPG pp 143
30-31	as the spell DCC RPG pp 143
32+	as the spell DCC RPG pp 143

ESP (Telepathy)**Level** 2**Range:** per the spell, ESP DCC RPG pp 170-171**Manifesting time:** as the spell**Duration:** As per the spell, ESP DCC RPG pp 170-171**Save:** as the spell**Visible?** No**General** - As per the spell, ESP DCC RPG pp 170-171**Strain** Roll 1d8 1-4 -1d2 Sta 5-7 -1d3 Sta, -1d4 hp 8 Burnout**WARP** Roll 1d8 1-2 (telepath hears voices; uncontrollable surface thoughts of those around them for 2d6 minutes) 3 Telepath endures 2d3 rounds of uncontrollable visual, audial, and other sensory hallucinations drawn randomly from the experiences of those around them. -1d4 Pers 4-7 Teep Warp 8 Gen Warp **(1d4)**

1 Critical Failure! Roll 1d6 modified by luck; 1- Warp + Burnout 0-1 Burnout 2+ Strain
--

2-11 As per the spell, ESP DCC RPG pp 170-171

12-13 As per the spell, ESP DCC RPG pp 170-171.

14-15 As per the spell, ESP DCC RPG pp 170-171
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16-19 As per the spell, ESP DCC RPG pp 170-171
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20-21 As per the spell, ESP DCC RPG pp 170-171
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22-25 As per the spell, ESP DCC RPG pp 170-171
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26-29 As per the spell, ESP DCC RPG pp 170-171
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30-31 As per the spell, ESP DCC RPG pp 170-171
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32-33 As per the spell, ESP DCC RPG pp 170-171
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34+ As per the spell, ESP DCC RPG pp 170-171.

Levitation (Heavy Reach, Psychokinetics)**Level 2** **Range:** As per the spell Levitation DCC RPG p.180**Manifesting time:** as the spell **Duration:** As per the spell Levitation DCC RPG p.180**Save:** as the spell **Visible?** Yes, effects**General** – As per the spell Levitation DCC RPG p. 180**Strain** Roll 1d8 1-4 minor -1 Sta & Agil, 5-7 major -1d3 Sta & Agil, 8 greater -1d3 ea. Sta, Agil, Pers**Warp** Roll 1d8 1-7 Teek warp, 8 Gen warp (1d5)

1 Critical Failure! Roll 1d6 modified by luck; 2- Warp + Burnout, 3-4 Warp + strain, 5+ Strain
--

2-11 As per the spell Levitation DCC RPG p. 180

12-13. . As per the spell Levitation DCC RPG p. 180

14-17 As per the spell Levitation DCC RPG p. 180
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18-19 . As per the spell Levitation DCC RPG p. 180
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20- 23 As per the spell Levitation DCC RPG p. 180

24-27 As per the spell Levitation DCC RPG p. 180
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28-29 As per the spell Levitation DCC RPG p. 180
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30-31 As per the spell Levitation DCC RPG p. 180
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32+ As per the spell Levitation DCC RPG p. 180
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Planar Step (Far Step, seer)**Level** 3**Range:** as the Spell DCC RPG p. 245**Manifesting time:** as the Spell**Duration:** as the Spell DCC RPG p. 245**Save:** as the Spell**Visible?** Action**General** – as the Spell DCC RPG p. 245.**Strain** Roll 1d8 1-4 -1d2 Agil 5-7 -1d6 Agil 8 -1d4 STA, 1d8 AGIL**Warp** Roll 1d8 1. Teleport accident take (Level)d8 damage 2. Arrive not at destination but in Splinter equivalent 3. Brundlefly 4-6. Spatial Warp, 7-8. Seer warp (1d7)

1 Critical Failure! Roll 1d6 modified by luck; 3- Warp + Burnout + Strain, 4-5 Warp + Strain, 6+ Warp

2-11 Failure.

12-15 as the spell, Planar Step DCC RPG pp. 225-227

16-17 as the spell, Planar Step DCC RPG pp. 225-227

18-21 as the spell, Planar Step DCC RPG pp. 225-227

22-23 as the spell, Planar Step DCC RPG pp. 225-227

24-26 as the spell, Planar Step DCC RPG pp. 225-227

27-31 as the spell, Planar Step DCC RPG pp. 225-227

32-33 as the spell, Planar Step DCC RPG pp. 225-227

34-35 as the spell, Planar Step DCC RPG pp. 225-227

36+ as the spell, Planar Step DCC RPG pp. 225-227

Control Ice (Cytokinesis, pk)**Level** 4**Range:** as the spell, DCC RPG Control Ice p 239**Manifesting time:** as the spell**Duration** as the spell, DCC RPG p 239**Save:** as Control Ice p 239,**Visible?** Effects**General** – as the spell, Control Ice, DCC RPG p 239**Strain** Roll 1d8 1-4 -1d2 Agil 5-7 -1d2 int, -1d3 AGIL 8. Burnout**Warp** 1 minor ice elemental loosed into the world 2 sudden focused temperature implosion – unless actually impossible it begins snowing for 2d6 minutes 3-8. Teek warp (1d6)

1	Critical Failure Roll 1d6 modified by luck: 3- Burnout + Warp, 4-5 Warp 6+ Strain
2-11	Failure.
12-17	as the spell, Control Ice, DCC RPG p 239
18-19	as the spell, Control Ice, DCC RPG p 239
20-23	as the spell, Control Ice, DCC RPG p 239
24-25	as the spell, Control Ice, DCC RPG p 239
26-28	as the spell, Control Ice, DCC RPG p 239
29-33	as the spell, Control Ice, DCC RPG p 239
34-35	as the spell, Control Ice, DCC RPG p 239
36-37	as the spell, Control Ice, DCC RPG p 239
38+	as the spell, Control Ice, DCC RPG p 239

Remember that Cryokinesis is not limited to use on Water.

