PSIONICS

PRELIMINARIES

The following rules are proposed under the OGL (« Open Game License »). The OGL 1.0a, Version from Wizard of the Coast, is given at the end of this document.

1. DISCIPLINES, POWERS, EFFECTS AND SKILLS

1.1. OVERVIEW

The psionic talents are separated into **disciplines** (example ESP) which are subdivided into **powers** (example power vision in the discipline ESP). Each **power** provides access to **effects** (example the effect "precognition" For power "vision"). These effects are described in the following.
Every psionic **power** has an associated skill.
What is important in the following is the powers and skills associated with them, the disciplines are coherent groups of powers, and they intervene in the cost of purchasing psionic skills but not in the mechanics of the game.

Skill in a power is very important, because, unless it is specified in the power, all the characteristics of the effect of this power (degree of success, damage, duration, range, area of effect) depend on it.

The skill level is equal to the sum of the value of the associated characteristic and the level of learning.

1.2. DISCIPLINES AND POWERS

Below is the list of disciplines (in bold) and the powers associated with them.

Mind bending
> Darkening of the mind
> Influence
> Mental crush

Psychokinesis
> Thermokinesis
> Telekinesis

Psychometabolism
> Purity of the body
> Unity of the mind
> Body unit

Electrokinesis
> Bioelectricity
> Bio magnetism

Photomanipulation
Mental Fortress
Mental barrier
Field 0
Necrokinesis
The way of life
The way to death
Telepathy
Mental sharing
Perfect mind
Mind manipulation
ESP
Psychometric
Visions
Onirokinesis
The dreamer
Ectoplasm
Daydream

2. MECHANISMS TO ACTIVATE A PSIONIC POWER

2.1 ACTIVATION

- The character makes a roll and under the psionic power used and the various situation modifiers are applied. R is the degree of success obtained:
  - o   If R> 0 , the power works
  - o   If R = 0 there is no effect but no psychical injuries
  - o   If R <0 has when we take psychical stun damage : - Rd6 *
- When a power works, one of its effects is chosen

2.2 PSIONIC ACTION

A psionic action is considered a combat action, either defensive or offensive.

2.3 DURATION

The effects are:
- active as long as the psion is focused. Actions requiring concentration can be detected by people observing the psion.
  - o Concentration is considered as a combat action. You can use a reflex dodge to defend yourself. When one experiences a strong disturbance such as an injury he must succeed at mental resistance test to stay focused
  - o In case of unconsciousness, death or confusion the effects of active powers cease
- Otherwise they have duration independent of the concentration.
  - o The duration of the effect corresponds to the duration on the UT corresponding to the value of the skill except when the opposite is indicated.

The effects are activated on the initiative in the round.
Some effects require a specific duration of readiness to work that is indicated in the text describing the effect.

2.4 RANGE AND EFFECT AREA

INDIVIDUAL EFFECT

The target must be in range and clearly located. The range is given by the range in the UT corresponding to the value of the skill. When a power is only usable in close range, this is indicated in its description.

MULTIPLE EFFECTS

The use of the multiple effects causes a situation modifier of -I.
It cannot be used with the area effect.
It is identical to the individual effect except that it:
- affects targets in a sphere centered around the psion the base radius is the one corresponding to the skill level of power on UT
- the psion may select targets in the area. These targets must be clearly identified.
- the maximum number of targets affected is the degree of success of the skill roll. If targets have not been selected, those closest to the psion are assigned first.
- the Psion may choose to be included or not in the target

AREA EFFECT

The use area effect causes a situation modifier of -I.
It cannot be used with multiple effects.
It is similar to the individual effect except that it:
- affects targets in a sphere centered around the psion whose base radius is the one corresponding to the level of skill of the power -5 on the UT
- the Psion cannot select targets in the area : they are all affected except for the psion which can choose to be included or not in the targets
- the effect is noticeable and detectable (without effect on game mechanics) between UT-5 and UT range

ACCURATE EFFECT OF A POWER
- Using this effect causes a situation modifier of -I
- Can be used inside an object (lock, internal organ ...). Ignore the armor. Powers inflicting damage inside an adversary double the damage inflicted

2.5 DAMAGE

When a power inflicts damage, the effect modifier on the UT line corresponding to the value of the skill is added to the damage inflicted.

