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ShadowWorld

R8.3

A Diceless Role-Playing Game

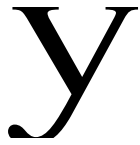
Core Rules

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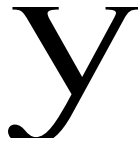
Thanks

Thanks To

This game has been years in the making since 1993; a lot of people were part of the environment that let it grow up to the game it is. We are grateful and thankful to all these people:

- The first Underworld players: Mark Apolinski, Kurt Marten and Ben Ekdahl.
- The Underworld test players, at GenCon™ and Ambercon™, faithful since the fall of 1993.
- The organizers of Ambercon, who recognized the family relationship between Underworld and Amber™ early on and have let us run test games at Ambercon since Ambercon VI.
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- Our first and final thanks go to Erick Wujcik, for creating the Amber Diceless Role-Playing™ Game.
- Note: Underworld, though laying claim to prior use, was renamed to ShadowWorld in the summer of 2002, to avoid confusion with earlier published role playing games with same or similar names.

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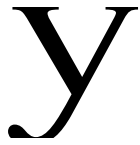
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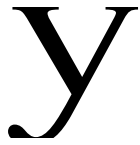
Overview

ShadowWorld is a Diceless Role-Playing Game (DRPG) that is based in our world. Our world, except that if you look under the facade of paperwork, politics, political correctness and politeness, there is a ShadowWorld in which strange things happen. These strange things are almost always hidden from or dismissed by the general public.

This ShadowWorld is what all the paranoiacs have feared. The supernatural isn't really supernatural, it's just that the explanations are kept from the general public. There are many organizations out there that have this information, some are part of the government, and some are not. Most of them are comprised of people with powers, psychic powers. They call themselves Psionics and believe themselves to be the next link in the long chain of evolution: Homo Superior. They hide as Psychic Hotlines, shady intelligence agencies, gentlemen's clubs and wear many faces. Some know more than others. All of them are trying to change the world in their own image.

Then, sometimes, there are the victims of circumstance: their genetics, because of an odd stirring of the gene pool, resulting in that odd one out. People who know they are abnormal and, not knowing about their potential, trying their best to keep it from the public. Sometimes they fail and get hunted down, mercilessly.

Some of the organizations see that a better life for the human race is ahead, some through directed evolution, some through assisted evolution, and some through winning by default. As in Nature, only the fittest will survive, and there is no thought, nor care, for those who fall by the wayside. It is a war, between Homo Sapiens and Homo Superior, a war that has been fought since before recorded history, usually subtly, but at times involving large groups of humans, led by puppet masters against other puppet masters. For amongst themselves these "Superior Men" do not agree on the best course of action. They cannot come out in the open, for despite their enormous powers, humanity is vast, and involving the humans would spell a lot of trouble, and the end of all their dreams. So the covert, cold war goes on behind the veils of normalcy, behind the gauzy curtain of normal everyday life.



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Character Creation

Spending Character Points

In ShadowWorld players play characters that have one or more Psionic powers. When you create your character (see *Creating a Player Character*), you define who your character is, and what Psionic powers your character has.

As part of the character creation process, you have a certain number of points to spend on your Psionic powers, called *Total Character Points*. All Psionic Powers have a number of different *Attributes* that add up to the *Character Points* for that Power. If you have multiple Psionic powers, you simply add up the *Character Points* for the different powers to get the *Total Character Points* for your character. You can also spend *Character Points* on *Mutant Abilities*, *Mutations* and *Benefits*, or get back *Character Points* for taking *Disadvantages*. Specific combinations of different Psionic powers, can give you additional *Character Points* to spend, at the Game Master's discretion.

Selecting Psionic Power Attributes

Every Psionic Power, Mutant Ability or Mutation you select must comply with these rules:

1. The **total Character Points of your Psionic, Powers, Mutant Abilities, Mutations, Benefits and Disadvantages** must be equal to your **Total Character Points**.
2. Every power must have a **Base of 1 or more** (i.e. powers with a Base of 0 are not allowed).
3. Every power must balance out to a **Level of 1 or more** (i.e. powers always 1 point).
4. Every power must have **one Side-effect of 1 or more, but less than or equal to 10**.
5. Optionally, every power's Base must be less than or equal to its Cost.
6. Optionally, every power's Sideeffect must be less than or equal to its Base.

Selecting Psionic Powers, Mutant Abilities, Advantages and Defects

When selecting multiple powers you must also comply with these rules:

7. **Multiple Powers** can benefit from their relationships in the *Psionic Power Groups and Trees* (see page 24) as follows:
 - a. A power in a **different group** gives no bonuses, unless they have exactly the same limitations, in which case every additional power has a bonus of 1 *Character Points* (e.g. *Animal Telepathy* and *Animal Warp*).
 - b. A power in a **different tree in the same group** gives a bonus of 1 *Character Points*.
 - c. A power at the **same level in the same tree** has a bonus of 1 *Character Points*.
 - d. A power at a **higher level in the same tree** gives a bonus of 1 *Character Points* for every power at the level below it.

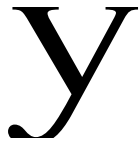
Note that bonuses for taking a certain power have to be applied to that power and that you still need to use one of your Character Points to create that power.

- e.g. You have the FerroK power and add the PetroK. This gives a bonus of 1 points, that you must spend on the PetroK power, which already must cost 1 point, for a total of 2 points minimum.

Recommended Psionic Power Attributes for Starting Characters

To create Starting Characters with a level of power that is playable, but not too overpowering:

1. Give no more than 5 *Character Points*.
2. Every Base must be 4 or less.
3. Every Side-effect must be 5 or less.
4. Avoid values for Delay below 0, or Modifier and Limitation of less than -2.
5. Optionally, disallow multiple Psionic Powers.
6. Optionally, disallow Mutant Abilities and Mutations.
7. You also want to be careful of the Psionic Powers *ChronoK* or *Astral Projectionist* at high Bases.



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Psionic Power Attributes

The powers are rated under a standard system (even though many use different charts for their specific Base, Range and Precision). A person is rated based upon the additions and subtractions from the series of charts that are used to fully classify a power and the Base Strength.

All powers have the following characteristics:

- B Base** (a.k.a. Ability). This rating is a power-specific number. It determines **how much** or what a Psionic can do with that power. It is often specific to the power.
- R Range** (a.k.a. Power). This rating determines **how far** away from the Psionic the power can be used. It is often specific to the power.
- P Precision** (a.k.a. Accuracy). This rating determines **how well** the Psionic can use the power. It ranges from totally uncontrolled to total control. It is often specific to the power.
- C Concentration**. This rating determines how much concentration is required to activate the power.
- D Delay**. This rating determines how long the *Concentration* must be maintained before the power is activated.
- S Sideeffect**. This rating is a number from minus 1 to minus 10, usually prefixed with the name of the Sideeffect. which determines how bad the side-effect of the power is. See *Side-effects* to powers for an explanation. It normally is listed last, regardless of the number of characteristics.
e.g. PyroK, Base 5, Range 2, Precision 1, Concentration 2, Delay 2, Cooling -7 (Sideeffect)

Furthermore, the following characteristics may be used to define the power (note that their use is always optional):

- L Limitations**. This rating is used to limit what the power can influence. It ranges from 0 to 10.
- M Modifiers**. This rating is used to determine the effect of props the psychic uses with the power. It ranges from 0 to 10.

e.g. PyroK, Base 5, Concentration 2, Delay 2, Range 3, Precision 2, Limitation -1, Modifiers -5, Sideeffect Cooling -4

The *Character Points* for a power is simply the sum of the Base, Concentration, Delay, Sideeffect, Range, Precision and Modifiers.

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Range

This is the maximum range at which the Psionic can use his or her power. Note that range can be a distance, a time span, a time ratio, etcetera. It is a measure of the raw power of the Psionic. A Range of *Self* means that the Psionic can use the power only on himself or herself. A Range of *Touch* means that the Psionic must touch the subject to use the power on.

Concentration

This is the level of concentration that the Psionic needs to maintain to use the power:

- **Lucid Dreaming.** The Psionic must go asleep, focusing on the task at hand and maintain (control of) REM (Rapid Eye Movement) sleep.
- **Trance.** The Psionic must go in an Alpha-brainwave state. This usually requires extensive bio-feedback training. During the trance the person is not aware of his or her surroundings.
- **Meditation.** The Psionic must relax his or her body, control his or her body awareness, breathing and achieve a calmness of mind. This usually requires a reduction of outside disturbances. The Psionic is marginally aware of his or her environment.
- **Intense Concentration.** The Psionic must focus totally on using his or her powers. The Psionic is aware of his or her environment but cannot perform any but the simplest activities (e.g. walking).
- **Mild Concentration.** The Psionic must focus on using his or her powers, but can perform other actions that do not require exclusive concentration (e.g. driving).
- **Forethought.** The Psionic must focus on using his or her powers, but can perform any other actions that do not require intense concentration (e.g. math).
- **Secondary Thoughts.** The Psionic must think on how to use his or her powers, but can perform any other actions.
- **Automatic.** The Psionic can use his or her power without thinking about it. The Psionic can perform any other task, including using other Psionic powers.
- **Subconscious.** The Psionic can use his or her power reflexively.

Delay

This is the length of time that the Psionic needs to maintain his or her *Concentration* before the power can be used the first time.

Side Effects

All known Psionics have an associated side-effect to their power(s). Work can be done to minimize this side-effect, but it has only very rarely been completely eliminated. Side-effects are rated on a scale of one to minus ten. This rating is fairly general and it is up to the GM to enforce it. A level 1 has very little side effect to worry about. It happens, but it is something that can be taken care of, or will fade away quickly. A level five will have the side-effect come into play very soon after initiating the use of their power. With extended use or massive use, it will become overwhelming. A level 10 side-effect will start overwhelming the character almost immediately when they start to use the power, so that they can only use it with very short durations. Here are some common side-effects, but please feel free to make up other suitable ones:

- **Agging:** The character's fingernails and hair grows at a very fast rate. A gage you can use for this is the Healers chart, where it shows rates of healing, you could just have that be rates of growth.

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- **Amnesia:** You forget why you are doing what you are doing. Of course, you get trained to continue, but you don't know why. As you continue, you continue going back into time, and you forget how you got to the place where you are, and what the mission was about. This is permanent memory loss. You just can't remember, and the telepaths can't see it in your mind.
- **Anemia:** Weakness
- **Blemishes** (Liver Spots, Warts): Your skin grows more and more spotty with either white or black blemishes. They never look good and they are of varying shades. Eventually your entire body is covered with them, including your eyes and mouth changing color.
- **Confusion:** This is a general type of confusion: what am I doing here? Why am I doing this? Maybe I'm not doing the right thing. This is similar to amnesia, except that you haven't forgotten these things; you are just mixing them up. It will later be sorted out.
- **Declination of All Senses:** Slowly all your senses dull. First taste and smell, then your body will grow numb all over. It's harder to walk like that than you might think, since you don't know what your body parts are doing. Just think of drinking soon after a dentist's visit when they needed to use heavy Novocain, especially since it's affecting your inner ear. Finally your eyes blur and sounds escape you. Eventually you become entirely withdrawn, with no sensation except that of time passing and your own thoughts.
- **Dehydration:** You will develop an intense thirst. As this increases, you will visibly become dehydrated.
- **Disorientation:** You start becoming dizzy and off balance. Eventually you won't be able to tell up from down and won't be able to distinguish anything you are seeing.
- **Excretions:** This may start as tears, a runny nose, or a heavy sweat. It only gets worse from there. The nose gets progressively runnier, tears are constantly flowing, sweat is pouring from your body, and your saliva glands are producing excess moisture, possibly creating a drool. Eventually you lose control of your bladder and bowels. In the worst sense, you may begin bleeding through the nose, eyes and mouth.
- **Exhaustion:** The person just gets tired. More and more tired. It's easier for them to lose track of what's going on. Think of staying up for 24 hours. Then 48 hours. They will start seeing hallucinations as they begin dreaming while they are awake. Eventually they go to sleep and can't be woken for some time.
- **External Bleeding:** This is the classic. First it starts with a nosebleed. Then it continues into bleeding gums, fingernails, ears and eyes. Eventually almost every pore in your body will be slowly oozing blood.
- **Extreme Emotions:** Whatever the person is feeling at the moment will be amplified. It gets to the point of being ridiculous. With a blow-out, they will feel all emotions at once and not be able to act on anything. The best thing for them at the time will be a strong sedative.
- **Hemorrhaging:** Internal bleeding will start occurring. At first this will be unnoticeable. But then it will cause a long-lasting blush. Eventually the blood will start depositing in areas that you shouldn't have blood and you won't be able to absorb it fast enough. Parts of you will begin to swell with the blood and that will cause pressure on your nerves causing intense pain.
- **Hunger:** You develop an intense hunger. As this increases you will become visibly gaunt.
- **Internal Heating/Cooling:** Your temperature continues to rise as you use your power. Very dangerous, although your body can take slightly higher temperatures than most peoples. Though opposite can be just as bad.
- **Paranoia:** Everyone is out to get you. Even the organization for which you are working is setting up a giant trap for you to fall in and this might be it. Attack your so called friends! (at a high enough level)
- **Physical / Mental Pain:** The character can have intense headaches, muscle aches, heart murmur, or anything else that would be painful.

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- **Scaling (Flaking Skin):** This is apparently dehydration of just the skin. At first you have painful joints such as the elbows, fingers, and knees because of the dryness. Then your eyes begin to hurt, and skin begins to flake off. At high levels you start looking like a radiation victim.
- **Sickness:** The person gets a runny nose, then feels nauseous, they then starts sneezing and coughing. They can't breathe without wheezing. Eventually they become incapacitated as they fall down, vomiting where they are.
- **Supersensitivity of All Senses (Autism):** At first, it's somewhat like a bad hangover. From there it's downhill. You start hearing everything, not being able to discriminate. You are constantly feeling your clothes, smelling yours and other's odors, and you loose focus with your eyesight as you try to perceive everything in your vision. The best defense is a withdrawal.
- **Uncontrolled Powers:** Your powers are wielded against you, your friends, your enemies, and unlucky passers-by. Fortunately this does not feed into itself, but this is a dangerous one. Occasionally a Psionic's powers have been his own death.