Control Fire (Pyrokinesis. pk)**Level** 4**Range:** As the spell, Control Fire DCC RPG p 238**Manifesting time:** 1 round plus **Duration:** As the spell, Control Fire DCC RPG p 238**Save:** As Control Fire p 238, **Visible?** Effects**General** – As the spell, Control Fire DCC RPG p 238**Strain** Roll 1d8 1-4 -1d2 Str 5-7 1d2 Str & -1d4 Sta 8 -1d4 Str, Sta

Warp Roll 1d8 1. Manifester spontaneously combusts, burning to death from within in d2 rounds. They may not return from this total destruction. 2. The Manifester lights on fire, taking 1d6 damage the first round, 1d3 the second, and a single point the third. The fire burns from within and cannot be extinguished. If the manifester dies, their ashes can act as a conduit to the plane of fire. 3 a fire elemental of (CL/d12) HD manifests on this plane and needs to be banished. 4-8 Teek warp (1d6)

1 Critical Failure Roll 1d6 modified by luck: 3- Warp + Burnout, 4-5 Strain + Burnout 6+ Strain

2-11 Failure.

12-17 As the spell, Control Fire DCC RPG p 238
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18-19 As the spell, Control Fire DCC RPG p 238
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20-23 As the spell, Control Fire DCC RPG p 238
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24-25 As the spell, Control Fire DCC RPG p 238
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26-28 As the spell, Control Fire DCC RPG p 238
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29-33 As the spell, Control Fire DCC RPG p 238
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34-35 As the spell, Control Fire DCC RPG p 238
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36-37 As the spell, Control Fire DCC RPG p 238
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38+ As the spell, Control Fire DCC RPG p 238
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Wizard Sense (Far Sight, seer)**Level** 4**Range:** as the Spell DCC RPG p. 245**Manifesting time:** as the Spell**Duration:** as the Spell DCC RPG p. 245**Save:** as the Spell**Visible?** No**General** – As Wizard Sense DCC RPG p 245**Strain** Roll 1d8 1-4 -1d2 int 5-7 -1 Agil, 1d2 int 8 Burnout**Warp** Roll 1d8 1. Seer bombarded with Visions 2-7. Seer Warp 8. Gen warp (**1d8**)

1	Critical Failure. Roll 1d6 modified by luck; 3-Warp + Strain, 4+ Strain
2-11	Failure.
12-17	As Wizard Sense DCC RPG p 245
18-19	As Wizard Sense DCC RPG p 245
20-23	As Wizard Sense DCC RPG p 245
24-25	As Wizard Sense DCC RPG p 245
26-28	As Wizard Sense DCC RPG p 245
29-33	As Wizard Sense DCC RPG p 245
34-35	As Wizard Sense DCC RPG p 245
36-37	As Wizard Sense DCC RPG p 245
38+	As Wizard Sense DCC RPG p 245

Psychokinetic Field (PK)**Level 1****Range:** Personal to Short or as indicated**Manifesting time:** 1 round plus**Duration:** trance**Save:** Will if resisted**Visible?** Y/N (quantifier) Y – partially

General – Manifestation 1 psion creates psychokinetic ‘wall’ between themselves and a target or obvious harm’s way, only visible through its indirect effects. **Strain** Roll 1d8 1-4 1d2 Stamina 5-7 1d4 Sta, 1d2 Agil 8 Warp + 1d6 hp damage

WARP Roll 1d8 1-5. Teek warp 6-7. Gen warp 8. A ‘Teek vortex’ is created, a sort of dust devil made of dirt, trash, and other particulates, which travels randomly in a given direction. (1d6)

1	Critical Failure Roll 1d6 modified by luck: 2- Warp + strain 3-4 Burnout 6+ Strain
2-11	Failure. Strain.
12-13	You cannot generate the field in time, but you do manage to modestly deflect any missiles or weaponry directed your way. By snap reflex, the Manifester throws a brief but potent wall of force up between them and a single attack, momentarily increasing their AC by 4 for THAT attack only. If the attack is successful and there is a REF save, the manifester may add the bonus to that REF save as well.
14-17	Manifester creates a weak interference zone which provides a +1 bonus to AC and REF saves to attacks directed through the zone, which only defends the Manifester. Weak deflection wall 1d3+CL missile attacks may be so deflected, though those deflected shots may well hit other (possibly allied) targets.
18-19	Deflection wall – the Manifester creates a larger, much stronger deflection wall that, more notably, absorbs more of the force of the weapons thrown at it, and so creates far less of a hazard for those around them. The Wall is maintained with trance and centered on the Manifester. The wall so created can be up to 3” wide and tall per CL but by definition has no thickness at all. The wall is functionally invisible and does not appear in visible light.
20-23	Deflection bubble – when the Manifester is surrounded, a deflection bubble can be useful, though it is dangerous to anyone outside of it. Up to the Manifester’s full hp total in weapons fire can be so deflected; all of which continue in a random direction. As the field is now in a spherical or hemispherical shape, the likelihood is that it will strike the enemy if the Manifester is surrounded. The damage on such weapons fire is reduced by a die step if it should strike a target. Weapon scatter can be determined randomly (Roll a d6!) or by the Judge, especially in instances in which there is no map or grid at play. Alternately, the Manifester may ‘shape’ the deflection bubble into a cone shape (3’ x 5’ x 15’) that serves as a pressor beam – this allows a +8 ranged attack (psychic force) that inflicts 1d4 hp + 1d20’ knockback on a hit.
24-27	Force wall – the manifester erects an invisible wall of near impenetrable, physics bending psychokinetic force. This is an actual force field through which most physical objects may not pass. Up to the Manifester’s full hit point total (or 50 points, whichever is lower) of damage may be absorbed harmlessly into this wall before it collapses the following round. The manifester may not move during the force wall’s required trance state but can accept feedback and audio visual information. If the Manifester is injured while maintaining the wall, save v. Will (DC 20) or the wall will crumble; on a 1 the wall will explode into slivers of psychokinetic force hitting everything in 60’ feet with 1d3 dissipating shards of force each doing 1d4+5.

28-29 Force Bubble – as with Force Wall above save that now, a complete hemisphere of psychokinetic force may be formed, a most effective force field. IT must be maintained with concentration and can accommodate an area up to 12 radius of the manifester.

While maintained, every d4 rounds the bubble generates a series of mysterious small energy motes that linger for 1d4+1 round and cling to the sides of the bubble. When touched by those outside the bubble, the spheres explode in a blast of energy inflicting 2d6 +1d4 electrical damage.