2.6 THE +5 RULE

At the cost of a situation modifier of -I, a psion can use power by shifting +5 or -5 on the UT: for each column of the UT it can choose an offset of +5 or -5.

2.7 CUMULATIVE SITUATION MODIFIERS

Situation modifier are cumulative.

No human psion can use a power with an **<u>overall</u>** situation modifier lower than -II: the human brain does withstand it.

This modifier is the final modifier: Positive modifiers can compensate for negative modifiers. So we can «cheat» using bonuses.

2.8 RESISTANCE TO PSIONIC ATTACKS

- Attack skill is the skill in the psionic power
- The "Mental Resistance" skill (under Will) helps to resist direct mental attacks that affect the mind
- The "Physical Resistance" skill (under Endurance) makes it possible to withstand direct mental attacks that affect the physical part of the target
- A direct action is a psionic action on a direct target to influence / damage / alter it
- An indirect action is a psionic action on an intermediate target for influence / damage / alter the target
- A psionic skill can be used to "parry" a psionic attack. This is considered a defensive action. One can abandon without penalty an action of attack for this defensive action (the psion "feels" the coming attack).

3. ELEMENTS ON PSIONS

3.1 AWAKENED

They are individuals with conscious psionic powers.

3.3 "SLEEPING" PSIONS

No significant powers but "intuitions" or a particular charisma.

3.4 WILD PSIONS

They are people who possess or gain psi powers by accident. Without help, they can be overwhelmed by these powers and go crazy. Sleeping psions can become wild psions during puberty. The learning level of a wild psion in one or more of its basic psionic skills is greater than 0: by his personal experience he has acquired the basics.

Depending on the value of the characteristic associated to the psionic power, he can be quite powerful.

3.8 FOCUS AND TRAUMA

A focus is a situation or action allowing to gain + I in a power.

A trauma is a special case of focus: in a particular situation, often uncomfortable and corresponding to his past, the psion can have + I in a specific power.

Each psion can have a focus or a trauma to be defined with the referee. This is not mandatory. The use of a focus has to be obvious for witnesses and a trauma may trigger a past experience difficult for the psion: the player has to role-play this.

4. PURCHASE COST

Power in a discipline: (cost 5 pts). Skill in the power begins at: -15

Power in a discipline related to that of a power already known: (cost 5 pts). The begins at -15

Power in a discipline not related to that of a power already known: (cost 10 pts). The skill begins at -15

- Telepathy is related to   : ESP, Mental Fortress, Mind bending
- Psychokinesis is related to Electrokinesis
- Psychometabolism is related to Necrokinesis
- ESP related to is Onirokinesis

5. DISCIPLINES AND POWERS

In the following section, N denotes the degree of success (relative in case of opposition) of the psionic test.

5.1 MIND BENDING (PRE)

GENERALITIES
The art of influencing and controlling others. People to influence must be able to hear / see the psion. Telepathy if known can be used. Is associated with Presence with a base level of -15.

DARKENING OF THE MIND:

BASE (MODIFIER 0):

<u>Confusion</u> (Mental Resistance). The target is a -I for N rounds and has trouble remembering what happened during that time.

MODIFIER -I:

<u>Multiple confusion</u>
<u>Areaconfusion</u>

INFLUENCE

BASE (MODIFIER 0):

Suggestion (Mental Resistance). Communication required. The target obeys the order if the latter does not have a direct negative impact on it. The order is maintained as long as the psion is focused.

MODIFIER -I:

Multiple Suggestion
Area Suggestion
Hypnosis (Mental Resistance). Communication required. Needs an hour of interaction with the target. Allows the target to recover memory and modify its behavior. The number of recovered memories and modified behavior is equal to the degree of success of the roll. The behavior is not permanently changed: at each new solicitation a test under the hypnosis skill must be made at -I cumulative until the throw fails and then the behavior is no longer changed. This roll is in opposition if the target perceives that this behavior is harming him.