Modifier

This is an optional characteristic that defines how large the Prop is that the Psionic requires to use his or her power. A prop can be an item, a gesture, a vocal uttering, etcetera. A Prop is rated as to how extensive it is:

- **Fixed.** The prop cannot be moved or affected.
e.g. a specific location, about to be killed.
- **Extensive.** The prop is very large and requires extensive preparation.
e.g. pentagram.
- **Large.** The prop is large and cannot be moved or used without help.
e.g. a piano, a bed, Tai Chi.
- **Medium.** The prop is medium and cannot be moved or used without being noticed.
e.g. Clothing, arm gestures, phrases, ways of speaking.
- **Small.** The prop is small and can easily be concealed and used.
e.g. Jewelry, personal items, hand gestures, words.

Loosing your prop

Almost all known Psionics have a prop associated with the use of their power(s). Often a psychological crutch that is connected either to their awakening or the specific power, the prop allows them to use their power as effectively as they do. Props can vary from small items or gestures to large expansive gestures, sizable items to complete setups or fixed locations.

Work can be done to minimize this side-effect, but it has only very rarely been completely eliminated. Side-effects are rated on a scale of one to ten, and they subtract from the overall *Character Points* of a Psionic Power. This rating is very specific and used at character creation time. It is an opportunity to create a richer character. Most props can be taken away from the character, or the character can be prevented from using them. There are several ways of playing this, and it is up to the Game Master to determine which method is used. The effect can even be different for different characters, different props, different powers, as determined by the player and the Game Master.

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There are several possible ways of playing the effect of lacking the use of a prop are:

- **No Power.** The character is fully dependent upon their prop. Without it they cannot use the power. This is the normal way of dealing with the absence of a prop.

Alternative ways of dealing with the absence of a Prop are:

- **Lowered Base Rating.** The character cannot exert themselves without their prop. Their Base Rating is lowered by the prop's rating. If this lowers the Base Rating to zero, the power cannot be used.
- **Side Effect.** The Side Effect is increased by the prop's rating. If this increases the Base Rating to more than 10, the power cannot be used.
- **Lowered Attributes.** Either one or more of the power's modifiers (Range, Precision, Control, Preparation or Concentration) are increased by the prop's rating.

Limitation

This is an optional characteristic that defines the (psychosomatic) limitations that the Psionic has on the use of his or her power. A limitation can be geographical, racial, physical, or elemental. A Prop is rated as to how extensive it is:

- **Living Part.** The Psionic requires a living part of the subject.
e.g. A skin scraping will do for a short while.
- **Part.** The Psionic requires a part of the subject.
e.g. voodoo doll of the target with hair or nail clippings, piece of the item to be affected.
- **Sample.** The Psionic requires a sample of the subject. This can be a representation or similar subject.
e.g. model, electrical current to throw lightning.
- **Strong.** The limitation restricts the use to all but 10% of possible uses.
e.g. .
- **Medium.** The limitation imposes many restrictions. No more than 50% of possible power uses is prohibited.
e.g. Women, Catholics, Direction.
- **Weak.** The limitation does not impose many restrictions. No more than 10% of possible power uses is prohibited.
e.g. Earth, visible.

Special Uses of Powers

Psionic Powers are highly idiosyncratic: what one Psionic with a specific power can do, another Psionic with the same power may be entirely unable to do. Furthermore, Psionic Powers are very individualistic: a Psionic's use of his or her power depends very much upon his or her mind set, props, and even use. However, there are ways, common to all Psionics, to increase their powers temporarily, combine their powers, etcetera.

Pushing Your Psionic Power

Extending beyond one's ability is similar to trying to lift a weight that is too heavy for you. Sooner or later you're going to pull something, and with Psionics, it's going to be your brain. You can do this for a time, but it has heavy penalties. Not only do you get a tremendous headache, but any side effect, no matter how small the rating, gets worse, fast. Eventually you will totally succumb to your side-effect. If this happens it is very likely that you will bear some permanent mark:

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e.g. if your side effect is sickness, you could have a permanent affectation, like chronic laryngitis. If your side effect is disorientation, you could have a permanent inability to tell left from right.

You can extend your abilities for a short amount of time before you totally succumb to your side effect as in pushing beyond your limits. You can increase the Base, Range or Precision by a full level, at the following costs, when you increase:

- **Base**, you sacrifice one level each of Range and Precision, add one level of Sideeffect.
- **Range**, you sacrifice one level each of Base and Precision, add one level of Sideeffect.
- **Precision**, you sacrifice one level each of Base and Precision, add one level of Sideeffect.

Gathering

When two or more of the same type of Psionics Power try to use their powers in harmony, their combined attributes are as follows:

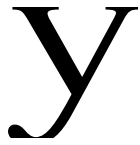
- **Base**, sum of Bases, decreased by one level per person joining the *Gathering*.
- **Range**, highest Range increased by one level per person joining the *Gathering*.
- **Precision**, highest Precision, decreased by one level per person joining the *Gathering*.
- **Sideeffect**, Highest Sideeffect, increased by one level per person joining the *Gathering*.

Empowering

Empowering is in some ways a much improved version of *Gathering* when a *Balancer* or *Gatherer* adds to another Psionic's Power, their combined attributes are as follows:

- **Base/Range**, Base/Range of the Psionic being strengthened, plus the increase that the *Balancer* or *Gatherer* adds, discretely for each. The increases for each can be any number up to the *Base* of the *Balancer* or *Gatherer's* Psionic ability.
- **Precision**, highest Precision, decreased by one level per *Balancer* or *Gatherer*.
- **Sideeffect**, increased for Psionic whose power is increased by the sum of Base/Range increase.

When *Balancing* powers between multiple Psionics, the *Balancer* counts only half of the Base Levels he conducts from the other Psionics, unless they are in the same Power tree.



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Creating a Player Character

Initially we played by “recruiting” the players into the Circle, playing themselves. We assigned them powers based upon what we thought the players could play off. If they truly didn’t like what happened, then they could refuse the Circle, and be put to death, maybe going out with a bang. They could then invent their own character. Here is the method we’ve used since for generating a character:

Character Creation Steps

The following rules are the quickest way to create a character:

1. Describe the **Character Concept**

First, think of the person. Jovial, shrewd, self-conscious, or whatever, you should get a good idea what the character will think like. Unlike when receiving a script for an assigned character in a play, you can’t read over the story and see how to act it. *You* have to supply the story. What was this person like before they ever knew about their powers? What was their job? What do they look like? What are their distinctive mannerisms? How do they get along with friends and family? What is their name? The first thing to do in creating a character (for *any* role-playing game) is to create a three-dimensional character. You should also figure out the general physique and any training in their background. This game does not have statistics such as strength, dexterity and intelligence. These are determined by the players and the game master. When the game master needs to make a decision, they make it depending on what will make the story better. In a story, coincidences rarely happen; they are usually caused by someone or something.

2. Pick the **Power(s) and Sideeffect(s)**

Second, once you have your character rounded out. Only then should you worry about what power they have. It is best to do it this way, because in some cases it can avoid type-casting. When you decide you want a *PyroKinetic*, you usually think of a violent type person. It could be a far more interesting if the quiet librarian of a small town was found to have a high level of *PyroKinetic* ability. Maybe that explained the fires in the library that were often attributed to cigarettes by the Fire Department. . . How would they feel about the situation? You should also discuss the powers and power level of your character with the GM.

3. **Compute Each Power**

- a. **Pick the Base** at the Character Points you want to spend plus one
- b. **Select zero for the Attributes:** Range, Precision, Concentration and Delay
- c. **Select the Sideeffect** with a strength of 1

You now have a useful Power that costs the correct amount of points

4. You can now **adjust the Base, Range, Precision, Concentration and Delay** as you see fit
5. If you need more points, **you can take a Limitation and/or a Prop and/or increase your Sideeffect.**
6. If you need still more points, **you can reduce the Point Costs of (an)other Power(s).**

y

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7. Detail the Character Concept

- a. Detail your **personality**
- b. Detail your **appearance**
- c. Detail your **day-to-day life**
- d. Detail your **background**
- e. Detail your **history**

Note that you do not need to take the same value on a power chart for all columns.

Character Creation Example 1

So let's follow the creation of a character. *Fred* is creating a character for a new game:

1. Describe the Character Concept

Fred wants to play a character with useful skills, able to get around, with some contacts, and a moral code. He settles on playing a professional bodyguard, a former cop of some sort. He'll work out the rest later.

2. Pick the Powers and Sideeffects

Fred decides he does not want any 'real' powers that his character uses, but more internal, automatic powers. He settles on a combination of ability to improve his metabolism, for increased strength, speed and endurance and healing, and an ability to deflect, slow down or absorb bullets, knives and the like.

Fred decides that he needs to be a *Booster* and *FerroKinetic*. As Sideeffect for his *Booster* power he feels *Exhaustion* would be a logical result from running his metabolism at a higher rate. As a side effect for his *FerroK* power he goes with one of the classics: *External Bleeding*.

He checks the *Psionic Power Groups and Trees* table on page 24 and refers to the *Booster* rules. He finds that they are in different groups, which bestows neither bonuses nor penalties. He checks with his Game Master who tells him that the character has to be built on 7 Character Points.

3. Compute each Power

Fred decides to work out the *FerroK* first.

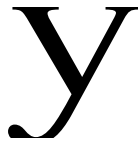
Fred decides that he wants his *FerroK* power to be like an invisible, almost automatic, shield around him, to stop bullets, knives, and other metal things. He wants to be able to use it quickly and be able to be physically (and preferably mentally) active.

- a. **Pick the Base** at the Character Points you want to spend plus one

Fred actually wants to make certain his power is sufficient to stop a bullet. He figures that a heavy, fast, rifle bullet has as much energy as lifting over 1000 pounds. Since he might have to stop a burst from a submachine gun (much less power per bullet, but up to dozens), he goes for a Base of 7 (2,500 pounds). *FerroK* is a specialization of the *Telekinetic* power, giving a one point bonus.

Level	Base	Range	Precision	Concentration	Delay	Modifier	Limitation	Sideeffect
-5						Fixed	Part	
-4					1 Week	Extensive	Sample	
-3				Lucid Dreaming	1 Day	Large	Strong	
-2				Trance	6 Hours	Medium	Medium	
-1		Self		Meditation	1 Hour	Small	Weak	
0		Touch	Hold	Intense	10 Minutes	None	None	
1	½ pound	6 inches	Float	Mild	2.5 Minutes			
2	2½ pounds	2.5 feet	Push/Pull	Forethought	30 seconds			
3	10 pounds	10 feet	Any Direction	Secondary Thoughts	5 Seconds			
4	50 pounds	50 feet	Accelerate	Automatic	1 Second			
5	250 pounds	250 feet	Control Elements	Subconscious	Instantaneous			
6	1,000 pounds	1000 feet	Detailed Control					
7	2,500 pounds	1 miles						
8	10,000 pounds	2.5 miles	Full Control					

Total Cost: not known yet



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b. **Select zero for the Attributes Range, Precision, Concentration and Delay**

Level	Base	Range	Precision	Concentration	Delay	Modifier	Limitation	Sideeffect
-5						Fixed	Part	
-4					1 Week	Extensive	Sample	
-3				Lucid Dreaming	1 Day	Large	Strong	
-2				Trance	6 Hours	Medium	Medium	
-1		Self		Meditation	1 Hour	Small	Weak	
0		Touch	Hold	Intense	10 Minutes	None	None	
1	½ pound	6 inches	Float	Mild	2.5 Minutes			
2	2½ pounds	2.5 feet	Push/Pull	Forethought	30 seconds			
3	10 pounds	10 feet	Any Direction	Secondary Thoughts	5 Seconds			
4	50 pounds	50 feet	Accelerate	Automatic	1 Second			
5	250 pounds	250 feet	Control Elements	Subconscious	Instantaneous			
6	1,000 pounds	1000 feet	Detailed Control					
7	2,500 pounds	1 miles						
8	10,000 pounds	2.5 miles	Full Control					

Total Cost: 7

This gives him a range of Touch, sufficient Precision to Hold, and 10 Minutes of Intense Concentration before his power kicks in. Nowhere near what he wants.

c. **Select the Sideeffect** with a strength of 1

A Sideeffect of 1 is very weak, but it gives a number to start figuring from.

Level	Base	Range	Precision	Concentration	Delay	Modifier	Limitation	Sideeffect
-5						Fixed	Part	
-4					1 Week	Extensive	Sample	
-3				Lucid Dreaming	1 Day	Large	Strong	
-2				Trance	6 Hours	Medium	Medium	
-1		Self		Meditation	1 Hour	Small	Weak	
0		Touch	Hold	Intense	10 Minutes	None	None	
1	½ pound	6 inches	Float	Mild	2.5 Minutes			
2	2½ pounds	2.5 feet	Push/Pull	Forethought	30 seconds			
3	10 pounds	10 feet	Any Direction	Secondary Thoughts	5 Seconds			
4	50 pounds	50 feet	Accelerate	Automatic	1 Second			
5	250 pounds	250 feet	Control Elements	Subconscious	Instantaneous			
6	1,000 pounds	1000 feet	Detailed Control					
7	2,500 pounds	1 miles						
8	10,000 pounds	2.5 miles	Full Control					

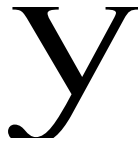
Total Cost: 6

d. You can now **adjust the Base, Range, Precision, Concentration and Delay** as you see fit

Fred needs to have a range sufficient to protect himself, an invisible shield: he increases the **Range** to **6 Inches**, adding 1 Point.

Level	Base	Range	Precision	Concentration	Delay	Modifier	Limitation	Sideeffect
-5						Fixed	Part	
-4					1 Week	Extensive	Sample	
-3				Lucid Dreaming	1 Day	Large	Strong	
-2				Trance	6 Hours	Medium	Medium	
-1		Self		Meditation	1 Hour	Small	Weak	
0		Touch	Hold	Intense	10 Minutes	None	None	
1	½ pound	6 inches	Float	Mild	2.5 Minutes			
2	2½ pounds	2.5 feet	Push/Pull	Forethought	30 seconds			
3	10 pounds	10 feet	Any Direction	Secondary Thoughts	5 Seconds			
4	50 pounds	50 feet	Accelerate	Automatic	1 Second			
5	250 pounds	250 feet	Control Elements	Subconscious	Instantaneous			
6	1,000 pounds	1000 feet	Detailed Control					
7	2,500 pounds	1 miles						
8	10,000 pounds	2.5 miles	Full Control					

Total Cost: 7



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Fred needs to be only able to Push the items away, so he increases his **Precision** to **Push**, adding 2 Points.