30-31 Weaponized force bubble – as force bubble above however, at any time before the bubble is brought down, the manifester may release the bubble that remains as a wave of concussive force that will inflict (the remaining rating of the field; if it has taken no damage, it will manifest at the Psion's full hit point total, as above) damage to those struck, striking all in a 36 feet radius, thereafter the field will have collapsed.

Take strain.

32+ Hovering Force Bubble – the psychokinetic now suspends themselves into the center of a perfectly spherical force bubble which may be somewhat detectible in visible light. The psion may direct which gasses are permeable to the field and in which direction, as well as cruising along at 9" and ignoring terrain effects. At will, the bubble can take on qualities of the deflection bubble (above) as well.

Damage "inflicted" on the bubble by psychokinetic attacks may be used to repair the bubble (to a maximum of 50) at will.

Every d3 rounds the bubble generates a series of mysterious negative energy crackling bubbles that form underneath the bubble (seemingly a byproduct of the field's hovering properties) and rise up along the outside of the bubble before dissipating at the top...unless disturbed in which case they inflict 1d14 electrical damage +1d6 degaussing to any mechanicals or equipment, after which a psi craft dc Fort save must be beaten or the air around them will ignite momentarily for 3d12 damage. The crackle sphere seen to be some kind of 'negative energy' by product.

Take some strain

If the Manifester maintains this for ten or more rounds, there will be Warp.

Telepathy**Level 2****Range:** Personal (special)**Manifesting time:** 1 round plus**Duration:** Variable**Save:** Will if resisted**Visible?** No**General** - The psion contacts the mind of one or more others with their own**Strain** Roll 1d8 1-4 -1d2 Sta 5-7 -1d3 Sta, -1d4 hp 8 Burnout**WARP** Roll 1d8 1-2 (telepath hears voices; uncontrollable surface thoughts of those around them for 2d6 minutes) 3 Telepath endures 2d3 rounds of uncontrollable visual, audial, and other sensory hallucinations drawn randomly from the experiences of those around them. - 1d4 Pers 4-7 Teep Warp 8 Gen Warp (**1d4**)

1 Critical Failure! Roll 1d6 modified by luck; 1- Warp + Burnout 2-3 Burnout, 4+ Strain

2-11 Failure. Get some rest psion, blazing brains need rest. Consider eating a vegetable.

12-13 Failure. If desired the Manifester may attempt again the following round.

14-15 **. Basic Telepathic Awareness** - The telepath can detect and discern the force of active psi in a sentient's corona, as well as the presence of all sentient minds in Near radius. They may determine the relative levels of consciousness and perceptual condition with a moment's additional concentration, detecting even sense perceptions.16-19 **Read surface thoughts** - The telepath can now, in addition to the above, 'tune in' to the unshielded surface thoughts of other creatures within radius. Thoughts in languages not understood by the psion will be 'heard' but not necessarily understood. Thoughts from sapient but unsentient minds will largely be in the form of drives, urges and 'moment-pictures.' Unshielded psions, mind mages, and others of similar Mentallic pedigree are entitled to a Will save (DC = Psi craft roll) to notice their mind is being read.20-21 **Telepathy** - The manifester may now engage in full mind to mind communication with single any sapient creature with an intelligence rating; the creature must be in line of sight or well known to the manifester and within (Int rating / miles). The telepath sends thoughts and then reads their responses. Both telepath and telepathic receiver must share a common language, or the communication will not work.
Also, at this stage, the telepath may communicate basic conditions and sense impressions with a single designated other telepath provided they are within 10,000 miles. This must be someone well known to the Manifester; communication will be limited to short bursts; communicating complex ideas will not be possible.

22-25 Deep read – the telepath at this point has access to the target's secret inner life including their memories. As any telepath knows their memories are subject to drift as much as, if not more so, than any data, and beyond five years it may not be safe to rely upon the details. Nonetheless, their memories may be sifted provided trance is maintained. The target is entitled to a Will save and, if they are somehow aware that their mind is being read, they may actively resist, allowing them to reroll a failed will save each consecutive round. On a successful will save, the telepath will find their trance ended. This is a process that normally will take many rounds. For additional guidance see ESP (DCC RPG pp 166-168), a spell more dedicated to this sort of deep mind reading. Alternately, while engaged in such a deep communion, the telepath may share their knowledge and skillset with the receiver. While maintaining concentration (which prevents use of other psychic powers) the psion may lend up to half the distance in levels to an ability bonus to any shared or imparted skillset. If the receiver is zero level, they receive a flat +2, no more no less. Both parties must be engaged in the same activity at the same time or the manifester must maintain trance.

26-29 Telepathic Projection – the telepath may make use of other telepathic abilities on those in which they are in (telepathic) contact with. Further, at this point, the telepath may communicate with any designated well known creature anywhere within 186,000 miles; one such being may be so designated for each character level.

30-31 Xenotelepathy – This allows the telepath to mentally contact nearly any form of sapient being, regardless of common language or general familiarity. Further, at this degree the telepath may make use of other psi abilities on those in which they are in (telepathic) contact with as though they were present. Also, at this point the telepath may communicate with other designated telepaths without effective range provided they are familiar to each other (one per level again as above)

32-33 Paradimensional pantelepathy – As Xenotelepathy above. In addition, at this level of success the Telepath can dimly perceive the corona and 'residues' of spectral entities and other spiritual and undead forms in the near Sub-ether or other adjacent plane.

34+ AT this point the telepath may communicate with any sapient mind within 186,000 miles known to them and may communicate with them instantaneously, effortlessly, and without fail. A virtually unlimited number of simultaneous telepathic contacts with other telepaths are possible at this point.

Far Step (seer)**Level 3****Manifesting time:** 1 round plus**Range:** Touch**Duration:** Variable**Save:** None**Visible?** Effects

General – Discipline opens the Far Eye, allowing for far manipulation and varieties of “travelling without moving.”