Domination (Mental Resistance) the target follows the orders as long as the psion is focused. He clearly remembers the situation and communication needs to be established. An order perceived as suicidal allows a new test of mental resistance at +I

-II MODIFIER

Multiple Domination
AreaDomination

MENTAL CRUSH

BASE (MODIFIER 0):

Mental Attack (Mental Resistance) N D6 * Psychical injuries. Ignore the armor of the target.

MODIFIER -I:

Madness (Mental Resistance) the target takes 2Nd6 * of psychical injuries. With N degree of success. The target makes a mental resistance roll. In case of failure, he suffers confusion which lasts N rounds.
Multiple mental attack
Area mental attack

MODIFIER -II:

Multiple madness
Area madness

5.2 PSYCHOKINESIS (WIL):

GENERALITIES

The art of moving matter by the force of the mind at the molecular level (the level below is unaffected). Is associated with Will with a base level of -15.

THERMOKINESIS:

BASE (MODIFIER +I):

Cryokinesis   Nd6 * + bonus of stunning effect or injury of choice
Pyrokinesis   2Nd6* + bonus effect of injury type of damage
Ignition ignite an inert affected mass corresponding to the UT mass value
Freezing freeze an inert affected mass corresponding to the UT mass value

MODIFIER 0:

Multiple cryokinesis
Multiple pyrokinesis
Multiple Ignition
Multiple freezing
Area cryokinesis
Area pyrokinesis
Area Ignition
Area freezing

MODIFIER -I:

Accurate cryokinesis
Accurate pyrokinesis
Accurate ignition
Accurate freezing

TELEKINESIS:

BASE (MODIFIER +I):

Mental fist: played like a physical fist attack with a score that is that of the power skill. Since the attack is not visible, the target may dodge or parry at –I.

Mental grapple: played like a physical attack with a score that is that of the power skill. Since the attack is not visible, the target may dodge or parry at –I.

Projection: played like a physical attack with a score that is that of the power skill. Since the attack is not visible, the target may dodge or parry at –I.

Kinetic armor: creates a personal force field able to absorb ND6* damage. Its duration is that of the score of the skill on the UT.

Note: Telekinesis can also be used on oneself to move, thus creating a levitation effect and also to move an object within the limit of the mass authorized by the UT.
The maximum speed of movement is given by the speed corresponding to the skill on the UT.

MODIFIER 0:

Multiple mental fist
Multiple grapple

Multiple projection
Area mental fist
Area grapple
Area projection

Kinetic field: creates a force field that encompasses a sphere of radius given by the UT that absorbs Nd6* of damage before giving up.

MODIFIER -I:

Accurate telekinesis: inflicts double damage by ignoring armor.

5.3 PSYCHOMETABOLISM (END)

GENERALITIES
The art of manipulating your body through the mind.
Is associated to Endurance with a basic level of -15.

PURITY OF THE BODY

BASE (MODIFIER 0):

Regeneration : For physical damage , the psion recovers as long as it concentrates one stun point per round. When all the stun points have been recovered, he recovers one injury point per round.

Pure body: remove the poison from the body of the psion. The degree of success must exceed strictly the power of the poison.

Hibernation: reduces heart rate and oxygen consumption. Adds +5 on the UT for the duration before asphyxiation by degree of success

Spark of life: when the psion dies, it can do an Endurance roll to stay alive. If he fails he is really dead. He must make this roll every 10 minutes.

MODIFIER -I:
Self healing: the psion recovers ND6 * from physical damage

MODIFIER -II:
Total healing: Removes all physical damage to the psion

Reparation of the body: The Psion regenerate organ, member, etc. Requires 2 days

MODIFIER -III:
Rejuvenation: the psion stops aging for a month

UNITY OF THE MIND

BASE (MODIFIER 0):

Prowess: the psion can substitute his score in the skill to his Strength.

Sharpened senses + II to the jets involving the perception

MODIFIER -I:

Union of the mind : The psion can substitute its score in the psionic skill for a skill roll whose associated characteristics are Strength, Agility, Dexterity or Speed.

MODIFIER -II:

Unity: can substitute his score in the skill power for a skill roll whose characteristics are Strength, Agility, Dexterity or Speed and has a + I situation bonus.