Level	Base	Range	Precision	Concentration	Delay	Modifier	Limitation	Sideeffect
-5						Fixed	Part	
-4					1 Week	Extensive	Sample	
-3				Lucid Dreaming	1 Day	Large	Strong	
-2				Trance	6 Hours	Medium	Medium	
-1		Self		Meditation	1 Hour	Small	Weak	
0		Touch	Hold	Intense	10 Minutes	None	None	
1	½ pound	6 inches	Float	Mild	2.5 Minutes			
2	2½ pounds	2.5 feet	Push/Pull	Forethought	30 seconds			
3	10 pounds	10 feet	Any Direction	Secondary Thoughts	5 Seconds			
4	50 pounds	50 feet	Accelerate	Automatic	1 Second			
5	250 pounds	250 feet	Control Elements	Subconscious	Instantaneous			
6	1,000 pounds	1000 feet	Detailed Control					
7	2,500 pounds	1 miles						
8	10,000 pounds	2.5 miles	Full Control					

Total Cost: 9

Fred needs to be able to move and act as a body guard, which would suggest a Concentration of Forethought, but as he wants to use his *Booster* abilities while using his *FerroK* shield, he needs a **Concentration** level of **Automatic** (for both!), adding 4 Points. He wants his shield to come up very quickly, so he picks a **Delay** of **Instantaneous**, adding 5 points

Level	Base	Range	Precision	Concentration	Delay	Modifier	Limitation	Sideeffect
-5						Fixed	Part	
-4					1 Week	Extensive	Sample	
-3				Lucid Dreaming	1 Day	Large	Strong	
-2				Trance	6 Hours	Medium	Medium	
-1		Self		Meditation	1 Hour	Small	Weak	
0		Touch	Hold	Intense	10 Minutes	None	None	
1	½ pound	6 inches	Float	Mild	2.5 Minutes			
2	2½ pounds	2.5 feet	Push/Pull	Forethought	30 seconds			
3	10 pounds	10 feet	Any Direction	Secondary Thoughts	5 Seconds			
4	50 pounds	50 feet	Accelerate	Automatic	1 Second			
5	250 pounds	250 feet	Control Elements	Subconscious	Instantaneous			
6	1,000 pounds	1000 feet	Detailed Control					
7	2,500 pounds	1 miles						
8	10,000 pounds	2.5 miles	Full Control					

Total Cost: 18

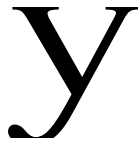
- e. If you need more points, **you can take a Limitation and/or a Prop and/or increase your Sideeffect**

Fred checks his Power and notes that it costs 17 Points as it stands, as he gets a point bonus for limiting his Telekinetic power to just ferrous material. He has a 7 Character Points to make his two Psionic Powers and he wants to have (at least) a *Booster* power costing 1 Character Point, so he needs to bring down his power by 10 points.

He decides to take a Modifier, and decides he can only use his power while wearing an amulet made out of meteoric iron. This is a Small Modifier, worth 1 Point, bringing down his Total Character Points to 16.

Level	Base	Range	Precision	Concentration	Delay	Modifier	Limitation	Sideeffect
-5						Fixed	Part	
-4					1 Week	Extensive	Sample	
-3				Lucid Dreaming	1 Day	Large	Strong	
-2				Trance	6 Hours	Medium	Medium	
-1		Self		Meditation	1 Hour	Small	Weak	
0		Touch	Hold	Intense	10 Minutes	None	None	
1	½ pound	6 inches	Float	Mild	2.5 Minutes			
2	2½ pounds	2.5 feet	Push/Pull	Forethought	30 seconds			
3	10 pounds	10 feet	Any Direction	Secondary Thoughts	5 Seconds			
4	50 pounds	50 feet	Accelerate	Automatic	1 Second			
5	250 pounds	250 feet	Control Elements	Subconscious	Instantaneous			
6	1,000 pounds	1000 feet	Detailed Control					
7	2,500 pounds	1 miles						
8	10,000 pounds	2.5 miles	Full Control					

Total Cost: 17



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He decides to bring down his **Delay to 1 Second**, trusting his bodyguard skills and instincts to buy him that one second. This returns him another Point, for a total of 15 Character Points.

Level	Base	Range	Precision	Concentration	Delay	Modifier	Limitation	Sideeffect
-5						Fixed	Part	
-4					1 Week	Extensive	Sample	
-3				Lucid Dreaming	1 Day	Large	Strong	
-2				Trance	6 Hours	Medium	Medium	
-1		Self		Meditation	1 Hour	Small	Weak	
0		Touch	Hold	Intense	10 Minutes	None	None	
1	½ pound	6 inches	Float	Mild	2.5 Minutes			
2	2½ pounds	2.5 feet	Push/Pull	Forethought	30 seconds			
3	10 pounds	10 feet	Any Direction	Secondary Thoughts	5 Seconds			
4	50 pounds	50 feet	Accelerate	Automatic	1 Second			
5	250 pounds	250 feet	Control Elements	Subconscious	Instantaneous			
6	1,000 pounds	1000 feet	Detailed Control					
7	2,500 pounds	1 miles						
8	10,000 pounds	2.5 miles	Full Control					

Total Cost: 16

He decides that he only needs this power when physically attacked, shot at, stabbed, etcetera, and that he can deal with a power backlash afterwards, so he adds the rest to his Sideeffect, ending up with a **Sideeffect of 10**, the maximum: it would allow him to use his power once to the full extend and bleed externally from every orifice and even have his skin weep with blood, loosing blood so fast that he will go in shock in no more than minutes.

Level	Base	Range	Precision	Concentration	Delay	Modifier	Limitation	Sideeffect
-5						Fixed	Part	
-4					1 Week	Extensive	Sample	
-3				Lucid Dreaming	1 Day	Large	Strong	
-2				Trance	6 Hours	Medium	Medium	
-1		Self		Meditation	1 Hour	Small	Weak	
0		Touch	Hold	Intense	10 Minutes	None	None	
1	½ pound	6 inches	Float	Mild	2.5 Minutes			
2	2½ pounds	2.5 feet	Push/Pull	Forethought	30 seconds			
3	10 pounds	10 feet	Any Direction	Secondary Thoughts	5 Seconds			
4	50 pounds	50 feet	Accelerate	Automatic	1 Second			
5	250 pounds	250 feet	Control Elements	Subconscious	Instantaneous			
6	1,000 pounds	1000 feet	Detailed Control					
7	2,500 pounds	1 miles						
8	10,000 pounds	2.5 miles	Full Control					

Total Cost: 14, Sideeffect: -10. Total Character Points: 4

3b) Compute each **Power**

Fred has to work out the *Booster* Power next.

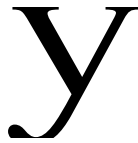
Fred decides that he wants his character to be able to be faster, stronger, and react faster. He would like to occasionally boost one or more senses. He wants to be able to use it quickly and be able to be physically (and preferably mentally) active.

f. **Pick the Base** at the Character Points you want to spend plus one

Fred checks the tables of the *Booster* power on page 31 and determines he needs a *Base* of 1 to double his abilities.

Level	Base	Range	Precision	Concentration	Delay	Modifier	Limitation	Sideeffect
-5						Fixed	Part	
-4					1 Week	Extensive	Sample	
-3				Lucid Dreaming	1 Day	Large	Strong	
-2				Trance	6 Hours	Medium	Medium	
-1				Meditation	1 Hour	Small	Weak	
0		Self	1 sense or ability	Intense	10 Minutes	None	None	
1	Factor 2	Touch	2 senses or abilities	Mild	2.5 Minutes			
2	Factor 3	6 inches	3 senses or abilities	Forethought	30 seconds			
3	Factor 4	2.5 feet	4 senses or abilities	Secondary Thoughts	5 Seconds			
4	Factor 5	10 feet	5 senses or abilities	Automatic	1 Second			
5	Factor 6	50 feet	6 senses or abilities	Subconscious	Instantaneous			
6	Factor 7	250 feet	7 senses or abilities					
7	Factor 8	1000 feet	8 senses or abilities					
8	Factor 9	1 miles	9 senses or abilities					

Total Cost: not known yet



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- g. **Select zero for the Attributes** Range, Precision, Concentration and Delay

This gives him a range of Self, sufficient Precision to Boost one sense or ability, and 10 Minutes of Intense Concentration before his power kicks in. Nowhere near what he wants.

Level	Base	Range	Precision	Concentration	Delay	Modifier	Limitation	Sideeffect
-5						Fixed	Part	
-4					1 Week	Extensive	Sample	
-3				Lucid Dreaming	1 Day	Large	Strong	
-2				Trance	6 Hours	Medium	Medium	
-1				Meditation	1 Hour	Small	Weak	
0		Self	1 sense or ability	Intense	10 Minutes	None	None	
1	Factor 2	Touch	2 senses or abilities	Mild	2.5 Minutes			
2	Factor 3	6 inches	3 senses or abilities	Forethought	30 seconds			
3	Factor 4	2.5 feet	4 senses or abilities	Secondary Thoughts	5 Seconds			
4	Factor 5	10 feet	5 senses or abilities	Automatic	1 Second			
5	Factor 6	50 feet	6 senses or abilities	Subconscious	Instantaneous			
6	Factor 7	250 feet	7 senses or abilities					
7	Factor 8	1000 feet	8 senses or abilities					
8	Factor 9	1 miles	9 senses or abilities					

Total Cost: 1

- h. **Select the Sideeffect** with a strength of 1

A Sideeffect of 1 is very weak, but it gives a number to start figuring from.

Level	Base	Range	Precision	Concentration	Delay	Modifier	Limitation	Sideeffect
-5						Fixed	Part	
-4					1 Week	Extensive	Sample	
-3				Lucid Dreaming	1 Day	Large	Strong	
-2				Trance	6 Hours	Medium	Medium	
-1				Meditation	1 Hour	Small	Weak	
0		Self	1 sense or ability	Intense	10 Minutes	None	None	
1	Factor 2	Touch	2 senses or abilities	Mild	2.5 Minutes			
2	Factor 3	6 inches	3 senses or abilities	Forethought	30 seconds			
3	Factor 4	2.5 feet	4 senses or abilities	Secondary Thoughts	5 Seconds			
4	Factor 5	10 feet	5 senses or abilities	Automatic	1 Second			
5	Factor 6	50 feet	6 senses or abilities	Subconscious	Instantaneous			
6	Factor 7	250 feet	7 senses or abilities					
7	Factor 8	1000 feet	8 senses or abilities					
8	Factor 9	1 miles	9 senses or abilities					

Total Cost: 0 (note that this is not allowed: it is here purely for the purpose of illustrating the process)

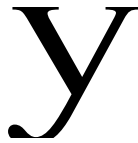
- i. You can now **adjust the Base, Range, Precision, Concentration and Delay** as you see fit

Fred needs to be able to boost three senses or Abilities at the same time, so he increases his **Precision to 3 senses or abilities**, adding 2 Points.

Level	Base	Range	Precision	Concentration	Delay	Modifier	Limitation	Sideeffect
-5						Fixed	Part	
-4					1 Week	Extensive	Sample	
-3				Lucid Dreaming	1 Day	Large	Strong	
-2				Trance	6 Hours	Medium	Medium	
-1				Meditation	1 Hour	Small	Weak	
0		Self	1 sense or ability	Intense	10 Minutes	None	None	
1	Factor 2	Touch	2 senses or abilities	Mild	2.5 Minutes			
2	Factor 3	6 inches	3 senses or abilities	Forethought	30 seconds			
3	Factor 4	2.5 feet	4 senses or abilities	Secondary Thoughts	5 Seconds			
4	Factor 5	10 feet	5 senses or abilities	Automatic	1 Second			
5	Factor 6	50 feet	6 senses or abilities	Subconscious	Instantaneous			
6	Factor 7	250 feet	7 senses or abilities					
7	Factor 8	1000 feet	8 senses or abilities					
8	Factor 9	1 miles	9 senses or abilities					

Total Cost: 2

Fred needs to be able to move and act as a body guard, which would suggest a Concentration of Forethought, but as he wants to use his *FerroK* shield while using his *Booster* abilities, he needs a **Concentration level of Automatic** (for both!), adding 4 Points. He wants to be able to use his *Booster* abilities quickly, but can spare some time to prepare, so he picks a **Delay of 30 seconds**, adding 2 points



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Level	Base	Range	Precision	Concentration	Delay	Modifier	Limitation	Sideeffect
-5						Fixed	Part	
-4					1 Week	Extensive	Sample	
-3				Lucid Dreaming	1 Day	Large	Strong	
-2				Trance	6 Hours	Medium	Medium	
-1				Meditation	1 Hour	Small	Weak	
0		Self	1 sense or ability	Intense	10 Minutes	None	None	
1	Factor 2	Touch	2 senses or abilities	Mild	2.5 Minutes			
2	Factor 3	6 inches	3 senses or abilities	Forethought	30 seconds			
3	Factor 4	2.5 feet	4 senses or abilities	Secondary Thoughts	5 Seconds			
4	Factor 5	10 feet	5 senses or abilities	Automatic	1 Second			
5	Factor 6	50 feet	6 senses or abilities	Subconscious	Instantaneous			
6	Factor 7	250 feet	7 senses or abilities					
7	Factor 8	1000 feet	8 senses or abilities					
8	Factor 9	1 miles	9 senses or abilities					

Total Cost: 8

- j. If you need more points, **you can take a Limitation and/or a Prop and/or increase your Sideeffect**

Fred checks his Power and notes that it costs 8 Points as it stands. He has a 7 Character Points to make his two powers and he has a *FerroK* power costing 6 Character Points, so he only has a 1 Character Point left to create his *Booster* Power. He needs to bring down his Power by 7 points.

He decides to take a Modifier, and decides he can only use his power while going through a formal martial arts salute to focus himself and summon his power. This is a Large Modifier, worth 3 Points, bringing down his Character Points to 5.

Level	Base	Range	Precision	Concentration	Delay	Modifier	Limitation	Sideeffect
-5						Fixed	Part	
-4					1 Week	Extensive	Sample	
-3				Lucid Dreaming	1 Day	Large	Strong	
-2				Trance	6 Hours	Medium	Medium	
-1				Meditation	1 Hour	Small	Weak	
0		Self	1 sense or ability	Intense	10 Minutes	None	None	
1	Factor 2	Touch	2 senses or abilities	Mild	2.5 Minutes			
2	Factor 3	6 inches	3 senses or abilities	Forethought	30 seconds			
3	Factor 4	2.5 feet	4 senses or abilities	Secondary Thoughts	5 Seconds			
4	Factor 5	10 feet	5 senses or abilities	Automatic	1 Second			
5	Factor 6	50 feet	6 senses or abilities	Subconscious	Instantaneous			
6	Factor 7	250 feet	7 senses or abilities					
7	Factor 8	1000 feet	8 senses or abilities					
8	Factor 9	1 miles	9 senses or abilities					

Total Cost: 5

He does want a low Sideeffect, to be able to use this Power for extended times, so he cannot afford a big Sideeffect.