Strain Roll 1d8 1-4 -1d2 Agil 5-7 -1d6 Agil 8 -1d4 STA, 1d8 AGIL

Warp Roll 1d8 1. Teleport accident take (Level)d8 damage 2. Arrive not at destination but in Splinter equivalent 3. Brundlefly 4-6. Spatial Warp, 7-8. Seer warp (1d7)

1 Critical Failure! Roll 1d6 modified by luck; 3- Warp + Burnout, 4-5 Warp + Strain, 6+ Strain
2-11 Failure. Eat some Strain while you wait for the heat death of the universe. No more telelocation for you until you get a good night's rest.
12-15 Failure. . Manifester may attempt again the following round.
16-17 The Manifester is able to instantly translocate their body to any point up to 260' that they can perceive. They translate effortlessly bringing whatever they were carrying or wearing at the time.
18-21 Near Step – largely as 16-17 above, save that the Manifester may instantly appear up to 1d20+CL kilometers of their original location.
22-23 Star Step – at last free of the bonds of gravitic tyranny, the teleporter may 'jaunt' instantly teleporting themselves 1d20+CL lights distant.
24-26 As with Star Step above, the teleporter may now 'jaunt' – instantly teledporting themselves and any gear and entangled entities who accompany them to anywhere in the local stellar cluster, provided the teleporter knows, is familiar with or can identify the destination.
27-31 AS with 24-26 above save that now the teleporter may jaunt anywhere in known space, provided they know, are familiar or can identify the destination.
32-33 Psychic can instantly travel anywhere in the known universe provided the destination is known. Alternatively, if they have seen it, they should be able to reach it. Barring a known destination or faced with an unknown location, they will be limited to known and observable space, but therein may teleport up to CLx1000Lights distance even randomly in an emergency. Alternatively the manifester may bring up to 1d3 additional beings or large mass objects.
34-35 Largely as 32-33 above; Now, the Navigator may instantly physically travel, translating their person, gear, and up to CL+PERS bonus in companions physically into existence at a place of their precise choosing, even if they can only name their destination in vague terms.
36+ As above save that this allows transit into any of the Splinters (and back!), as well as the further Dooms and the Sub-Dimensions. Check for Warp at use, it will 'go off' 50/50 (Judge's option) at the outset of their voyage or on their return to the Collapsing Universe. .

Cryokinesis (“ice bending,” pk)**Level 4****Range:** Self**Manifesting time:** 1 round plus**Duration:** trance**Save:** Will if resisted**Visible?** Yes**General** – PK manipulates air and water to create cold, ice, and more**Strain** Roll 1d8 1-4 -1d2 Agil 5-7 -1d2 int, -1d3 Agil 8 Burnout**Warp** 1 minor ice elemental loosed into the world 2 sudden focused temperature implosion – unless actually impossible it begins snowing for 2d6 minutes 3-8. Teek warp **(1d6)**

1 Critical Failure Roll 1d6 modified by luck: 3- Burnout + Warp, 4-5 Warp 6+ Strain

2-11 Failure. Strain

12-17 Failure. Manifester may attempt again the following round.

18-19 **Sensitivity & Temperature control** – the Manifester may detect and identify temperature, and both cold and cold based phenomena, especially of a magical or psychic nature. Cold emissions or emitting creatures can be sensed with a round’s concentration at Far range (to 30’).

The Psion can utilize this control also to augment or decrease cold’s intensity

Further the psion can utilize this ability to mitigate the worst effects of cold exposure. 1d3-1 points of damage per round from what is functionally frostbite. The psion themselves may maintain their own comfort level despite such cold temperatures as well, regardless of the source. If used offensively, 1/CL targets (who may Fort save to the Discipline’s psi check result for half) take 1d2 points of cold damage / round while the Manifester remains in trance.

20-23 **Flash freeze**– the Kinetic may dangerously lower the temperature of a single object or target within 90.” By slowing the air molecules around the target the heat is leached from the target’s gear and then self; this requires an additional round to take affect; thereafter as the temperature goes down it inflicts 1d6+CL per round, possibly an additional 1d2 or 1d3 as individual items of gear or equipment become frozen to the character’s flesh May be maintained 1 round/CL+1

24-25 **ice creation** – the Manifester is capable of seemingly creating ice (be it of water or another freezable, readily available local liquid existing in the local atmosphere) out of nothing, crystalizing water (and other) vapor to create a wall/bridge/barrier/ceiling/floor/blast of ice. However, these structures possess very little structural integrity, collapsing the moment the Manifester relaxes their concentration from trance.

By selectively cooling aspects of the air around them, the Manifester is able to create a variety of unusual effects. By cooling the carbon dioxide content of the air around them, they can create a very dense dry ice fog. By cooling and directing the oxygen in the air around them, they can fuel an existing fire. On methane/ammonia worlds, reducing the already cold temperatures can create a corrosive atmosphere, which will begin to eat away at vacuum and environment suits that have not been adequately treated, inflicting the equivalent of 1d6 hp damage/round (and in fact doing just that to unprotected Created life.) Various other effects can be extrapolated for other non-Garden and exotic garden worlds. worlds with methane and other exotic non-garden atmospheres this c

26-28 ice manipulation – may melt, make colder, or shape, any ice or other frozen liquid or gaseous structure, affecting an area up to 10'x10'x10'/CL ea. round. This may be used to trap or encase a resisting target, which must overcome the Psi craft result with their strength.

Material structures created with this Discipline remain persistent for a single round after the Manifester ends trance. If it would naturally make sense to do so, the effects may persist even longer, at the Judge's option. (An ice bridge made on a frozen moon's south pole may well last thousands of years barring incident, one made midwinter's morning on a temperate garden world may have melted by noon, etc.)

29-33 The Manifester is capable of creating cones of subzero cold which drain the temperature in 3x12 cone shape, up to 10' long/CL – inflicting 5d4+CL damage to anything living within, and made visible by the affects this has on the atmosphere immediately around the spontaneously created cone of total cold.

Especially brittle metals or other materials may prove far easier to break after being struck by this blast as well, often shattering with one or two solid blows.

34-35 The psion can briefly freeze their targets with directed blasts of cryogenic temperatures; two adjacent subjects may be targeted; those hit take 4d8+CL cold damage and, on a failed REF save, are flash paralyzed for one round subsequently.