BODY UNIT

BASE (MODIFIER 0):

Iron body : can add his skill / 3 to armor .
Iron fists: for hand-to-hand attacks the psion can use his skill in the field rather than Close Combat. To calculate the damage he can use the score in the power skill rather than the strength. The maximum number of dice of the attack (DMAX) goes to 4 (instead of 2).

MODIFIER -I:

Diamond body : can add his score in skill / 2 to armor . Armor is still subject to armor-piercing rules.
Diamond fists : for bare-handed attacks the psion can use his skill in the field rather than Close Combat. To calculate the damage he can use the score in the power skill rather than Strength. The maximum number of dice of the attack (DMAX) goes to 6.

MODIFIER -II:

Body of flowers: can add his score in skill/ 2 to armor .
This armor is not affected by armor piercing.

Fists of flowers: for the attacks with bare hands can use his skill rather than Close Combat. To calculate the damage he can use the score in the power skill rather than his Strength. The maximum number of dice of the attack goes to 6.
The contact can be a simple caress.
The immediate damage is lethal and affects the internal organs by ignoring the armor. The defense against such an attack is at -I because it only requires a light touch.
The psion can differ this damage by deciding at the moment the blow is taken, when it will be inflicted.
The time during which it can be deferred must be less than or equal to the duration corresponding to the power skill on the UT.

5.4 ELECTROKINESIS (WIL):

GENERALITIES
The art of manipulating elementary particles. Is associated with Will with a base level of -15.

BIOELECTRICITY

BASE (MODIFIER +I):

Bioelectrical flash: a flash starts from the body of the psion. The damage inflicted is 2ND6 * + effect bonus. Defense is at -I against this attack.
Electrical detection: detect electrical activities. Even brain activities. Blocked by conductors.
Stop stops electrical machines. No permanent damage.

MODIFIER 0:

Multiple bioelectrical flash
Multiple stop
Area bioelectrical flash
Area stop

Jolt : Permanent damage to electrical appliances. Damage to devices like Area bioelectrical flash.

BIOMAGNETISM

BASE (MODIFIER +I):

Electromagnetic Armor : create a personal field to protect against attacks of electricity, ionizing radiation and kinetic attacks with ferromagnetic materials. Armor = psi skill.
Magnetic manipulation (as telekinesis only works on ferromagnetic materials).

MODIFIER 0:

Electromagnetic field: allows creating a field protecting attacks with ferromagnetic materials, electricity, ionizing radiations and lasers. Armor = psi skill. The protection can be selective within the field.
Multiple magnetic manipulation: (as multiple telekinesis only works on ferromagnetic materials)
Magnetic manipulation of area: (as area telekinesis only works on ferromagnetic materials)

PHOTOMANIPULATION

BASE (MODIFIER +I):

Spectrum sense : on a skill roll you can see all the components of the electromagnetic spectrum as normal light. The long wavelengths appear a little blurry.

<u>Distortion of the spectrum:</u> can manipulate electromagnetic radiation in the radius of effect causing areas of darkness or causing mirages by curving the radiation.

<u>Electromagnetic pulse:</u> one electrical device is affected and the damage is permanent. The affected mass is limited by the UT.

MODIFIER 0:

<u>Living Laser:</u> Usable in attacks with bare hands. No limit to the maximum number of Dice. Piercing Armor 3. Lasts for N rounds.

<u>Flash:</u> Endurance roll to avoid being dazzled during N rounds. All persons looking the psion are affected within a radius corresponding to UT-5.

<u>Multiple Electromagnetic Pulse:</u> The total mass affected is limited by the UT.

<u>Electromagnetic area impulse:</u> All electrical equipment is affected and the damage is permanent. The total mass affected is limited by the UT.

MODIFIER -I:

<u>Multiple living laser</u>
<u>Area living laser</u>

5.5 MENTAL FORTRESS (WIL)

GENERAL:

The ability to protect yourself from psionic attacks. Is associated with Will with a base level of -15.

MENTAL BARRIER

BASE (MODIFIER +I):

<u>Psi Wall:</u> allows using this power skill as a defensive action against any direct attack psi.

MODIFIER 0:

<u>Rebound:</u> As Psi wall, the attack is sent back to the initiator.