Fred decides that he wants to bring his points down and wants to apply a Limitation to both his powers to the circumstance of being attacked. He talks to his GM and his GM allows it, but, considering that Fred will play a Circle field operative, and is likely to be attacked, considers this a limitation that does not affect more than 50% of the power uses, and therefore considers it a Medium modifier. The Medium modifier is applied to both Powers and worth 2 points to each.

Level	Base	Range	Precision	Concentration	Delay	Modifier	Limitation	Sideeffect
-5						Fixed	Part	
-4					1 Week	Extensive	Sample	
-3				Lucid Dreaming	1 Day	Large	Strong	
-2				Trance	6 Hours	Medium	Medium	
-1				Meditation	1 Hour	Small	Weak	
0		Self	1 sense or ability	Intense	10 Minutes	None	None	
1	Factor 2	Touch	2 senses or abilities	Mild	2.5 Minutes			
2	Factor 3	6 inches	3 senses or abilities	Forethought	30 seconds			
3	Factor 4	2.5 feet	4 senses or abilities	Secondary Thoughts	5 Seconds			
4	Factor 5	10 feet	5 senses or abilities	Automatic	1 Second			
5	Factor 6	50 feet	6 senses or abilities	Subconscious	Instantaneous			
6	Factor 7	250 feet	7 senses or abilities					
7	Factor 8	1000 feet	8 senses or abilities					
8	Factor 9	1 miles	9 senses or abilities					

Total Cost: 4, Sideeffect -1. Total Character Points 3

This brings down Fred's *Booster* power to a 3 Character Points. He is still 2 points over, but the power does what he wants to do, so he'll need to balance the two powers.

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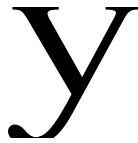
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- k. If you need still more points, **you can reduce the Character Points of (an)other Power(s)**.

The Medium modifier gives Fred two points to spend on his *FerroK* power. This makes the cost 4 Character Points. This balances Fred's powers. However, the Sideeffect of strength 10 for his *FerroK* power has Fred a bit worried so he talks to his GM, discussing that his *FerroK* power is quite limited in Precision. He is not even able to push or pull, or not even float metal: he can only create a shield. His GM, apparently a quite reasonable person, agrees that this is a Precision of 0. This gives Fred back two points that he uses to bring down his Sideeffect to 8, still very heavy, but it allows him to put of the outburst of the Sideeffect a bit, or his bleeding is slower, depending upon the circumstances.

Level	Base	Range	Precision	Concentration	Delay	Modifier	Limitation	Sideeffect
-5						Fixed	Part	
-4					1 Week	Extensive	Sample	
-3				Lucid Dreaming	1 Day	Large	Strong	
-2				Trance	6 Hours	Medium	Medium	
-1		Self		Meditation	1 Hour	Small	Weak	
0		Touch	Hold	Intense	10 Minutes	None	None	
1	½ pound	6 inches	Float	Mild	2.5 Minutes			
2	2½ pounds	2.5 feet	Push/Pull	Forethought	30 seconds			
3	10 pounds	10 feet	Any Direction	Secondary Thoughts	5 Seconds			
4	50 pounds	50 feet	Accelerate	Automatic	1 Second			
5	250 pounds	250 feet	Control Elements	Subconscious	Instantaneous			
6	1,000 pounds	1000 feet	Detailed Control					
7	2,500 pounds	1 miles						
8	10,000 pounds	2.5 miles	Full Control					

Total Cost: 14, Sideeffect: -10. Character Points: 4



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This makes Fred's final powers:

FerroK

Power: FerroK, 4 Character Points
 Adjustment: Subclass (-1)
 Base: 2,500 pounds (7)
 Range: 6 Inches (1)
 Precision: Shield (0)
 Concentration: Automatic (4)
 Delay: 1 Second (4)
 Modifier: Small, Amulet of Meteoric Iron (-1)
 Limitation: Medium, in defense only (-2)
 Sideeffect: External Bleeding (-8)

Level	Base	Range	Precision	Concentration	Delay	Modifier	Limitation	Sideeffect
-5						Fixed	Part	
-4					1 Week	Extensive	Sample	
-3				Lucid Dreaming	1 Day	Large	Strong	
-2				Trance	6 Hours	Medium	Medium	
-1		Self		Meditation	1 Hour	Small	Weak	
0		Touch	Hold	Intense	10 Minutes	None	None	
1	½ pound	6 inches	Float	Mild	2.5 Minutes			
2	2½ pounds	2.5 feet	Push/Pull	Forethought	30 seconds			
3	10 pounds	10 feet	Any Direction	Secondary Thoughts	5 Seconds			
4	50 pounds	50 feet	Accelerate	Automatic	1 Second			
5	250 pounds	250 feet	Control Elements	Subconscious	Instantaneous			
6	1,000 pounds	1000 feet	Detailed Control					
7	2,500 pounds	1 miles						
8	10,000 pounds	2.5 miles	Full Control					

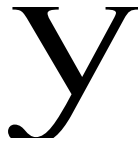
Total Cost: 13, Sideeffect: -8. Subclass bonus -1, 4 Character Points

Booster

Power: Booster, 3 Character Points
 Base: Factor 2 (1)
 Range: Self (0)
 Precision: 3 senses or abilities (2)
 Concentration: Automatic (4)
 Delay: 30 Seconds (2)
 Modifier: Large Motions (-3)
 Limitation: Medium, in defense only (-2)
 Sideeffect: Exhaustion (-1)

Level	Base	Range	Precision	Concentration	Delay	Modifier	Limitation	Sideeffect
-5						Fixed	Part	
-4					1 Week	Extensive	Sample	
-3				Lucid Dreaming	1 Day	Large	Strong	
-2				Trance	6 Hours	Medium	Medium	
-1				Meditation	1 Hour	Small	Weak	
0		Self	1 sense or ability	Intense	10 Minutes	None	None	
1	Factor 2	Touch	2 senses or abilities	Mild	2.5 Minutes			
2	Factor 3	6 inches	3 senses or abilities	Forethought	30 seconds			
3	Factor 4	2.5 feet	4 senses or abilities	Secondary Thoughts	5 Seconds			
4	Factor 5	10 feet	5 senses or abilities	Automatic	1 Second			
5	Factor 6	50 feet	6 senses or abilities	Subconscious	Instantaneous			
6	Factor 7	250 feet	7 senses or abilities					
7	Factor 8	1000 feet	8 senses or abilities					
8	Factor 9	1 miles	9 senses or abilities					

Total Cost: 4, Sideeffect -1. 3 Character Points



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4. Detail the Character Concept

Fred combines various bits and pieces from characters from books and movies he likes and decides his character grew up in Japan, moved to America and worked for the government at some point.

a. Detail your **personality**

Nick is a very outgoing person, gets along well with anyone and is a social animal. He loves parties, the ladies and good liquor. In his work he is the ultimate professional. His job means everything to him. He does not have a clear distinction between right or wrong and therefore lives to a set of strict rules. He is emotional and not a calculating personality, although he does plan well.

b. Detail your **appearance**

Sex: Male
Age: 36
Height: 5'8"
Weight: 190 lbs.
Build: Wide, muscular
Hair: Black, curly
Eyes: Light green
Look: Swarthy, eternally grinning, Nick is what people think of when you mention a Greek fisherman. Happy go lucky and a bit simple on first appearance.

c. Detail your **day-to-day life**

Fred works in Chicago, guarding VIPs in business and political life. He works both in an advisory and actual capacity.

d. Detail your **background**

Name: Nicholas ('Nick') Laertes
Work: Professional bodyguard
City: Chicago, IL, US
Living: Very well off. He is one of the highest-paid bodyguards in the world.
Links: Well-connection with the Chicago machine, underworld, the DOJ, he has contacts, through his father, in the (Naval) Intelligence and diplomatic communities.

e. Detail your **history**

Fred's character's father was in US Navy Intelligence, stationed in Japan because of his knowledge of the language. His father fell in love and married a Japanese woman. He asked for a transfer to the American Embassy which was granted and they lived there.

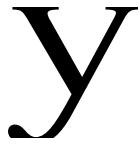
Fred's character was born, grew up, and went to school in Japan, but with visits to America to his grandparents. As a kid he got mercilessly teased about his Occidental ancestry, and looks. He fought his tormentors and along the way he killed a kid. He found that he had no moral compass. He could not make a proper distinction between right or wrong. His mother enrolled him into various martial arts schools to teach him a code of behavior. He was extremely good at martial arts, with incredible speed, strength, reflexes and ability to absorb and recover from damage.

After graduating, his family sent him to college in America, living with his grandparents. With his special mental bent, he looked for guidance and studied law. After graduating, he searched for a place to give him direction and found it in the Department Of Justice.

He became a Special Agent in the Witness Protection and Relocation Program. He was ejected for killing another agent who betrayed a witness in Nick's care to the Mafia. The witness was killed by a long range sniper shot. The affair was hushed up and Nick left the Department.

He became a professional bodyguard. He was emotionally very well suited to it and excelled at it. He became one of the best and most effective bodyguards in the world. He never lost a customer.

Then came the fateful day he was guarding what he thought was one of the big stage magicians whose life had been threatened by various religious groups. He defended him from several attacks, including a few miraculous tight scrapes. The assassin got more and more determined and more reckless, until the point where he attacked from short range with a sawn-off double barreled shotgun. Nick threw his body in the way ... and survived a point-blank blast. The magician turned out to be a *Psychic Hunter* working for the Circle, using her stage act as a cover to scan for budding psychics. When Nick stopped the gunshots, he shone like a beacon. The Circle brought him in and helped him improve his skills. He uses his bodyguard profession as a cover for his work for the Circle.

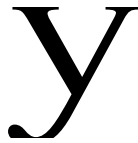


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Psionic Power Descriptions

Psionic powers are the focus of all of the Psionic organizations, its operators are viewed as the next stage of evolution. While none of the Psionic organizations have developed a formal taxonomy, the different groups and specific powers are easily identifiable and classifiable.

- **PsychoExtrasensory.** These Psionic Powers are information gathering. They are subdivided into multiple areas of Extra Sensory Perception (ESP).
e.g. seeing at a distance, reading people's minds
- **PsychoMental.** These invasive Psionic Powers affect mental processes, though a number of these powers can be used for Extra Sensory Perception.
e.g. controlling what people see, changing their memory
- **PsychoKinetic.** These Psionic Powers affect the physical world. Anything in the space-time continuum can be altered by the mind. Almost every Psionic with PsychoKinetic powers has either one or more specializations. It is believed that these specializations are the result of subconscious psychological blocks.
e.g. moving things with your mind, projecting heat, changing material into another material
- **PsychoBiological.** These Psionic Powers affect biological systems.
e.g. healing people, increasing strength, speed, agility, affecting other people's bodies
- **PsychoPsionic.** These Psionic Powers affect Psionic Powers. Psionics with PsychoPsionic powers can strengthen, combine, neutralize, absorb, and copy, etcetera, the powers of other Psionics.
e.g. negating another Psionic's power, combining the powers of two Psionics with the same power
- **PsychoTemporal.** These Psionic Powers affect time. Psionics with PsychoTemporal powers can accelerate or decelerate time, or pierce the veil of time.
e.g. seeing into the future, slowing down time
- **PsychoSpatial.** These Psionic Powers affect space. Psionics with PsychoSpatial powers can affect items separated in space.
e.g. appearing in another place without traveling the space in between, retrieving items for a far away place.



SHADOWWORLD Core Rules R8.3

Psionic Power Groups and Trees

PsychoExtraensory Powers

ESP

- Clairaudience (limited to one sense)
- Clairvoyance (limited to one sense)
- Remote Senser (limited to one sense)
 - Seekers (limited to one sense, limited to one subject)

Telepathy

- Receiving Telepath (can only read minds)
- Sending Telepath (can only send to other minds)
- Empathy (limited to emotions)
- Animal Telepathy (limited to animals)

PsychoMental Powers

Warps

- Dreamers (limited to dreams)
- Animal Warps (limited to animals)

PsychoKinetic Powers

Telekinetic (limited to matter)

- AeroK (limited to matter, one element)
- HydroK (limited to matter, one element)
- TerraK (limited to matter, one element)
 - FerroK (limited to matter, one material)
 - PetroK (limited to matter, one material)

EnergyK (limited to energy)

- ThermoK (limited to energy, one type)
- PyroK (limited to energy, one type, one direction)
- FriguK (limited to energy, one type, one direction)

- ElectroK (limited to energy, one type)
- MagnetoK (limited to energy, one type)

NuclearK (limited to nuclear binding energy)

- StrongK (limited to energy-binding in matter, one type)
- WeakK (limited to energy-binding in matter, one type)

PsychoBiological Powers

Chi

- Boosters
- Healers
- Controllers

PsychoPsionic Powers

Soaker

- Balancer
- Gatherer
- Negator

PsychoTemporal Powers

- ChronoK
- Mediums
- Psychometer
- Precogs

PsychoSpatial Powers

- Astral Projectionist
- Teleporter

Transporter (limited to items)

- Projective Teleporter (limited to items, limited to direction)
- Summoning Teleporter (limited to items, limited to direction)

Y

SHADOWWORLD Core Rules R8.3

PsychoExtrasensory Powers (PsiE or Y?)

These Psionic Powers are information gathering. They are subdivided into multiple areas of Extra Sensory Perception (ESP).

e.g. seeing at a distance, reading people's minds

ESP

A good ESPer can sense the matter and energy around them in three dimensions. They can smell, taste, feel, see, and hear anything in their area of sensing. The range of senses can be narrowed to one (Clairvoyance or Clairaudience). When you concentrate on the ESP, you get immediate general information, but to get more specific information, i.e. the color of some body's eyes, takes time. Think of it like peripheral vision, and then you have to focus your sense on a specific place in the 3D space.

In the chart, large is defined as human-sized or bigger. Medium-sized is defined as bowling-ball sized or bigger. With a medium definition, you can usually tell whether a person is male or female by the proportions and height. Note that iron bars, with medium, will probably appear as a haze. You will know that something is there, but you're not quite sure. It could be a set of bars, it could be a screen. Small objects go down to the size of a pencil. This gives you fairly good resolution. In terms of vision, it means that you probably have 20/60 sight using your mind. You can recognize people and identify them at this level.