36-37 Spontaneously Cryokinesis – as 32-33 above save that the target takes no damage, instead is subjected to attempted cryogenic freeze. Targets are entitled to a Fort save, those who fail may be dead or comatose from system shock. Those who succeed are in a sufficient state to place into a cryopod, however artificial life support may have to be maintained until revival (Judge's option.) should the Manifester opt to use this ability on themselves or another willing target, they should be able to place them into medical grade suspended animation at least temporarily (10+CL hours or place them into deep suspension as though for long voyage). When used on self, the psion may maintain their consciousness persistent throughout as though functionally awake. Indeed, some would regard this as an ideal condition in which to indulge in astral travel.....

38+ Kelvin Drop – by dropping a tiny amount of space to an ultra-low temperature (a fraction of what it could be, potentially, in a vacuum), a surrounding space (3" bubble) is filled by a reaction creating a vortex, wind, and atmospheric effects, spraying to affect a much larger area. (30")

All within the initial bubble experience the Pressure drop – Fort save or 6d6 internal damage takes place simply from the pressure surge. IF this drops the target below 0 hp the body may implode or explode depending on placement.

All within the secondary area

The Manifester is protected from all of these effects unless ground zero is targeted upon them. (Secondary effects will kill them in a round if they require atmospheric oxygen or other gasses) If the Manifester has the appropriate skillset, they may set about the creation of a Near Zero Condensate, a form of exotic matter that has many interesting properties.

Remember that Cryokinesis is not limited to use on Water.

Pyrokinesis (Fire bending, etc.)**Level 4****Range:** Self**Manifesting time:** 1 round plus**Duration:** trance**Save:** Will if resisted**Visible?** Y/N (quantifier)**General** – PK manipulates friction and chemical tension to create and summon heat, fire, and more**Strain** Roll 1d8 1-4 -1d2 Str 5-7 1d2 Str & -1d4 Sta 8 -1d4 Str, Sta**Warp** Roll 1d8 1. Manifester spontaneously combusts, burning to death from within in d2 rounds. They may not return from this total destruction. 2. The Manifester lights on fire, taking 1d6 damage the first round, 1d3 the second, and a single point the third. The fire burns from within and cannot be extinguished. If the manifester dies, their ashes can act as a conduit to the plane of fire. 3 a fire elemental of (CL/d12) HD manifests on this plane and needs to be banished. 4-8 Teek warp**(1d6)**

1 Critical Failure Roll 1d6 modified by luck: 3- Warp + Burnout, 4-5 Strain +Burnout 6+ Strain

2-11 Failure. Strain.

12-17 Failure. Manifester may attempt again the following round.

18-19 **temperature sensitivity and control** the Manifester may detect and identify temperature, and both heat and heat based phenomena, especially of a magical or psychic nature. Thermal emissions or emitting creatures can be sensed with a round's concentration at Far range (to 30').

The Psion can utilize this control also to augment or decrease the heat's intensity. Further the psion can utilize this ability to mitigate the worst effects of heat exposure. Ignoring up to 1d3-1 points of damage per round from heat and heat related effects. The psion themselves may maintain their own comfort level despite such a superheated temperatures as well, regardless of the source. If used offensively, 1/CL targets (who may Fort save to the Discipline's psi check result for half) take 1d2 points of heat damage / round while the Manifester remains in trance.

20-23 **atmospheric** (air and water) **excitation** – When used on a living creature this inflicts 1d3-1 hp damage/round maintained; the target will seem to erupt spontaneously in first and then light second degree burns as tiny amounts of the water in their skin boils off suddenly.24-25 **material excitation** – the pyrokinetic may dangerously raise the temperature of a single object or target within 90.” By exciting the air molecules around the target, the target's equipment/clothes and then self will light on fire as the temperature goes up. Inflicts 1d6+CL per round, possibly an additional 1d2 or 1d3 as individual items of gear or equipment become superheated or light on fire. May be maintained 1 round/CL.26-28 **flame deflection and control** – The manifester may deflect any single fire attack per action die per round without effort. Alternately they may redirect the attack into a fire arc back at the source. Fire arcs inflict a reduced amount of the damage that would have been inflicted by the attack, staged down two levels on the dice chain. So, deflecting a 6d6 ball of fire via fire arc would reflect a 6d4 fire attack at the caster.29-33 **flame wall** – Up to 60'x20'x15” in dimension in controlled, contained, but raging fire may be created anywhere up to 30 feet away, inflicting 4d8 fire damage on anyone foolish enough to walk through it, and will ignite flammables worn unless a spell check equiv. Fort save is made.

Fire and cold attacks may not penetrate this wall and targeting through the wall is difficult without assistance. The flame wall will linger on its own for 1d10+CL rounds or until dismissed.

34-35 flame wielding – the Manifester may summon a Flame Wall (as above) anywhere within 50 feet of them instantly and it will persist for CL+1d12 rounds or until dismissed. They may move or change the shape of the wall at any time once a round. This wall of flame burns white hot, making thermograph and IR impossible within line of sight; anyone passing through it will suffer 5d10 heat damage and everything on them flammable will light on fire. They will remain aflame for 1d3+1 rounds thereafter, taking 1d5+CL damage each round until they no longer burn or have died. Further the manifester may fire a bolt of flame each round at any target within 50 feet, inflicting 4d6 damage, plus 1d6 additional damage for three subsequent rounds or until put out.

36-37 Flame amplification (fire balls) AT will, the caster may amplify any fire or fire effect in line of sight into a towering inferno of spinning fire 80' high, & 60' wide or reduce one to literally a single flame on a stick. They may stage any flame attack in line of sight up or down three steps on the dice chain At Will (They cannot however amplify their own fires this way). Any fire reduced to zero dice this way go out and will not reignite after. The Manifester may Wield Flame (as above) for CL+1d16 rounds and create flaming bolts that unerringly strike their targets for 8d6 damage, plus 1d6+CL additional damage for three rounds thereafter as they continue to burn, even if put out a prior round.

The manifester may also conjure and encase themselves or 1d3 others in Far range in a "Living Plasma Sheath" – this is a wall of flame amplified to become a solar plasma, but under strict control of the Manifester. The Sheath of Plasma inflicts 6d12 on anything foolish enough to make contact with it, and radiates intense heat and magnetism (all within Near range must beat the manifester result on a Fortitude save or take 1d3 damage from this exposure each round. Those encased or protected within it are immune to this effect and are functionally protected by a plasma-magnetic force field that absorbs 6d12 of all physical damage for the duration of the sheath. Plasma damage inflicted upon this Sheath may be deflected or absorbed into the sheath by the manifester as desired.