MODIFIER -I:

<u>Ricochet:</u> as above, the attack may be redirected against someone else (within range).

FIELD 0

BASE (MODIFIER +I):

<u>Field 0:</u> A field 0 is created in an area of radius given by the UT. Requires concentration. The psion that creates the field is also a victim of the field if he wants to use other psi powers.

MODIFIER 0:

Field 0: A field 0 is created in an area of radius given by the UT. Requires concentration. The Psion who created the field is **not affected by the field.**

5.6 NECROKINESIS (END)

GENERALITIES:
The healer or the death bringer of legends.
The art of affecting the vital flow. It is associated to Endurance with a basic level of -15.

THE WAY OF LIFE

BASE (MODIFIER +I):

Can use his psionic skill instead of the first aid skill.

Healing: by touching, the psion can transfer from the target a number of Physical stun or injury damage to himself up to a maximum of ND6*. He does not have to transfer the maximum.

MODIFIER 0:

Healing touch: The psion hits the target and heals it from one point of Physical injury or stun per round for the duration of the concentration.
Poison care: test the psi power skill against the virulence of poison to eliminate it from the body.
Care of the disease: test the psi power skill against the virulence of the disease to eliminate it from the body.

MODIFIER -I:

Multiple healing touch
Area healing touch

MODIFIER -II:

Touch of life: Bring back to life a person who has been dead for the past duration of time on the UT corresponding to the psi power level.

THE WAY OF DEATH

BASE (MODIFIER +I) :

Touch of fatigue: on a touch (hand-to-hand strike) deals 2Nd6 * of Physical stun on the target, where N is the degree of success of the psionic roll. Protection counts.

Crippling touch: on a touch (attack with bare hands) inflicts - I on any physical action.

MODIFIER 0:

Deadly touch : on a touch (hand-to-hand attack) deals 2Nd6 * of damage to the target, where N is the degree of success of the psionic roll.

Touch of pain: on a hit (hand-to-hand attack) deals a shock roll to the target.

Multiple touch of fatigue: It is not necessary to hit the target but you have to make a test under the skill "throw" that can be dodged or parried as a ranged attack.

Area touch of Fatigue: It is not necessary to hit the target but you have to make a test under the skill "throw" that can be dodged or parried as a ranged attack.

MODIFIER -I:

Multiple mortal touch
Area mortal touch
Multiple pain touch
Area pain touch

MODIFIER -IIS:

Life stealing: as a mortal touch, the damage points inflicted can heal the psion.

Time stealing: 12h ritual (29 on the UT). A human sacrifice allows the psion to earn a time credit of 1D6 * (mature) / 2D6 * (young adult) / 3D6 * (young) days (15 on the UT) during which time it does not age.

5.7 TELEPATHY (WIT)

GENERALITIES

The art of feeling, read and manipulate the mind. It is associated with Wit with a base level of -15.

MENTAL SHARING

BASE (MODIFIER 0):

Empathy: allows sharing sensations. Allows also detecting lies.

Touch of the spirit: the ability to receive or send raw information to another mind.

MODIFIER -I:

Reading superficial thoughts
Sense the spirits
Multiple touch of the spirit
Area touch of the spirit

MODIFIER -II:

Reading deep thoughts: The reading remains approximate.

Reading deep memory: Examination time of the subject shall be at least 12 h (29 on the UT). The reading remains approximate.

PERFECT MIND

BASE (MODIFIER 0):

Hypermnesia: can learn a number of kilobytes of information equivalent to the number of portable kg on the UT
Fast learning: N points per month (34 on UT) in free learning. These points are non-cumulative. We make one and only one throw at the end of the learning period, and any points earned can be added.
Clear mind: ND6 * Mental protection

MODIFIER -I:

Fast learning gains 2N points per month (34 on UT) in free learning. These points are non-cumulative. One and only one test at the end of the learning period is made, and any points earned can be added.

MODIFIER -II:

Fast learning: gains 3N learning points per month (32 on UT) in free learning. These points are non-cumulative. One and only one test at the end of the learning period is made, and any points earned can be added.