Level	Base	Range	Precision	Concentration	Delay	Modifier	Limitation
-5						Fixed	Part
-4					1 Week	Extensive	Sample
-3				Lucid Dreaming	1 Day	Large	Strong
-2				Trance	6 Hours	Medium	Medium
-1		Self		Meditation	1 Hour	Small	Weak
0		Touch	Sight	Intense	10 Minutes	None	None
1	Know Psionic Power Use	6 inches	360° Sight	Mild	2.5 Minutes		
2	Know Being Watched	2.5 feet	Through Matter	Forethought	30 seconds		
3	Know Objects' Location	10 feet	Spot (10' R)	Secondary Thoughts	5 Seconds		
4	Non-Detailed Perception	50 feet	Spot (50' R)	Automatic	1 Second		
5	Detailed Perception	250 feet	Spot (250' R)	Subconscious	Instantaneous		
6	Internal Perception	1000 feet	Range Beam				
7	Composition Information	1 miles	Range Cone				
8	Functional Information	2.5 miles	Full Range				

Telepathy

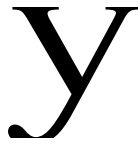
Having access to any one's thoughts gives you the power to predict them as easily as you can predict the rise of the sun. You know what they are thinking, thus you can nullify anything they wish to do before they've even had a chance to tell anyone. Projective and full telepaths also gain the added benefit of being able to talk to your "friends" *without* using your AT&T card.

Telepathy is usable in many situations. It proves that knowledge is power. Not to mention that you don't only have access to their current thoughts, but you can look into their mind and see what that person had done. Here is a key to getting into another psikinetic's mind without them knowing: just pick up their parent or child and peer deep enough into their mind.

y

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Level	Base	Range	Precision	Concentration	Delay	Modifier	Limitation
-5						Fixed	Part
-4					1 Week	Extensive	Sample
-3				Lucid Dreaming	1 Day	Large	Strong
-2				Trance	6 Hours	Medium	Medium
-1		Self		Meditation	1 Hour	Small	Weak
0		Touch		Intense	10 Minutes	None	None
1	1:1	6 inches	Empathy	Mild	2.5 Minutes		
2	5:1	2½ feet	Senses	Forethought	30 seconds		
3	25:1	10 feet	Full Impressions	Secondary Thoughts	5 Seconds		
4	100:1	50 feet	Surface thoughts	Automatic	1 Second		
5	500:1	250 feet	Short-Term Memory	Subconscious	Instantaneous		
6	2,500:1	1000 feet	Medium-Term Memory				
7	10,000:1	1 mile	Long-Term Memory				
8	50,000:1	2½ miles	Subconscious				



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PsychoMental Powers (PsiM or YM)

These invasive Psionic Powers affect mental processes, though a number of these powers can be used for Extra Sensory Perception.

e.g. controlling what people see, changing their memory

Warp

People who are able to warp another person's memories and perceptions.

Subclasses: Dreamers (+1), Animal Warp (+1)

A good enough Warp can, in fact, cause real-time interactive hallucinations as long as they can concentrate. They may alter the target's perceptions in any way. He could see the world about him spinning; he could see all people as monsters. He could see his friends as his enemies (provided the warp knows who his enemies are). Or perhaps you can be more subtle. Perhaps you can mess with just the way he is perceiving his inner ear, thus causing him to lose balance. Or maybe you can make him think he lost his sight. Be creative. The mind is your play field.

Affect feeling of people you have just met, making them favorably disposed to you. This works toward others as well. Have them remember something that changed their mind regarding you or another person. Perhaps they remember the time you saved their life a few years back, and they owe you a favor.

Dreamers

Dreamers are able to enter other people's dreams and alter them to suit their needs. This is a method of communicating to the target's subconscious. Dreamers with a high BΨ rating can even enter "programs" into their target's subconscious.

Dreamers can alter people's minds without being detected. They can also find out information by keying into memories of the target and having them relive them in the dream. The subconscious is usually the best information source to tap, since it records all information that is perceived. The conscious mind only takes note of a particular focus. And what better way to program an assassin? How about programming a policeman to kill a diplomat when he sees him? The policeman would have no idea why the deed was done, but they would know that they did it. It would just seem like an impulse.

With a high enough base level, you can create everything the target dreams. While he will still have free will in the dream, you can manipulate his actions, see how he reacts to certain situations, and at even higher levels you can replay real-life scenes from his memories. At the highest levels you can start implanting suggestions into their subconscious.

Level	Base	Range	Precision	Concentration	Delay	Modifier	Limitation
-5						Fixed	Part
-4					1 Week	Extensive	Sample
-3				Lucid Dreaming	1 Day	Large	Strong
-2				Trance	6 Hours	Medium	Medium
-1		Self		Meditation	1 Hour	Small	Weak
0		Touch		Intense	10 Minutes	None	None
1	1:1	6 inches	Empathy	Mild	2.5 Minutes		
2	5:1	2½ feet	Senses	Forethought	30 seconds		
3	25:1	10 feet	Surface thoughts	Secondary Thoughts	5 Seconds		
4	100:1	50 feet	Short-Term Memory	Automatic	1 Second		
5	500:1	250 feet	Medium-Term Memory	Subconscious	Instantaneous		
6	2,500:1	1000 feet	Long-Term Memory				
7	10,000:1	1 mile	Subconscious				
8	50,000:1	2.5 miles	Personality				

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PsychoKinetic Powers (PsiK or YK)

These Psionic Powers affect the physical world. Anything in the space-time continuum can be altered by the mind. Almost every Psionic with PsychoKinetic powers has either one or more specializations. It is believed that these specializations are the result of subconscious psychological blocks.

e.g. moving things with your mind, projecting heat, changing material into another material

Telekinetic

People who are able to manipulate matter.

Subclasses: AeroK (+1), HydroK (+1), TerraK (+1), FerroK (+1), PetroK (+1)

Well, you can fly. But, really you need some protective gear and something (maybe looking suspiciously like a cape) that will catch the wind. You can buffet people around like ping pong balls. And what's more plentiful than air? You can suffocate people with nary a thought. Create thunderclaps with another thought. Did you ever wonder why cigarette smoke always goes right to the non-smokers?

Level	Base	Range	Precision	Concentration	Delay	Modifier	Limitation
-5						Fixed	Part
-4					1 Week	Extensive	Sample
-3				Lucid Dreaming	1 Day	Large	Strong
-2				Trance	6 Hours	Medium	Medium
-1		Self		Meditation	1 Hour	Small	Weak
0		Touch	Hold	Intense	10 Minutes	None	None
1	½ pound	6 inches	Float	Mild	2.5 Minutes		
2	2½ pounds	2.5 feet	Push/Pull	Forethought	30 seconds		
3	10 pounds	10 feet	Any Direction	Secondary Thoughts	5 Seconds		
4	50 pounds	50 feet	Accelerate	Automatic	1 Second		
5	250 pounds	250 feet	Control Elements	Subconscious	Instantaneous		
6	1,000 pounds	1000 feet	Detailed Control				
7	2,500 pounds	1 miles					
8	10,000 pounds	2.5 miles	Full Control				

Remember that a pound of air (and, for convenience's sake, most gases) is 100 gallon (US) at room temperature and fills a cube of about 2'3" across. A gallon of water weighs just shy of 8½ pound.

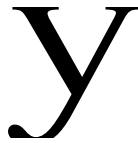
EnergyK

People who are able to manipulate energy.

Subclasses: ThermoK (+1), PyroK (+2), FriguK (+2), ElectroK (+1), MagnetoK (+1)

With fine control no one can program computers like you can. You can instantly write or erase programs in memory, precisely alter a computer screen to reflect incorrect information. You can also do things on a larger scale. You can positively charge one object and negatively charge another to such a degree that a spark will spontaneously jump from both targets toward the center. Now remember, lightning is just a glorified spark!

Most EnergyKs require very good precision to be able to use their power at all. With the exception of being a glorified energy weapon, you require at least *Fine* control, and likely better. If you want to destroy electronic circuits, you'd need *Pinpoint* control. To modify electric signals, etcetera, you would require *Malleable* control. To be able to reprogram computers, modify data stored on tape or disk, modify CD disks, etcetera, you would require *Perfect* control, and lots of experience. On the other hand, you would require very, very little power to do this.



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Level	Base	Range	Precision	Concentration	Delay	Modifier	Limitation
-5						Fixed	Part
-4					1 Week	Extensive	Sample
-3				Lucid Dreaming	1 Day	Large	Strong
-2				Trance	6 Hours	Medium	Medium
-1		Self		Meditation	1 Hour	Small	Weak
0		Touch	Release Energy	Intense	10 Minutes	None	None
1	10 Watthour	6 inches	Control Flow	Mild	2.5 Minutes		
2	25 Watthour	2.5 feet	Conduct Flow	Forethought	30 seconds		
3	100 Watthour	10 feet	Manipulate Flow	Secondary Thoughts	5 Seconds		
4	250 Watthour	50 feet	Gross Machinery	Automatic	1 Second		
5	1,000 Watthour	250 feet	Fine Machinery	Subconscious	Instantaneous		
6	2,500 Watthour	1000 feet	Gross Molecular				
7	10,000 Watthour	1 miles	Molecular				
8	25,000 Watthour	2.5 miles	Subatomic Control				

The Base is the amount of power the EnergyK can produce per hour.

NuclearK

People who are able to manipulate nuclear energy.

Subclasses: StrongK (+1), WeakK (+1)

StrongK

In controlling the strong nuclear force, you control the way atoms bind together. Thus, you can become a great chemist, creating molecules that never existed before. As long as the molecules for it are around, and almost nothing is pure, you can turn dirt into food or poison, turn nerve gas into nice air. Alternatively, many StrongK are specialized in certain materials, like carbon. Take some coals and you can create diamonds, mononuclear blades, hair-fine wire that is a single molecule. You can change the air into a poison. You can disintegrate people, walk through walls, or solidify the air.

Level	Base	Range	Precision	Concentration	Delay	Modifier	Limitation
-5						Fixed	Part
-4					1 Week	Extensive	Sample
-3				Lucid Dreaming	1 Day	Large	Strong
-2				Trance	6 Hours	Medium	Medium
-1		Self		Meditation	1 Hour	Small	Weak
0		Touch	Increase/Decrease	Intense	10 Minutes	None	None
1	½ pound	6 inches	Control Density	Mild	2.5 Minutes		
2	2½ pounds	2½ feet	Control Matrix	Forethought	30 seconds		
3	10 pounds	10 feet	Control Vibration	Secondary Thoughts	5 Seconds		
4	50 pounds	50 feet	Disintegrate	Automatic	1 Second		
5	250 pounds	250 feet	Analyze	Subconscious	Instantaneous		
6	1,000 pounds	1000 feet	Synthesize Simple Molecules				
7	2,500 pounds	1 miles	Synthesize Complex Molecules				
8	10,000 pounds	2.5 miles	Full Control				

The Base is how much material you can affect *per hour*. Remember that a pound of air (and, for convenience's sake, most gases) is 100 gallon (US) at room temperature.

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WeakK

PsychoKinetics affect the Weak Atomic forces that bind together atomic nuclei. Though they are most often noticed for the big booms they create, usually self-destructively so, when they discover their power, a rare few might survive and learn to control their power. WeakK are often limited to the elements they can affect, and require very good control, they can learn to create explosions, create or negate radiation, create a slow nuclear fission or fusion to create intense heat. You can also change atoms from one element to another. You can turn lead into gold. You can change people into gold. Consider how powerful a WeakK is, as the bomb that was dropped on Hiroshima released the equivalent of about 15 Kiloton TNT in energy. Though it split 855 grams of uranium, only a very small part of it fissioned: a WeakK can force perfect conversion of matter to energy. A WeakK with a Base of 8 could create an explosion with the energy release of the Hiroshima bomb. Very high *Precision* and *Range* are a must with this Psionic Power.

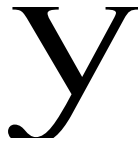
WeakKs have two different ways of interpreting their base: a conversion-base, to convert atoms into other atoms, and an annihilation-base, to annihilate matter into energy (or anti-matter).

Level	Base (convert)	Base (annihilate)	Range	Precision	Concentration	Delay	Modifier	Limitation
-5							Fixed	Part
-4						1 Week	Extensive	Sample
-3					Lucid Dreaming	1 Day	Large	Strong
-2					Trance	6 Hours	Medium	Medium
-1			Self		Meditation	1 Hour	Small	Weak
0			Touch	Control Bindings	Intense	10 Minutes	None	None
1	½ pound	50 nanogram (1 ton)	6 inches	Control Electron Shell	Mild	2.5 Minutes		
2	2½ pounds	250 nanogram (5 ton)	2.5 feet	Control Protons/Neutrons	Forethought	30 seconds		
3	10 pounds	1 microgram (20 ton)	10 feet	Control Quanta	Secondary Thoughts	5 Seconds		
4	50 pounds	5 microgram (100 ton)	50 feet	Analyze	Automatic	1 Second		
5	250 pounds	25 microgram (½ kiloton)	250 feet	Synthesize Atoms	Subconscious	Instantaneous		
6	1,000 pounds	100 microgram (2 kiloton)	1000 feet	Transmutate				
7	2,500 pounds	500 microgram (10 kiloton)	1 miles	Transmutate Detail				
8	10,000 pounds	2½ milligram (50 kiloton)	2.5 miles	Full Control				

The Base (annihilate) is the amount of matter a WeakK can convert into energy *per minute*.

The Base (convert) is how much material you can affect *per hour*. Remember that a pound of air (and, for convenience's sake, most gases) is 100 gallon (US) at room temperature.

$$E^{1 \text{ gram}} = mc^2 = 1 * 3E8 * 3E8 = 9E16 = 20,000 \text{ kiloton TNT}$$



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PsychoBiological Powers (PsiB or YB)

These Psionic Powers affect biological systems.

e.g. healing people, increasing strength, speed, agility, affecting other people's bodies

Booster

These are people who can naturally boost their bodies to do extraordinary things. Usually this is limited to additional strength, but it can be almost anything. Any sense can be boosted. Examples: increased speed & reaction time by boosting the speed at which nerves carry their signal, increased balance by boosting the inner ear, increased endurance by boosting the hemoglobin's ability to carry oxygen, increased raw power by boosting the matter/energy conversion when an ATP is broken apart. They are also able to affect the muscles that are attached to the skin in such a way that they can alter their looks enough to be unrecognizable as themselves.