38+ the Master of flame can induce spontaneous combustion in inanimate or living beings. Once a round a single target can be induced toward Spontaneous Combustion so long as they have less than or equal a number of HD as the manifester, are within line of sight, and the subject fails a Fort save (DC the manifesters psi craft result). Those who meet this criteria who fail the saving throw explode in a fiery blast of pitch, ozone, and maybe just a little bit of plasma. Most of the body is destroyed in a three second fiery holocaust though bits will remain sufficient for identification purposes.

Those who make the save suffer 10d8 in combined internal flash heating/hydrostatic eruptions taking place inside their body. IF this reduces them below 0 hp the body explodes mundanely in a great gory mess splattering all within 30 feet with flaming bits and chunks of molten flesh. The Manifester also may Amplify or Wield flame as above, for CL+1d20 rounds. *Get out of their way.* The Manifester will take Strain and check for Warp when the duration ends.

Far Sight**Level 4****Range:** Self (special)**Manifesting time:** 1 round plus**Duration:** trance**Save:** None**Visible?** Y/N (quantifier)**General** – Discipline further develops the Far Eye allowing for clairvoyance, clairsentience, and other distance effects.**Strain** Roll 1d8 1-4 -1d2 int 5-7 -1 Agil, 1d2 int 8 Burnout**Warp** Roll 1d8 1. Seer bombarded with Visions 2-7. Seer Warp 8. Gen warp (1d8)

1 Critical Failure. Roll 1d6 modified by luck; 3-Warp + Strain, 4+ Strain

2-11 Failure. Perspective twist was too much or the ego disassociated. Rest and center for a progression Navigator before trying again. We recommend Drug Therapy 7C.

12-17 Failure. No 7C for you. However you remain hopeful and may attempt again next round.

18-19 **Dowsing** – By concentrating, the Manifester may seek out something with which they are both familiar and are in need of. Detecting in a radius of up to 30” from the manifestor, the psion will feel themselves “pulled” (ten feet at a time) toward their target. The target must be initially within 300 feet or the Dowsing effect has nothing to ‘lock onto.’ Any item sought further out than this will take anywhere from 5-20 further rounds of trance before “locking onto target” – at which time, even at galactic distances, the Manifester may find themselves pulled toward the target in a general way. In such an instance that it takes more than a day to reach the target, know that the Manifester must pursue a dedicated course of action to pursue the dowsed target or the effect, and the knowledge it brings, fade.

20-23 **Coronoal investigation** in a radius of up to 3” from the manifestor, the Manifester may detect the presence of magic, active psi or magic, or signs / indicators of a patron bond in any aurorae in that radius. Subsequent rounds of concentration may reveal its strength, type, or source (where applicable). See Viewing the Corona pp XXXXXX; with an additional 1d4 rounds of concentration the Manifester may expand the range of these perceptions to line of sight.

24-25 **“Adjacent sounds”** Clairaudience – AT a range of 300” +10/CL the seer can hear events transpiring in real time. With 5-20 additional rounds, this range can be extended to near galactic distances, as in Dowsing and Coronoal Investigation above. Note that the ability to hear a conversation even psychically does not convey the ability to understand the language spoken.

26-28 **“Remote viewing”** – Clairvoyance – At a range of 1d12 +CL kilometers, the seer can witness events transpiring in real time. With 5-20 additional rounds, this range can be extended to near galactic distances, as in Dowsing and Coronoal Investigation above.

29-33 **Virtual Clairsentience** – the seer now has full clairsentience. AT this degree of success, the Seer can extend all of their senses to range, smelling, touching, and otherwise granting full perceptual investigation of scene without physically interfering with it’s condition. Additional seer or perceptual psychic or other paranormal abilities may be used conjunctionally with this clairsentience.

34-35 as 247-27 **Far Casting** – as above, however now create a point of perception that may be cast at several thousand lights distant. After taking 1d12 rounds to “hone in” the manifestor may move the POV at 3”/round (+/- Personality modifier) as though they were in some way physically present.

At this stage and higher, the Seer is considered 'entangled' with their destination if the Manifester desires to return to that desired POV, allowing later recollection, clairsentience, or teleportational interaction with that place.

36-37 **Deep Casting** as far casting above however now the clairsentient's perceptions move at 9' round, and they may use coronal investigation (as above) or any other psychic or magical senses possessed, in addition to their ability to see and hear.

38+ **Metapresence** as above; At this point the Seer is functionally present. They have the use of all of their normal senses, plus aurorae investigation at 20' from the manifeste, and many move their POV at their normal movement rate.

The seer may even be visible to one or more parties at that destination if desired. In that event, should they be attacked psychically (including through psionics) or magically, they may even initiate combat *with those attackers only* as though they were physically present in terms of range and so on.

Judges note: However, include that if the psychic has the ability to teleport then anywhere they can see they can go.

Psychic Options

Combat, Fatigue, and Wilders



More so than the remainder of this book, these rules are very optional. Judges be sure your players understand if you are using them, players, make sure your Judges are using these rules before attempting.

Psychic Duel – a spell duel variant

These are a variant of the spell duel rules in the DCC RPG core book (p. 98), primarily for the use of psychic characters as described by these rules. Less spell duel and more the last five minutes of Scanners. Each psi attempts to link into and control the other Psion's body and thus bioelectric system. Broadly there are four stages to a Psychic duel.

Set Tension Level

Each Side Acts

Discipline Use

Begin again (if necessary) check their vitals

Once one psion has initiative and choses to initiate the duel with another psychic, proceed to step one.

Step one - Set Tension Level

The initiator determine the initial level at which conflict can occur. Each indicates the general DC level of saves as well as how 'serious' the duel will be.

Sparring (10)

Challenge (15)

Homicidal (20)

Climactic (25)

Step Two - Each Side Acts

Having done so, each round each contestant rolls (action die) + Psi level + stat modifiers + any mods for brainburn, plus their own will save against the aforementioned DC

If there is a winner

The Winner MAY up or reduce the Tension level DC by as much as they beat the loser of the roll by. (Frex - Bob, the winner, beat the roll of Joe, the loser, by seven. Bob may now freely adjust the Tension level DC, up or down, by as many as seven points. Note that these changes are permanent.

