**Name:** [                    ]

**Species:** [                    ]

## PSI STRENGTH

Psi Points  ☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

| Value | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | A | B | C | D | E | F |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Psi Strength | | | | | | | | | | | | | | | | |
| Score | -3 | -2 | | -1 | | | +0 | | | +1 | | | +2 | | | +3 |

## PSI RANGE

| Range | Distance | Telepathy or Clairvoyance | Telekinesis | Teleportation |
|---|---|---|---|---|
| Personal | 0m to 1.5m | +0 Cost | +1 Cost | +1 Cost |
| Close | 1.5m to 3m | +0 Cost | +1 Cost | +1 Cost |
| Short | 4m to 12m | +1 Cost | +2 Cost | +2 Cost |
| Medium | 12m to 50m | +1 Cost | +4 Cost | +2 Cost |
| Long | 51m to 250m | +2 Cost | +8 Cost | +4 Cost |
| Very Long | 251m to 500m | +2 Cost | -- | +4 Cost |
| Distant | 501m to 5km | +3 Cost | -- | +6 Cost |
| Very Distant | 5km to 500km | +3 Cost | -- | +6 Cost |
| Continental | 501km to 5000km | +4 Cost | -- | +8 Cost |
| Planetary | 5000km to 50000km | +4 Cost | -- | +8 Cost |

## NOTES

## PSIONIC TALENTS

### Awareness [          ]

| Power | Time | Diff | Cost | Effect |
|---|---|---|---|---|
| Body Armor | d6 sec | -4 DM | 1 | +1 Armor per Cost spent |
| Enhanced Awareness | d6 sec | +0 DM | 1 | Add Psi Strength to all Skill Checks |
| Enhanced Endurance | d6 sec | +0 DM | 1 | +1 END per Cost spent |
| Enhanced Strength | d6 sec | +0 DM | 1 | +1 STR per Cost spent |
| Regeneration | d6x10 sec. | -4 DM | 1 | Heal 1 point per Cost spent |
| Suspended Animation | d6 min | +0 DM | 3 | 7 days w/o food/water/minimal air |

### Clairvoyance [          ]

| Power | Time | Diff | Cost | Effect |
|---|---|---|---|---|
| Clairaudience | d6x10 sec. | +0 DM | 2R | Remote Hearing Effect = duration |
| Clairsentience | d6x10 sec. | -2 DM | 3R | Remote Viewing and Hearing, Effect = dur. |
| Clairvoyance | d6x10 sec. | +0 DM | 2R | Remote Viewing, Effect = duration |
| Sense | d6x10 sec. | +2 DM | 1R | Snapshot of a distant place |
| Tactical Awareness | d6 sec | +0 DM | 2R | Danger Sense, Effect = duration |

### Telekinesis [          ]

| Power | Time | Diff | Cost | Effect |
|---|---|---|---|---|
| Flight | d6 sec | +0 DM | 5 | Fly 6m/rnd for Effect in rnds. |
| Microkinesis | d6x10 sec. | -2 DM | 3 | Move microscopic objects, Personal rng |
| Pyrokinesis | d6x10 sec. | -2 DM | 3R | Effect 5-8 d6 dmg, 9+ 2d6 dmg+flame |
| Telekinesis | d6 sec | +0 DM | 1R | +1 Str per Cost, Effect = duration |
| Telekinetic Punch | d6 sec | +0 DM | 1R | 2d6 dmg + Effect |

### Telepathy [          ]

| Power | Time | Diff | Cost | Effect |
|---|---|---|---|---|
| Assault | d6 sec | -6 DM | 8R | 2d6 dmg + Effect to Psi, Int, then End |
| Life Detection | d6x10 sec. | +4 DM | 1R | Sense other minds and approx loc. |
| Probe | d6 min | -4 DM | 4R | Read deep thoughts, detect lies |
| Read Surface Thoughts | d6x10 sec. | +0 DM | 2R | Read active, current thoughts |
| Send Thoughts | d6x10 sec. | -2 DM | 2R | Send thoughts to target |
| Shield | Blocks Psi both ways, always on, Free Action to lower | | | |
| Telempathy | d6x10 sec. | +2 DM | 1R | Read/send emotions |

### Teleportation [          ]

| Power | Time | Diff | Cost | Effect |
|---|---|---|---|---|
| Self, no clothes/equip | d6 sec | +0 DM | R | Teleport self w/o equipment/clothes |
| Self w/ 10kg | d6 sec | -2 DM | 2R | Carry up to 10 kg and clothes |
| Self w/ 500kg | d6 sec | -4 DM | 4R | Carry up to 500kg of equipment |

Notes: Teleporter cannot take any other living beings with them and they must have

Preknowledge of Destination (either visited, pulled from thoughts of another, or remotely

viewed). Jumps at Very Distant Range leave teleporter disoriented for 2d6x10 seconds.

Jumps cannot be made at Ranges greater than Very Distant.

Teleporting onto fast moving vehicles has the teleporter take collision damage (page 66).

Teleporting cannot exceed 400m in elevation change in one jump or over 600m in an hour.

## PSIONIC EQUIPMENT