As a booster, you can always rely on yourself. Never using external forces, or having to overcome someone else's psyche, you never have those worries. You can do unexpected things, since most people just expect the boost in strength. Remember the higher your B_P, the more you can do. If you create a Booster for combat, you need to be able to boost at least speed, strength, reflexes and reaction, and you might want to address healing.

Note that Boosters can affect others, if they have sufficient range.

Level	Base	Range	Precision	Concentration	Delay	Modifier	Limitation
-5						Fixed	Part
-4					1 Week	Extensive	Sample
-3				Lucid Dreaming	1 Day	Large	Strong
-2				Trance	6 Hours	Medium	Medium
-1				Meditation	1 Hour	Small	Weak
0		Self	1 sense or ability	Intense	10 Minutes	None	None
1	Factor 2	Touch	2 senses or abilities	Mild	2.5 Minutes		
2	Factor 3	6 inches	3 senses or abilities	Forethought	30 seconds		
3	Factor 4	2.5 feet	4 senses or abilities	Secondary Thoughts	5 Seconds		
4	Factor 5	10 feet	5 senses or abilities	Automatic	1 Second		
5	Factor 6	50 feet	6 senses or abilities	Subconscious	Instantaneous		
6	Factor 7	250 feet	7 senses or abilities				
7	Factor 8	1000 feet	8 senses or abilities				
8	Factor 9	1 miles	9 senses or abilities				

Senses or Abilities refer to vision, hearing, taste, senses, balance, kinesthetic awareness, strength, speed, reflexes, reaction, healing. Note that you do not need to boost all Senses or Abilities, at the same time, all the time, but you do need to define which of these you *can* boost.

A *Booster* can boost multiple people by a factor of five for every step lower Precision

e.g. boosting twenty-five people's strength and reflexes, is just as hard as boosting one person's strength, reflexes, sight and hearing, i.e. Precision 4).

Healer

While not offensive, you can get up from almost any wound, since your B_P healing level is always affecting you. You don't even have to be conscious. Also, you are constantly in demand. Sure everyone else has these massive powers, but what are they without you. Usually blood stains on a wall.

One thing to remember is that you have to be constantly concentrating on the person to accelerate their healing process. A deep cut takes about a week to get decent mobility into the area. Thus, a healer with a Base of 3 would take most of a day of Healing. A healer with a Base of 6 would only need twenty minutes

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to heal this injury. Also, you can heal more than one person at the same time. They just have to be in your range.

Level	Base	Range	Precision	Concentration	Delay	Modifier	Limitation
-5						Fixed	Part
-4					1 Week	Extensive	Sample
-3				Lucid Dreaming	1 Day	Large	Strong
-2				Trance	6 Hours	Medium	Medium
-1				Meditation	1 Hour	Small	Weak
0		Self	Superficial Wounds	Intense	10 Minutes	None	None
1	Factor 2	Touch	Minor Wounds	Mild	2.5 Minutes		
2	Factor 5	6 inches	Major Wounds	Forethought	30 seconds		
3	Factor 10	2.5 feet	Lethal Wounds	Secondary Thoughts	5 Seconds		
4	Factor 25	10 feet	Bones/Joints	Automatic	1 Second		
5	Factor 100	50 feet	Organs	Subconscious	Instantaneous		
6	Factor 500	250 feet	Nerves				
7	Factor 1,000	1000 feet	Body Image				
8	Factor 5,000	1 miles	Mental Processes				

A *Healer* can heal multiple people by a factor of five for every step lower Precision

e.g. healing five people with internal wounds, i.e. damaged organs, is just as hard as healing one person's damaged nerves, i.e. Precision 6).

Controller

A subspecialty of electrochemokinesis, where they can control how the nerves fire to your muscles and other organs. Thus they can, for example, control your arm, make you trip, or make your heart seize up.

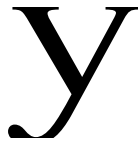
No one can do you physical harm, since you can just control them. Never have to put yourself in direct danger, since you can put someone else there. People, physical bodies, are you puppets. Do with them as you will. The best way to kill someone is to make it look exactly like suicide with plenty of witnesses. Just have the target walk in front of a train!

While at lower levels, you can only make a person jerk around uncontrollably; when you get better you can control their motions. With a *BP* of 5, you can control the motions of their arms and legs quite well. By the time you reach the highest levels, you can even write with their hands in a legible manner.

Level	Base	Range	Precision	Concentration	Delay	Modifier	Limitation
-5						Fixed	Part
-4					1 Week	Extensive	Sample
-3				Lucid Dreaming	1 Day	Large	Strong
-2				Trance	6 Hours	Medium	Medium
-1				Meditation	1 Hour	Small	Weak
0		Touch	Freeze	Intense	10 Minutes	None	None
1	1 person	6 inches	Gross Movements	Mild	2.5 Minutes		
2	5 people	2.5 feet	Fine Movements	Forethought	30 seconds		
3	25 people	10 feet	Detail Movements, Facial	Secondary Thoughts	5 Seconds		
4	100 people	50 feet	Speech, Hearing, Eyes	Automatic	1 Second		
5	500 people	250 feet	Involuntary Muscles	Subconscious	Instantaneous		
6	2,500 people	1000 feet	Organs, Nerves				
7	10,000 people	1 miles	Chemokinetic Processes				
8	50,000 people	2.5 miles	Reflexes, Kinesthetic Memory				

A *Controller* can control multiple people by a factor of five for every step lower Precision.

e.g. controlling twenty-five people's gross movements is just as hard as controlling one person to sign a signature, a detail movement precision control, i.e. Precision 3.



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PsychoPsionic Powers (PsiP or YP)

These Psionic Powers affect Psionic Powers. Psionics with PsychoPsionic powers can strengthen, combine, neutralize, absorb, and copy, etcetera, the powers of other Psionics.

e.g. negating another Psionic's power, combining the powers of two Psionics with the same power

Balancer

People who strengthen or weaken psionics energy and powers.

Subclasses: Gatherer (+1), Negator (+1)

These people have the ability to "drain" or "inundate" the area of psychic waves. For negation it is believed to be done by generating the opposite type of Psionic wave such that when they meet, they cancel each other out. For addition they would amplify Psionic waves. Others believe that the wave theory is false, and that balancers have a general damping/addition field. Some believe that Balancers, who seem to be able to change any type of Psionic energy, will be a key to everyone having multiple powers. However, they can only balance one power at a time. Balancers have a generic BΨ which is then applied to whatever power they are trying to affect (if they try to negate a Telepath, their BΨ will apply to the Telepath's Base Chart, if they try to negate a FerroKinetic's will over metal then their BΨ will apply to the Telekinetic's Base Chart). They then apply their own range and precision additions to the other person's either negatively or positively. Increasing someone's powers is more difficult than decreasing someone's. Your BΨ and additions apply fully if negating, but if adding, then you need to divide each stat in half.

On the whole it may be better to be a *Balancer* than a *Soaker* because you don't become befuddled with other's people's memories while taking away their powers. Soakers usually go crazy after a while. On the other hand, Soakers end up with other people's powers. Negators have the ability to cancel the power of multiple targets. Thus, if three TerraKs were in range, you could dampen the powers of all three, or if you preferred, you could increase their powers. A full Balancer could take the power of two of them, and pass (half of) it to the third!

Level	Base	Range	Precision	Concentration	Delay	Modifier	Limitation
-5						Fixed	Part
-4					1 Week	Extensive	Sample
-3				Lucid Dreaming	1 Day	Large	Strong
-2				Trance	6 Hours	Medium	Medium
-1		Self		Meditation	1 Hour	Small	Weak
0		Touch		Intense	10 Minutes	None	None
1	1 Level	6 inches	Affect 1 Psionic	Mild	2.5 Minutes		
2	2 Levels	2.5 feet	Affect 2 Psionics	Forethought	30 seconds		
3	3 Levels	10 feet	Affect 3 Psionics	Secondary Thoughts	5 Seconds		
4	4 Levels	50 feet	Affect 4 Psionics	Automatic	1 Second		
5	5 Levels	250 feet	Affect 5 Psionics	Subconscious	Instantaneous		
6	6 Levels	1000 feet	Affect 6 Psionics				
7	7 Levels	1 miles	Affect 7 Psionics				
8	8 Levels	2.5 miles	Affect 8 Psionics				

Soaker

Absorb powers and memories of a person. The Circle is not quite sure how these people get their ability. It is theorized that they temporarily "learn" a power when it is absorbed. However, if they absorb another power, the first one gets knocked out. It is believed that Soakers will be a key, however, to eventually learning multiple powers. When absorbing thoughts, this power does not overwrite information, it just writes more. After a while, the person tends to get the traits of multiple personality disorder. A Soaker can

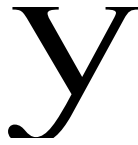
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absorb up to his **BP** in power, subtracting that number from the target's **BP**. A Soaker uses no Base Chart, since his power relies on other Base Charts. Whatever power he is currently using will be the Base Chart that he uses.

The best thing about this is that you are not “stuck” with just one power. You can use all of them. Plus you have the benefits of telepathy, in that you can see other's people's memories. Usually protective in that it weakens the target, or if the soaker is particularly good, the person will go unconscious.

Level	Base	Range	Precision	Concentration	Delay	Modifier	Limitation
-5						Fixed	Part
-4					1 Week	Extensive	Sample
-3				Lucid Dreaming	1 Day	Large	Strong
-2				Trance	6 Hours	Medium	Medium
-1				Meditation	1 Hour	Small	Weak
0		Touch		Intense	10 Minutes	None	None
1	1 Level	6 inches	Affect 1 Psionic	Mild	2.5 Minutes		
2	2 Levels	2.5 feet	Affect 2 Psionics	Forethought	30 seconds		
3	3 Levels	10 feet	Affect 3 Psionics	Secondary Thoughts	5 Seconds		
4	4 Levels	50 feet	Affect 4 Psionics	Automatic	1 Second		
5	5 Levels	250 feet	Affect 5 Psionics	Subconscious	Instantaneous		
6	6 Levels	1000 feet	Affect 6 Psionics				
7	7 Levels	1 miles	Affect 7 Psionics				
8	8 Levels	2.5 miles	Affect 8 Psionics				



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PsychoTemporal Powers (PsiT or Y?)

These Psionic Powers affect time. Psionics with PsychoTemporal powers can accelerate or decelerate time, or pierce the veil of time.

e.g. seeing into the future, slowing down time

ChronoK

ChronoK have the ability to speed up and slow down time. Unfortunately, time seems to strongly resist this, often snapping back at a future time.

It is an awesome power in combat, allowing a ChronoK to side step a bullet and react at unbelievable speeds.

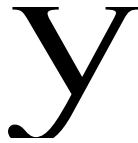
Level	Base	Range	Precision	Concentration	Delay	Modifier	Limitation
-5						Fixed	Part
-4					1 Week	Extensive	Sample
-3				Lucid Dreaming	1 Day	Large	Strong
-2				Trance	6 Hours	Medium	Medium
-1		Self		Meditation	1 Hour	Small	Weak
0		Touch	Uncontrolled	Intense	10 Minutes	None	None
1	Factor 2½	6 inches	Gas	Mild	2.5 Minutes		
2	Factor 5	2½ feet	Fluids	Forethought	30 seconds		
3	Factor 10	10 feet	Small Objects	Secondary Thoughts	5 Seconds		
4	Factor 25	50 feet	Medium Objects	Automatic	1 Second		
5	Factor 50	250 feet	Large Objects	Subconscious	Instantaneous		
6	Factor 100	1000 feet	Machinery				
7	Factor 250	1 miles	Energy				
8	Factor 500	2.5 miles	Subatomic				

The biggest problem of a *ChronoK* is interacting with the environment: a very fast *ChronoK* can walk on water, but picking up a coin from in a fountain is near impossible: the *ChronoK* must remain accelerated, but let time take its normal course in the water the *ChronoK* wants to reach through, then extend his *ChronoK* field to include the coin.

A *ChronoK* with a Precision of *Uncontrolled* is just very fast, but the environment stays the way it is. A *ChronoK* that wants to pick the coin out of the fountain needs a Precision 3. A *ChronoK* that wants to use a computer while sped up needs a Precision 7.

Psychometer

Readers get impressions of past/future events of a specific object or person. You never have to be in any "action" to get information. You can wait till long after it's over to find out who did it. You ever had someone say "you don't know where that's been", well you do. Plus, you have the ability of a one-way telepath if you touch a person (although you have to relive the events).



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Level	Base	Range	Precision	Concentration	Delay	Modifier	Limitation
-5						Fixed	Part
-4					1 Week	Extensive	Sample
-3				Lucid Dreaming	1 Day	Large	Strong
-2				Trance	6 Hours	Medium	Medium
-1		1 hour		Meditation	1 Hour	Small	Weak
0		5 hours	Visions	Intense	10 Minutes	None	None
1	1:1	1 day	Impressions	Mild	2.5 Minutes		
2	1:5	1 week	Empathy	Forethought	30 seconds		
3	1:25	1 month	Senses	Secondary Thoughts	5 Seconds		
4	1:100	6 months	Surface thoughts	Automatic	1 Second		
5	1:500	2½ years	Short-Term Memory	Subconscious	Instantaneous		
6	1:2,500	10 years	Medium-Term Memory				
7	1:10,000	25 years	Long-Term Memory				
8	1:50,000	100 years/lifetime	Subconscious				

A *Psychometer's* Base is important to filter through the different impressions of an item that has been touched by many people. It is the number of people from amongst which the *Psychometer* can select impressions, without having to 'play' them. It is also the ratio with which the *Psychometer* can speed up reading impressions. The two combine, so that if an item has been touched by 500 people and the *Psychometer* wants to read the last full year of the person, he would need a base of 8 (four levels to pick immediately from the 500 people, and a ratio of 500 to read the last full year in 16 hours real time!).

Alternatively, the time spent reading could be viewed as the time that it takes the *Psychometer* to absorb and correlate the information flashed into his mind.

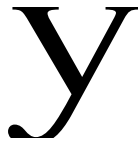
e.g. If a Base 6 *Psychometer* reads a person's life from an item (say 75 years), the *Psychometer* would be unable to use his power for 3 days.

Medium

Mediums seem to be capable of talking to or channeling ghosts/spirits/your subconscious, or connect to their living, subconscious across the barrier of time.