The loser sacrifices a number of Hit Points OR Stat points (their choice) equal to the number of points the Winner beat them by. (Frex - Joe may now mark of seven hp in damage or try to distribute among stat points; note that if distributing, the Winner still has option over where those points are spent).

If there is a tie

Both sides burn 1d4 stat points; each psi can choose where the points come off their opponent; these points cannot be used for brain burn but are consumed and the energy lost in will v. will conflict.

Step Three - Discipline use each side may use one psi discipline if they have not already done so this round.

Step Four - go back to the top.

The moment that the initiator breaks off the conflict the Psi Duel is over OR the other party or parties may continue the fight at +4 on that action only.

The moment any participant reaches a stat total or hp total of zero, they tap out, the fight is over. If the combat is not nonlethal, then after the combat consult the Check the Vitals (Rolling the body) table.

Heads explode

The moment the DC reaches 30, both parties must make a Will save. Failure means that it is scanners time. On a will successful will save, the psion still takes (opponent's level / d6) damage. If both fail, heads explode. If both succeed, then each take the other's level in d6 as damage as veins erupt on their forehead and burst etc. and the next round make more will saves.

Once the DC reaches 30 add 4 to the Checking the Vitals table; each round that goes by thereafter add one more to the roll.

Dangers of the Psychic lash

Psions who have had their PERS reduced to zero thus but yet live may be possessed freely by demons, psionic, and Sub-etheric entities. If the victor of a Psi Duel has reduced their opponent thus and possesses the relevant abilities, they may claim the body as their own, provided the fallen does not survive a Checking the Vitals roll.

Psions who have had their INT reduced to zero thus are *functionally* vegetables; they may be in a coma or other inert state; in some rare cases their consciousness may be active but trapped on the psionic plane (the Noosphere). Any attempt at using Psi abilities on the affected must make a DC 20 Will save simply to find the mind to interact with.

Meddling:

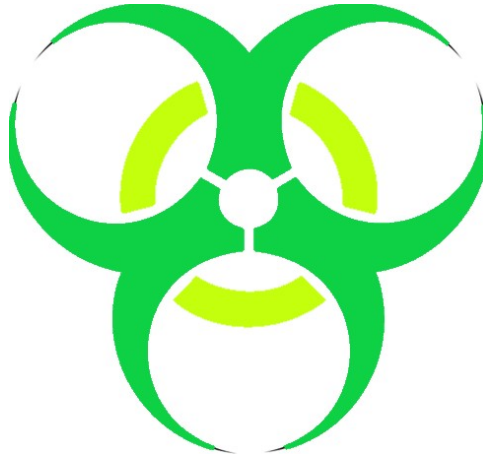
At the beginning of each round, anyone entangled with either participant, including being in a group mind to any degree, may contribute attribute points for brain burn on a two for one basis provided they overcome the (current) tension level with a Will Save.

“Thoughts are as clouds in the sky, do not try
to pursue them all”

Hellannah of Ghalt

Check their Vitals (a use specific replacement to Rolling the Body)

Psychic powers are dangerous and the manner in which they behave on living has specific and predictable results. When a psychic duel or (optional) psychic powers or psionic devices put someone down, consult this table instead of Rolling the Body. Roll the potentially deceased's action die and add their Sta modifier. If they beat a DC of 20 they yet live.



For those yet living, roll a d6

- 1 Splitting headache, bloody eyes and nose.** -1 sta and know you got lucky punk.
- 2-3** Also character thereafter develops an odd facial tic and/or gets the shakes. -2 agil, -1 pers, -1 int
- 4 Major Brainburn.** Not the same after. -d6 agil, -d3 pers, -1 int +4 on saves v. fear and emotion based effects.
- 5 Scorchers** - personality undergoes radical shifts; reroll Pers (4d4+2) and change alignment. Handedness may change. -1 int, -1 agil
- 6 Burnout** - part of the character's brain misfires; functionally they are blind, deaf, unable to feel, taste, or smell; -4 on any perception based rolls involving any combination of the diminished sense. -1d3 int, -1d3 languages (if this brings languages to 0 remove literacy), and -2 on agility as the character loses some fine motor control. Also sometimes bladder just goes. Character may smell almonds forever. Def. has the shakes.
- 7-9 Major damage to the cerebellum.** -1d4 to Sta, Agil, Int, and Pers ea. -2d4 hp permanently. XP reduced to minimum for level. Likely has visible scarring and definitely has the shakes. All the time.
- 10 or higher** - their head has exploded like a ripe melon with an m40. There are no vitals to check. They have gone Full Scanners. They's dead.

Check the Vitals Modifiers

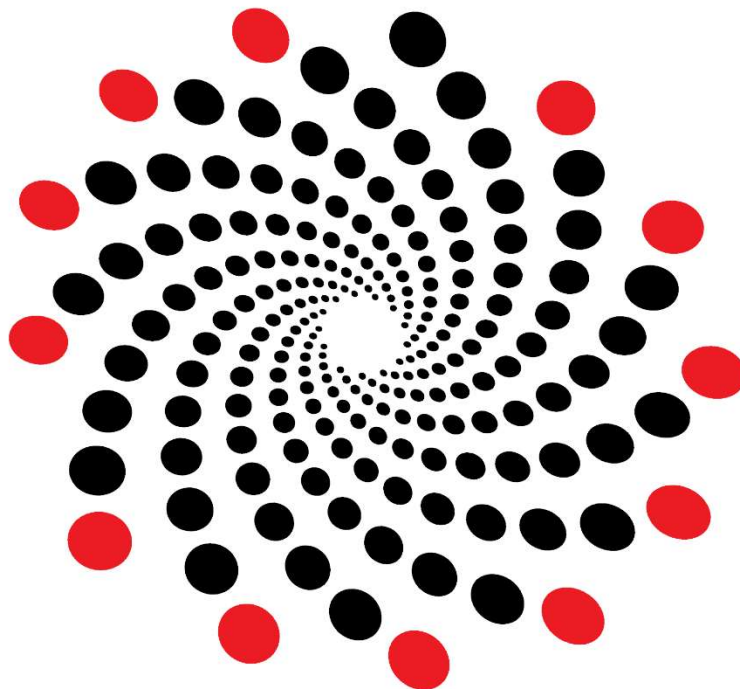
- Psionic devices are inherently less lethal so -1 to the d6 roll
- Add 1 if the attack was psychokinetic.
- Add 1 if the attack involved telepathic contact
- Add 1 if the attacker was in physical skin contact with the target
- Add 1 if the psychic duel has gone for five rounds or more
- Add 3 if the psychic duel reached ten rounds