MIND MANIPULATION

BASE (MODIFIER 0):

Heal the mind Cures ND6* of mental damage starting with stun damage and ending with injuries. Requires 1 to 2 hours (32 on the UT) of interaction.

MODIFIER -I:

Save the mind Helps cure madness. Requires a week (34 on the UT) of interaction.

Concealment The psion is invisible to those in the area of effect. Duration: concentration.

MODIFIER -II:

False memories: one hour of interaction (27 on the UT) makes it possible to implant N false accurate recalls in the target mind.

Memory erase: one hour of interaction time (27 on the UT) clears the last N hours of memory. To wipe N hours of memory which are not the N last hours, it requires a deep reading of the memory.

5.8 ESP (INS)

GENERALITIES:

The art of extra-sensory perception. Is associated with Instinct with a base level of -15.

PSYCHOMETRY

BASE (MODIFIER +I):

Danger sense: a successful test prevents an imminent danger to the psion. This skill is usable automatically and without concentration required. The degree of success indicates the degree of knowledge of the danger.

Object reading: Incomplete vision of former owners of an object that has been touched for a past duration corresponding to UT + 15

Post cognition: incomplete vision of a scene occurring in the place where the psion is located for a past period corresponding to the GMT + 10

Trouble in the pattern: The skill in psychometry replaces perception. But it is necessary to be focused.

MODIFIER 0:

One with the pattern: The skill in psychometry replaces perception. The sensory acuity of the psion is exceptional and it has a + II situation bonus. But it is necessary to be focused.

VISIONS

BASE (MODIFIER +I):

Precognition: Incomplete vision of the future where the psion is. The future is visible for a duration corresponding to the UT + 10. Requires concentration for 15 minutes (23 on UT).

Psychonavigation:
The psion obtains incomplete information about a topic after a 12 hour trance (31 on UT).
He can ask a question by degree of success.
Situational modifiers depend on situational awareness that one has before using power, and are :
- -IV no information on the subject
- -II incomplete information
- 0 recent information
- + II recent and detailed information

MODIFIER 0:

Time sense : A glimpse of the future allows you to re roll a number of times the dice equal to the degree of success in the next 10 rounds (4 on the UT) . A new use of time sense sets to 0 the number of remaining dice to cast.

MODIFIER -I:

Noetic travel provides incomplete views on a topic for a session meditation 1h (27 on UT). The degree of success gives the number of clues one can receive through these visions. These clues can

be given in an obscure form. The clues obtained are visual and richer than those obtained by Psychonavigation.

5.9 ONIROKINESIS (INS)

GENERALITIES:
The art to interact with dreams, to move among them and make them real. It is associated with Instinct with a base level of -15.

THE WALKER OF DREAMS

BASE (MODIFIER 0):

Sleep : You can put a creature to sleep. It is a "poison" whose virulence is your skill / 3 . It acts once per round, inflicts 1d6 * + stun effect bonus per round and is resisted by Mental Resistance. When the target becomes unconscious, it stops being damaged.

Dream reading : the dreamer must be within reach of the dream walker who then has a vision giving N slices of dream during the sleep of the sleeper.

Enter the dream : the walker m ay appear in the target dream on any form he wants and communicate a message or persuade an action with a situation bonus + I. This can only be done once per sleep sequence.
Upon awakening, the target may (if it disagrees with the action suggested to him) make a new mental resistance roll.

MODIFIER -I:

Nightmare: The dreamer is assailed by a nightmare produced by the walker of dreams. A monster that is the avatar of the walker of dreams attacks the dreamer. The skill in the psi power can be substituted for any skill or characteristic of the walker and the mental toughness (or onirokinesis skill) can be substituted any skill or characteristics of the dreamer. The injuries inflicted are psychical. Only one fight is possible per sleep sequence.

ECTOPLASM

BASE (MODIFIER 0):

Homonculus
The psion can create a homunculus and try to give it a human or animal form.
The skills and physical characteristics of the homunculus are all based on the Ectoplasm skill of the psion and must be known by the psion and inferior or equal to this skill value. The only limitation is the relation between the strength of the homunculus and its mass: the mass of the homunculus must correspond to its strength on the UT.
The psion can control the homunculus to its reach on the UT +5. The life duration of the homunculus corresponds to the duration on the UT +5. In the absence of control, the homunculus does nothing or applies a very simple default behavior. Beyond this range or duration, the homunculus decomposes itself. The amount of homunculi created is limited by the possible mass. A homunculus looks like a human or animal but is too crude to be mistaken for any of them.