You can gain answers when all others are of little use. You can have constant companionship. With the lower mediums, it looks as if they are using props. They are. But it is only in this way that they can gain communication with the spirits, so it is not subtracted unless the props involved are particularly annoying to use or bring. With the low range mediums, the spirits seem to guide the probabilities of getting certain combinations that approximate their answers. Then again, the spirit may be hostile. People are usually not happy that they have been killed, and if they can't take it out on the person responsible, why not you?

Channeling can be quite useful. This allows your companions to give their two cents to the spirit without you having to do all the translation. The only problem is that they have to tell you what took place while you channeled, since your mind was suppressed for the time being. Range is also a good thing to have as a medium. The further back you can contact spirits, the mellower they will be usually.



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Level	Base	Range	Precision	Concentration	Delay	Modifier	Limitation
-5						Fixed	Part
-4					1 Week	Extensive	Sample
-3				Lucid Dreaming	1 Day	Large	Strong
-2				Trance	6 Hours	Medium	Medium
-1		1 day		Meditation	1 Hour	Small	Weak
0		1 week	Spirit Impressions	Intense	10 Minutes	None	None
1	Déjà vu, fortune telling	1 month	Random Spirit	Mild	2.5 Minutes		
2	Spirit empathy	6 months	Locus Spirit	Forethought	30 seconds		
3	Limited talk (8-ball)	2½ years	Vaguely Related Spirit	Secondary Thoughts	5 Seconds		
4	Full Conversation	10 years	Subject Spirit	Automatic	1 Second		
5	Spirit Partial Sensory	25 years	Relevant Spirit	Subconscious	Instantaneous		
6	Spirit Full Sensory	100 years	Relative Spirit				
7	Full Channeling	500 years	Target Spirit				
8	Exorcisms/Bindings	2,500 years	Any Spirit				

A *Medium* can spend points to get a permanent spirit partner. The spirit partner adds half his points (rounded up) to the Base for the purpose of finding a spirit with useful information. The spirit partner can also use half his points (rounded up), to provide the sought after information, if no relevant spirit can be found.

A *Medium* can get an additional spirit for each *Base* that he lowers the relevant spirit by.

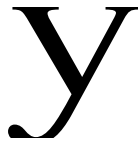
The *Range* indicates how old spirits the *Medium* can deal with. The Range is expressed in how long the spirit has been dead.

Precognition

Precogs have the ability to sometimes know future events. Due to chaos, they are not entirely reliable. Nonetheless, they will always reveal a future that has a strong probability of occurring, although that future can be altered.

Obviously the best power, since you know what's going to happen *before* any of the others. Granted, it only reflects a high probability of what is actually going to happen, but it's better than ignorance. It also allows you to stay one step ahead of your objective. Quite easily you get full visions of what will probably happen, and the more powerful you get, the further you can predict.

Level	Base	Range	Precision	Concentration	Delay	Modifier	Limitation
-5						Fixed	Part
-4					1 Week	Extensive	Sample
-3				Lucid Dreaming	1 Day	Large	Strong
-2				Trance	6 Hours	Medium	Medium
-1				Meditation	1 Hour	Small	Weak
0		250 feet		Intense	10 Minutes	None	None
1	1 day	1000 feet	Déjà vu	Mild	2.5 Minutes		
2	1 week	1 miles	Empathy	Forethought	30 seconds		
3	1 month	2.5 miles	Impressions	Secondary Thoughts	5 Seconds		
4	6 months	10 miles	Visions	Automatic	1 Second		
5	2½ years	50 miles	Alternate Threads	Subconscious	Instantaneous		
6	10 years	250 miles	Probabilities				
7	25 years	1000 miles	Decision Points				
8	100 years/lifetime	5000 miles	Decision Acts				



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PsychoSpatial Powers (PsiS or YS)

These Psionic Powers affect space. Psionics with PsychoSpatial powers can affect items separated in space.

e.g. appearing in another place without traveling the space in between, retrieving items for a far away place.

Astral Projectionist

Astral projectionists can perceive auras. An Astral Projectionist can also easily distinguish between a normal human, a mutant, and a psychically active human. This is the way most groups find their members. When they increase their abilities they eventually are able to have their consciousness, their essence, their soul leave their body, to "Astral Space", leaving the body limp, unconscious and unprotected. From Astral Space a projectionist can learn to recognize other people's auras and manipulate them remotely. At higher levels of learning still, they can communicate feelings to people and also communicate to other 'spirits' in Astral Space, usually other projectionists. Eventually, one can learn to see real space in Astral Space and can even project an apparition into real space. Unfortunately, not only is your body subject to attacks. You can be attacked in Astral Space by other Projectionists and Psionic powers (*PsychoSensory*, *PsychoMental* and *PsychoPsionic*). In a fight between Astral Projectionists, usually the one more experienced in projection will win, causing the losing mind to be forced back into its body, although sometimes, if the challenging mind is much more powerful, it can simply "consume" the other mind, taking its memories and leaving the body in a coma.

Level	Base	Range	Precision	Concentration	Delay	Modifier	Limitation
-5						Fixed	Part
-4					1 Week	Extensive	Sample
-3				Lucid Dreaming	1 Day	Large	Strong
-2				Trance	6 Hours	Medium	Medium
-1				Meditation	1 Hour	Small	Weak
0		10 miles		Intense	10 Minutes	None	None
1	See Auras, AP, Psionic use	50 miles	Project to Astral Beacon	Mild	2.5 Minutes		
2	Manipulate Own Aura	250 miles	Project to an area	Forethought	30 seconds		
3	Astral Projection	1,000 miles	Project to vicinity	Secondary Thoughts	5 Seconds		
4	A.P. Communicate Mentally	5,000 miles	Project to near location	Automatic	1 Second		
5	A.P. perceive Real Space	25,000 miles	Project to well known or memorized site	Subconscious	Instantaneous		
6	A.P. Use Psionic Powers	100,000 miles	Project to visited site				
7	A.P. Project Apparition	250,000 miles	Project to site image				
8	A.P. Project Avatar	1,000,000 miles	Project Relatively				

An Astral Beacon is typically another Astral Projectionist, or Psionic.

Teleportation

People who are able to move matter without it passing through the space in between the beginning and end points. Teleporters seem to use some form of extremely concentrated telekinesis to actually warp space. This allows them to kind of squeeze two locations together and then just pop through the thin layer between them. Teleporters are, however, unable to teleport themselves or objects into dense areas. Instead of teleporting inside of a wall or some other object the Teleporter or the object they were sending would just 'bounce' back to the starting position.

Subclasses: Self Teleporter (+1), Extra Teleporter (+1), Receptive Teleporter (+2), Projective Teleporter (+2)

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Self Teleporter

Self Teleporters have the ability to transport their body from one location to another location (known or in line of sight) without causing any harm to themselves. They can take objects with them (clothes, money, watch...). When Teleporters reach higher levels they can learn to take other people with them when they teleport.

Extra Teleporter

Extra Teleporters have the ability to project and apport inanimate objects from or to any location that is known or in line of sight. They cannot, however, teleport living matter. Reasons for this are somewhat unclear; it is believed to be some sort of mental block. It is also known as *Transporter*.

Projective Teleporter

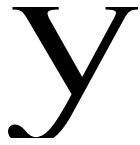
Projective Teleporters have the ability to send inanimate objects to any location that is known or in line of sight. They cannot, however, teleport living matter. Reasons for this are somewhat unclear; it is believed to be some sort of mental block.

Receptive Teleporter

Receptive Teleporters have developed the ability to summon objects to them.

Level	Base	Range	Precision	Concentration	Delay	Modifier	Limitation
-5						Fixed	Part
-4					1 Week	Extensive	Sample
-3				Lucid Dreaming	1 Day	Large	Strong
-2				Trance	6 Hours	Medium	Medium
-1		Self		Meditation	1 Hour	Small	Weak
0		Touch	Teleport to a Teleport Beacon	Intense	10 Minutes	None	None
1	½ pound	6 inches	Teleport to a clearly visible site	Mild	2.5 Minutes		
2	2½ pounds	2.5 feet	Site visible with aid	Forethought	30 seconds		
3	10 pounds	10 feet	Extremely well known or memorized site	Secondary Thoughts	5 Seconds		
4	50 pounds	50 feet	Site visited or seen at least ten times	Automatic	1 Second		
5	250 pounds	250 feet	Site visited at length	Subconscious	Instantaneous		
6	1,000 pounds	1000 feet	Well documented site				
7	2,500 pounds	1 miles	Site defined by only an image				
8	10,000 pounds	2½ miles	Site defined relatively				

A *Psionic Beacon* is typically another *Teleporter*, the result of another or linked-in *Psionic* power or relevant *Psionic*.



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Mutant Abilities

Most Psionic organizations arrange the mutants into groups which show similar genetic traits, as more and more branch off of the main trunk of humanity. Some of them branched off long ago, but many more are forming and branching off today. Mutants are categorized by descent. Player Characters can have mutant abilities, or be full mutants. Each description has a section marked 'For Player Characters' that describes if the mutation is available to Player Characters, at what cost and with what side effects.

Mutants exhibit a number of **different abilities**, separate of their changed exterior:

- **Immortals.** Mutants that have achieved a way to live effectively forever.
- **Chameloids.**
- **Climbers.**
- **Contortionists.**
- **Dolphids.**
- **Drakes.**
- **Foreseers.**
- **Hibernator.**
- **Leatherskins.**
- **Lezarians.**
- **Predators.**
- **Resistors.**
- **Vocalists.**

Mutants are grouped according to their **genealogic branch**:

- **Immortals.** Mutants that have achieved a way to live effectively forever.
 - **Children of the Phoenix.**
 - **Skin Walkers.**
 - **Feeders.** Mutants that have developed different feeding mechanisms.
 - **Cannibals.**
 - **Ghouls.**
 - **Vampires.**
- **Aquatics.** Mutants that live under water.
 - **Atlantians.**
 - **Mers.**
 - **Aquans.**
- **Changers.** Mutants that have developed an ability to change their shapes.
 - **Weres.**
 - **Shape Shifters.**
 - **Multiple Personality and Body Disorder (MPBD).**
- **Ancients.** Mutants that have been around for a long time.
 - **Dolphinians.**
 - **Draconians.**
 - **Gargoyles.**
 - **Gorgon.**
 - **Sasquatch/Yeti.**
 - **Sirens.**

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Metabolic Abilities

These are a variety of abilities that are sometimes exhibited by 'normal' human beings, and sometimes as 'additional' mutations in existing mutant strains.

Gigantism

A larger-than-normal (to as much as two, three times the normal size) human or mutant strain.

For Player Characters: This ability occurs independent of abilities and mutant branches and carries a 2 point bonus.

Hibernator

A human that lies dormant for a certain amount of time (usually greater than a year) and then revives themselves. They will then proceed to mate (rape) and feed in any manner possible.

For Player Characters: This ability occurs independent of abilities and mutant branches and carries a 2 point bonus.

Shape Shifters

This is a group of abilities that have full access to former stages of evolution and can do the same things as any animals, though there are usually difficulties when switching to other Phylums (mammals, amphibians, birds, etc). The really good ones can do so however. Remember, mass is always conserved!!!

For Player Characters: This ability occurs independent of abilities and mutant branches and costs 2 to 5 points, depending upon the extent of the ability.

Motive Abilities

These are a variety of abilities that are sometimes exhibited by 'normal' human beings, and sometimes as 'additional' mutations in existing mutant strains.

Climbers

These people have developed incredibly fine divisions in their skin, mostly upon their palms and the bottoms of their feet. These are like those of many lizards and salamanders. This allows them a fantastic ability to grip and hold objects. They can also climb even fairly smooth walls with their hands. The extent of their ability would be brick, rock, or wood. Their weight would drag them off of anything smoother. Their palms are smooth, soft and lighter-colored than is typical for their race.

For Player Characters: This ability occurs independent of abilities and mutant branches and costs 1 point.

Contortionists

This strain has developed tendon and muscles that have a very high level of elasticity that enables them to stretch and bend their bodies to a greater extent than humans. This allows them to get through almost any gate and to fit into any hiding place. Excellent assassins.

For Player Characters: This ability occurs independent of abilities and mutant branches and costs 1 point.

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SHADOWWORLD Core Rules R8.3

Sensory Abilities

These are a variety of abilities that are sometimes exhibited by 'normal' human beings, and sometimes as 'additional' mutations in existing mutant strains.

Dolphids

Humans who have evolved the ability to echolocate. Their foreheads are higher and fatter. They do not have the characteristic "worry lines" on the foreheads. Instead it is filled with a fatty tissue and nerves plus an organ which is similar in the dolphin which can produce high frequency sound. It is then sensed at the top of the head. It is forward sensing, but sensitive to sound, they can often tell if someone is sneaking up behind them and approximately where, since their sound analyses is more three dimensional than a normal human.

For Player Characters: This ability occurs independent of abilities and mutant branches and costs 1 point.

Foreseers

The pineal gland and part of the corpus callosum have bonded together and swollen with the cushioning, buoyant fluid of the brain. When looked at under a MRI or other device, it looks almost exactly like an elongated third eye. They have the power of long foresight. This power is often unpredictable, but is usually quite accurate. Visions and portents are more powerful during sleep. This is believed to be linked with the higher levels of melatonin that occur at night. When they use their power, they are often racked with migraine headaches. This is due to an increase in the amount of fluid flowing to this organ.

For Player Characters: This ability occurs independent of abilities and mutant branches and costs 4 points.

Leatherskins

These humans have developed very tough and taut skin that is often brown or bronze in appearance. It acts as an efficient barrier against many impacts, but due to this trait, they have lost some sweat glands. They have a tendency to respire at an accelerated rate - they pant (They have thinner, wider tongues and "flatter", larger ears to help dissipate heat.).

For Player Characters: This ability occurs independent of abilities and mutant branches and carries a 2 point bonus, but requires the player character to take a side effect of over heating, with a 2 point penalty.

Offensive Abilities

These are a variety of abilities that are sometimes exhibited by 'normal' human beings, and sometimes as 'additional' mutations in existing mutant strains.

Chameloids

This strain has developed the ability to change colors much like a cuttle fish. With all pigments removed, they look like an albino.

For Player Characters: This ability occurs independent of abilities and mutant branches and costs 1 point.

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Drakes

This strain's sublingual gland has evolved in such a way that it can secrete a fine mist of self-flammable or corrosive liquid. They use this to spit fire or acid whenever they want.

For Player Characters: This ability occurs independent of abilities and mutant branches and costs 1 point.