SpAcE mAdnEss – Optional rule for psi classes – *mandatory warp at levels 5 and higher*

@ attaining fifth level, the Imperial Psion must succeed at a DC 14 Will save to avoid succumbing to the rigorous demands their powers, space, and time, place upon them. This must be repeated at sixth level (DC 16), seventh level (DC 20), eighth level (DC 24), ninth level (DC 26) and finally at tenth level (where the will save to avoid creeping space madness is now DC 30.)

Similarly, psychic healers and psychic warriors suffer the same effects at level six, and must succeed at a DC 16 Will save to avoid incurring madness, as above.

Same Old Madness – Maenad psions add +2 to the above saves to reflect their greater neuroplasticity and emotional rigor



“Space Madness” – table for higher level psions

Roll 1d4, add or subtract one ea. Per modifier point Int, and Pers (cumulative).

-1 or below **Inversion** the psion ‘turns their aura inside out’ – all disciplines functioning wholly unconsciously as though the character was a powerful but untrained wilder (see next page). This may be permanent and will require advanced psychosurgical techniques to overcome. (AT the Judge’s option such a character could simply start as a new first level Psion with a new discipline selection as well, though such a character would represent an extreme case; no psychosurgery will restore levels lost thusly.)

0 **Denial** – the psion retreats from trauma by neglecting the use of their psi powers and possibly denying their very existence or potency.

1. **Paranoia** – classical paranoia, starting with perfectly natural feelings of elevated fear and progressing to wholly irrational levels. *They are all for the most part out to get you after all....*

2. psion / spacer will go to any length to **avoid feelings of déjà vu** as though they are trapped in a loop of time from which they cannot escape.....

3. **Body warp** – perception of self has been altered; likely through teleport or clairvoyance mishap. Unusually preoccupation with and awareness of internal bodily processes, often to distracting degrees. Likely will begin wasting away or accumulating large amounts of weight within 8-12 mos.

4 Psion **experiences hallucinations** when they are alone and otherwise unengaged. Quite possibly these hallucinations are based on hyperperceptions of minute psychic and trans planar phenomena. They may be quite terrifying, or even wonderous, but are erratic, only periodic, and absolutely harmless.

5 **Obsession**; a seed planted, likely through casual psychic activity becomes over a period of d7 sleepless days a vague notion, then an interest, then a fascination, then a hobby and then all they are actually concerned about. Psion must overcome urge to hide these obsessional urges after the first day by making a circumstantial DC 14 Will save.

6 **Altered Stress Response** – the psion henceforth experiences an inappropriate or unusual stress response. Make a Will save (DC 16) immediately. If successful, the manifester suffers adrenaline shock in combat and other stressful situations, reducing Init, to Hit and rolls requiring focus by one. This can be countered, in the short term with psychic powers and pharmaceuticals but only through experience gain and 1d16+level (minimum) of weeks of therapy can this be permanently overcome. On a failed save however, the psion becomes a highly efficient danger or adrenaline junkie, and finds that their bodies and brains work **better** in high stress circumstances, earning a +1 to Init, and a free floating +1 to any roll, once per round (which must be used or ignored, it cannot be banked). Treatment is as above though the psion may not feel treatment is needed or desirable.

7 **the truth revealed** – the psion will come to ‘understand’ the One True Way of things, likely developing elaborate explanations for common and uncommon phenomena; if untreated the psion becomes more and more intractable, gaining +1 to Will saves at level.

8 **only I** – the manifester comes to believe that they and they alone possess a unique gift or power, functioning at their full action dice, that they may use once per game day. It may take the form of divine or other insight, a eureka moment, or total hallucination. At the Judge’s option, a truly powerful psion could undertake a noosphere quest to find the way to make that power real, *provided they first can accept that the power they believe themselves to possess can be understood to have no real existence.*

9 **Godlike megalomania** – the psion is convinced of their own complete and total correctness in all matters. All other minds are lesser minds to their own. +1 to all Will saves not motivated by inner doubt or turmoil. Will require serious psychological intervention and treatment to affect any kind of recovery.

10 or higher **transcendental madess** roll on this table again, with 1d8, no modifiers. AS above save that now the madness is manifesting in the material world. Over a period of weeks equal to the manifester’s level they become more and more real.

Optional – Untrained Psi characters

So, these rules assume you are portraying a trained psychic, or at least one used to think in similar terms or capable of doing so for advancement purposes. Such characters may **always** chose the ability they rolled on the dice or any other desired result below it on the discipline table.

Wilders not so much.

Wild Psychics are assumed to have a combination of raw native ability and absolutely no real training. They may have issues preventing them from a more formalized study or perhaps this is simply how their abilities work (or how they think they do, which to a psychic is the same thing.) Wilders may **not** choose the result of a given discipline, they are stuck with what is rolled. Further their abilities develop in an extrapolative (1-2) or random (3.-6) way. As a wilder levels, an extrapolative wilder will develop further disciplines that are refinements or variations of the abilities they have. Often this means a wilder telepath, or a wilder teleporter, etc. A random wilder otoh rolls every discipline at its receipt and in fact may (Judge's option) need to reroll their disciplines from one adventure to another, or on gaining a level.

Wilders would also have to learn how to maintain trance, and would be impaired per the Trance rules above, instead having to fight for control every round via Will saves. (DC always their own PERS score + CL, and yes this means it gets harder as they become more powerful). The control roll does not use action dice and takes no time, it simply represents the additional burden the wild manifester experiences in learning to harness their own innate powers.



GALAXY

BLACK



Magic, metaphysics, and psychic powers