If the homunculus is in the presence of a 0 field, the psion must repeat a skill roll with the situation modifier caused by to the field.

MODIFIER -I:

Simulacrum

The psion can create a simulacrum and try to give it a human or animal form.

The simulacrum must correspond to a person or animal very well known to the psion. If it is a person or a real animal, the psion has to observe it for at least a period of one month.

It is simpler to make a simulacrum out of one's own dreams or those of others. The duration of observation of dreams is one week to be able to create a simulacrum.

The skills and physical characteristics of the simulacrum are all based on the Ectoplasm skill of the psion and must be known by the Psion and less than or equal to this skill value. The only limitation is the relation between the strength of the simulacrum and its mass: the mass of the simulacrum must correspond to its strength on the UT.

The simulacrum is mentally controlled by the psion to a range of UT + 10 but requires concentration from the psion. In the absence of control, the simulacrum does nothing or applies a very simple default behavior.

To create an additional simulacrum, a psion has a situation penalty of -M, M being the number of simulacra already created.

Contrary to a homunculus, a simulacrum acts much like the creature he is supposed to represent, however, a perception roll detects that the simulacrum is not completely normal.

If the simulacrum is in the presence of a 0 field, the psion must repeat a skill roll with the situation modifier caused by the field.

MODIFIER -II:

Nightmarish killer

The Psion creates a simulacrum that **in addition** represents a creature that gives nightmares to its target. The target can only be unique.

The target has -II to all his actions against the nightmarish killer.

DAYDREAM

BASE (MODIFIER 0):

Angelic transformation

The psion transforms itself into a creature whose physical and mental characteristics and skills must be known by the psion and limited by the skill of the psion. Ideally it is a creature from his happy dreams.

It can also empower his angelic form may be used with skill in the psion Dream awake, while they remain in the psi powers base 0. In this form it can have access to the powers that n could not have provided that these powers are totally consistent with the chosen form.

This creature is **unique** and must be determined with the referee. It corresponds to the good aspirations of the psion and must fight only if it is obliged to do so, essentially by defending itself. In the same way, his psionic powers must be turned towards healing and harmony.

The creature in which he is transformed must have a benevolent appearance and attitude that cannot be concealed (for example: good-natured old man, an angel, an unicorn ...).

When the psion is unconscious, it returns to its normal state. The duration is the one on the UT +5.

The psion can resume at any moment its normal state if he wishes.

Demonic transformation
The psion transforms itself into a creature whose physical and mental characteristics and skills must be known by the psion and limited by the skill of the psion.
Ideally it is a creature from his nightmares.

He may also give himself powers that his demonic form will be able to use with the awakened dreaming skill of the psion, as long as they remain in the basic psi powers 0. In this form he may therefore have access to powers that he could not have provided that these powers are totally consistent with the chosen form.
This creature is **unique** and must be determined initially with the referee. It corresponds to the bad aspirations of the psion, it fights and kills with pleasure. His psionic powers must be turned to aggression and chaos.
The creature in which he is transformed must have a disturbing aspect that cannot be hidden (for example: vampire, demon, zombie, tentacle creature ...).
When the psion is unconscious, it returns to its normal state. The duration is the one on the UT +5.
The psion can resume at any moment its normal state if it wishes.

MODIFIER -I:

Improved angelic transformation
It is the same creature as for Angelic Transformation but it can also give itself powers as long as they remain in psi powers domain with modifiers -I.
Improved demonic transformation
It is the same creature as for Demonic Transformation but it can also give itself powers as long as they stay in psi powers domain with modifiers -I.

MODIFIER -II:

Supreme angelic transformation
It is the same creature as for Angelic Transformation, but it can also give itself powers as long as they remain in the psi powers domain with -II modifiers.
Supreme demonic transformation
It is the same creature as for Demonic Transformation but it can also give itself powers as long as they remain in the psi powers domain with -II modifiers.

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