Lezarians

This strain has developed fangs similar in structure and function to that of a snake. The oddest part about them, though, is the toxin they inject into their victims. It is very similar to that found in puffer fish and voodoo Zombie serums. When this toxin is injected into the body, it places the target into a catatonic state near to death. It is nearly impossible to tell that the target is alive. The target awakens after 8 - 10 hours in a zombie-like state, almost as if he rose from the dead like Lazarus. This lasts for approximately 4 days. During this time, the Lezarian is able to give the target commands that act as post-hypnotic suggestions when he wakes up.

For Player Characters: This ability occurs independent of abilities and mutant branches and costs 2 points.

Predators

This strain has very dark skin. Caucasians would be very dark brown -- The ultimate tan, almost a chocolate color. Negroids would be almost black as pitch. A predator's teeth and nails are often yellow or tan, harder than normal and slightly pointed, enough to use as a sort of claw. They also have splotchy skin, almost like melanoma. Their irises are very large and have the odd ability to expand and contract the pupil, thus at night the irises expand almost to the edge. Their eyes would thus appear very dark. The eyes are set approximately 2 - 3 cm further apart than normal, which gives them an odd but passable look. Their teeth are sharper and the jaws stronger. They are carnivores. They can eat cooked meat but vastly prefer it raw. They have better eye sight, hearing, strength, speed and reflexes than most humans.

For Player Characters: This ability occurs independent of abilities and mutant branches and costs 2 points.

Defensive Abilities

These are a variety of abilities that are sometimes exhibited by 'normal' human beings, and sometimes as 'additional' mutations in existing mutant strains.

Resistors

This is a catch-all group that covers strains that have evolved a natural resistance to one particular thing - radiation, viruses, extreme cold, etc.

For Player Characters: This ability occurs independent of abilities and mutant branches and costs 1 point per resistance.

Vocalists

This strain has evolved an unusual control over their voice-box and vocal cords. They have the ability to, with practice, sound like anyone they know of. Getting the timber is easy - the mode, style, and accent are much more difficult. They can quite easily make sounds of both natural creatures and many artificial sounds. Think of the guy from Police Academy, only in spades.

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For Player Characters: This ability occurs independent of abilities and mutant branches and costs 1 point.

Mutants

Immortals

This branch has evolved to live effectively forever, or at least much longer than usual. They can be killed, die from disease or accident, but, barring these, they live very long, aging extremely slowly, heal so well that their aging process seems to have been frozen in time, or have developed ways to regenerate themselves:

Methuselahs

These immortals heal extremely well and age slower or live forever. Their existence seems to revolve around certain religious beliefs or strictures, but very little is known about them, as none have been researched physically in recent times.

The Methuselahs not only can easily blend into everyday society, they do it so well that they are near impossible to detect and find.

For Player Characters: This ability occurs independent of abilities and mutant branches and costs 5 points.

Children of the Phoenix

These immortals believe themselves to have a connection to the primal birthing fires of the Big Bang, for of course they are the true children of the fire. The Children have two special enzymes in their body. The first enzyme absorbs large amounts of heat energy and converts it into energy that the body can use, this drastically raises the temperature at which they combust. The second causes their DNA and cellular structure to break down into a sort of goo when the ambient temperature reaches 525 degrees. Once the temperature drops below 525 they begin to coagulate and they absorb and mimic the DNA, cellular structure, and physical form of whatever they are in contact with. When the ashes cool and they are found, they are in a sort of fugue and it takes a while before they totally adjust to their new form and remember their past existence. When the time comes for them to renew their lives, they must be sure to have everything set up. They need to prepare the fire and a suitable host to mimic.

The Children can easily blend into everyday society.

For Player Characters: This ability occurs independent of abilities and mutant branches and costs 4 points.

Skin Walkers

This strain seems to have arisen from genetic damage to one of the Children of the Phoenix. The skin shifters absorb the DNA sample through their skin. Unfortunately for them, the DNA absorption process is not very effective. In order to get a complete and even distribution of DNA they are forced to skin their victim and wear the skin. Once they have on the victim's skin they absorb it and take on that form. The Victim must remain alive during this process in order for the Skin Shifter to copy their memories (this would imply a recurring Psionic talent).

For Player Characters: This ability occurs independent of abilities and mutant branches and costs 3 points.

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Feeders

This sub branch of the *Immortals* has evolved different and more effective methods of nourishment.

Cannibals

This strain has developed a way of sustaining themselves on living human meat. The digestion of living flesh causes the stimulation of the pituitary gland and the secretion of high levels of ACTH. This stimulates a special Endo-enzyme which helps arrest the aging process. The effects of this are like a seventy-year-old man who looks about 50 and is as fit as someone around 30.

For Player Characters: This ability occurs independent of abilities and mutant branches and costs 1 point.

Ghouls

This is a variant strain of the Cannibals, though its diet consists of dead human meat.

For Player Characters: This ability occurs independent of abilities and mutant branches and costs 2 points.

Vampires

This is an extreme mutation of the cannibal strain. Vampirism has the same basic properties of that strain (except using blood) plus two additional adaptations.

The first adaptation is the stimulation of the adrenal gland during digestion. This leads to an increase in strength, speed and reaction time. The second adaptation involves an infectious form of reproduction. A special cell in the saliva functions like a retrovirus. These cells begin to Break apart the sugars and proteins that make up DNA and restructure them so that the infected's DNA mimics its own. Unless the infected gets treatment within four weeks, the slow change will be irreversible.

For Player Characters: This ability occurs independent of abilities and mutant branches and costs 2 points.

Aquatics

This branch inhabits the waters, salt or fresh. It is not clear whether these strains are devolved, an echo of what pre-humanity did ages ago, when we lost our hair, slightly grew webbing between our fingers, and moved to the land, or if these are ancient branches off of the family tree of humanity, in which case they belong as a sub group of the Ancients.

Amphibians

This is likely a hybrid off of Atlantians or Mers. They have no hair and a much more conical forehead. They are slightly fleshier in that they have a thicker layer of blubber just under the skin. Their hands are more webbed by no more than 2 - 4 cm. Males have smaller genitalia and females have smaller breasts. They still breathe air, but can function under water for up to thirty minutes with no difficulty. They can safely dive up to 50 m.

This branch is able to function in human society with little or no problems.

For Player Characters: This ability occurs independent of abilities and mutant branches and costs 1 point.

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Atlantians

This is the oldest branch of the aquatic strain of mutants. They have very thin, fine hair on just their head. They have higher foreheads. Their bodies are stockier and have an insulating layer of fat below the skin and protecting their internal organs. Their hands are not extensively webbed, though their feet are. Males have their genitalia normally internal and females have almost indiscernible breasts. They can breathe air for up to several hours to a day, but have developed large gills on top of their chest, at their clavicles that connect directly to their lungs. They can dive to any depth and function underwater perfectly.

This branch is able to function in human society with little or no problems.

For Player Characters: This ability occurs independent of abilities and mutant branches and costs 1 point.

Mers

The Mers are almost totally adapted to the water. They are sleeker than the Aquans, with the males genitalia completely sheathed and the female's breasts mere protrusions. They have no body hair. The nasal filtration has developed into odd gill like internal secondary breathing structures. While underwater, they are able to cycle water in through their nose and out through their mouth. During this process, the oxygen is filtered out. Though this makes them capable of permanent underwater functioning, they cannot sustain a high level of long term activity - much like a person who has just traveled to a mountain top. They can overcome this by taking occasional normal breaths. Their hands are webbed up to the second knuckle. The obvious physical mutations make it difficult for Mer to function long-term in society.

For Player Characters: This ability occurs independent of abilities and mutant branches and carries a 1 point bonus.

Aquans

The Aquans are the most devolved step in the aquatic strain. They appear similar to the Mer except for a few differences. The upper nasal cavity has developed into full gills (the slits run along the cheek bones). This gill structure is as efficient as a normal human's breathing. Their lungs have evolved into a rudimentary air bladder (along the lines of a fish). Their fingers are webbed to the first knuckle and a very rudimentary dorsal fin can be detected.

Aquans can not survive above water, thus it is impossible for them to function in society.

For Player Characters: This ability occurs independent of abilities and mutant branches and carries a 5 point bonus.

Changers

This strain has evolved methods of restructuring their physical form.

Weres

Weres can link into a former stage of evolution and go either partially or fully. These account for the extremely rare King Cheetahs. They are actual aborigines who have the shape shifting defect in their genes.

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For Player Characters: This ability occurs independent of abilities and mutant branches and costs 1 to 3 points, depending upon their other form and the extent of their ability. Lack of control over the shift can confer a 1 to 2 point bonus.

Multiple Personality and Body Disorder (MPBD)

An MP who, when they change personality actually change bodies. It is a process that takes about ten minutes, and they never gain or loose mass. They seem to make minuscule changes in their muscle structure, which can drastically alter their body.

For Player Characters: This ability occurs independent of abilities and mutant branches and costs 1 point.

Ancients

These mutant strains have been around for centuries, or even millennia. They breed true and are real separate mutant "races". They have several powers and abilities that make it likely that some of the individually occurring abilities are really genetic throwbacks to these main strains:

Gargoyles (Leatherskins & Predators)

A detrimental effect of the stock used is large, harsh features, thick Rhino-like skin, and many spiky protrusions over the body.

For Player Characters: This ability occurs independent of abilities and mutant branches and carries a 4 point bonus.

Dolphinians (Mer & Dolphids)

Share the abilities of both groups. Effective underwater research and espionage.

For Player Characters: This ability occurs independent of abilities and mutant branches and costs 0 points.

Draconians (Leatherskins & Drakes)

The Draconians have a more reptilian look: the Leatherskin ability breeds strongly to a scaled look.

For Player Characters: This ability occurs independent of abilities and mutant branches and carries a 1 point bonus, as well as a required side effect of overheating with a 3 point penalty.

Sirens (Mer, Vocalist, Warp).

For Player Characters: This ability occurs independent of abilities and mutant branches and costs 2 points.

Gorgon (Leatherskin, FriguKinetic).

For Player Characters: This ability occurs independent of abilities and mutant branches and costs 1 point.

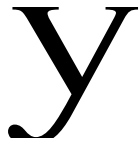
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Sasquatch (a.k.a. Yeti)

This strain of mutant is theorized to have diverged at the very beginning of Homo Sapiens. They are much larger, faster and stronger than normal humans. They also have much more hair and proportionately longer arms. They are very reclusive and prefer the Alpine wilderness and northern climates. It has been theorized that they are strong natural Teleporters, able to use the Earth's leylines to transport themselves and others they carry over large distances. They have been observed in combat to fade in and out of sight. Whether this is a *Warp* related power to prevent observation, an *EnergyK* power to bend or affect light, or an *Astral Projectionist* or *Teleport* like power is unknown.

For Player Characters: This ability occurs independent of abilities and mutant branches and costs 4 points.



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Glossary of Terms and Concepts

- **Agent:** In telepathy, it refers to the telepath, the one who initiates telepathic contact. Also used to describe an ESPer.
- **ASC (Altered State of Consciousness):** Sometimes necessary for Psionic events to occur.
- **Anpsi:** Psionic in animals.
- **Apparition:** An image or other perceivable appearance of something (one) that is not there. This may be done technologically.
- **Apport:** An object that teleports through mass.
- **Automatism:** Any motor activity carried out unconsciously.
- **BY (Base Psionic):** A talent rating which only rates one power, telling the relative strength in that power.
- **Bilocation:** Simultaneous presence of a person or object. This is generally thought to involve an astral double.
- **Biofeedback:** A method of self-monitoring with instruments. Useful in Psionic training.
- **Control:** A personality that enters a medium, or channeler. It is the Controlling Personality.
- **Cosmic Consciousness:** The ultimate state of consciousness. Some say it is essentially a state of consciousness in which you are aware of the design and meaning of the universe and your place in it. Humans can only touch this state extremely rarely, and they only get a hint of what is there. It is also thought that this is our mind's store of racial memories stored in us all.
- **Déjà Vu:** French for "already seen." It refers to the feeling that a new event has been experienced before.
- **Discarnate:** Disembodied. Usually in reference to ghosts, or any number of spirits or elementals.
- **Ectoplasm:** An unsubstantiated substance from which physical apparitions are formed.
- **Ghost:** An apparition, either mental or physical, of a deceased person which is caused by Psionic activity of some sort.
- **Guide:** A benevolent intelligence, often some sort of ghost, which will continually watch over a person. Some think that guides may be a manifestation of the unconscious.
- **Hallucination:** Any sensory experience that is not caused by physical phenomena. Warps usually cause hallucinations to befuddle opponents, but drugs are just as potent, if not as controllable.
- **Haunting:** A Psionic event associated with a certain location. In the classic sense, it has to deal with dead people's spirits, but that usually isn't the problem.
- **Hit:** A correct response in a Psionic test. Obviously the antonym is miss.
- **Intuition:** The ability of taking sensory and memory input from the unconscious brain and piecing it together to come up with an idea.
- **Medium:** One who perceives and communicates with discarnates or who can channel for the discarnates to allow others to communicate with that discarnate with direct voice.
- **Noetics:** The study of the consciousness.
- **Paranormal:** A term defining all activities, objects, processes that we do not understand and have a direct cause and effect relationship determined.
- **Placement Test:** Used for PKs. When an object is dropped, the person being tested tries to influence the position of where it will land.
- **Poltergeist:** German for "noisy spirit." Sometimes thought to be a ghost, but since it usually seems to follow a person, it has been seen that most poltergeists are an uncontrolled ability of a PK.
- **Reincarnation:** The belief that the human spirit survives past the body's destruction to be born in another body. So far, there exists no evidence to support this theory. It has been shown that when people are "regressed" past their birthing that often the unconscious will put together an approximate lifetime from what that person has been exposed to. When they are asked, under hypnosis, where they got the information, they will usually state a book or film.

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- **Significance:** The criterion commonly used is Psionic research. This is usually a probability value of 0.05% or in another way a deviation such that the absolute value of the critical ration is greater than 2.33.
- **Spiritualism:** The belief that the human spirit, or soul, survives the death of the body.
- **Subject-Target:** Used in tests. The subject is the person taking the test; the target is the objective the subject is trying to achieve or the person/thing the subject is trying to influence.
- **Synchronicity:** A term spawned by C.G. Jung for meaningful coincidences as an acausal connection for the existence of some Psionic phenomena.
- **Verdical Hallucination:** Hallucinations that correspond to some degree of accuracy an external object, place, or person.
- **Zenner Cards:** Used for many Psionic tests, they are a pack of 25 cards on the faces of each there is one of five symbols: star, circle, square, cross, and wavy lines. There are five cards of each symbol in a pack. Sometimes the symbols are different colors, or each symbol has its own color.