

Jean Psionics

Talenter - Talents

Conference

FS 2

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| Time/SF: 2 | Range: 1km per level |
| PSP: 8 + 2 per turn | Area: 1 subject per level |
| Duration: One turn | Effect: Mental forum |
| Save: Automatic | Notes: Must hit mAC |

This effect lets the psionist establish a mental conference with other willing subjects of human intelligence. A common language is helpful but not necessary – the mental mesh can transfer “pictures” and ideas without using words. Each participant only sends the thoughts and emotions he wants to send; hidden thoughts are not sent. The mesh does not extend across planar borders. Each participant can leave the conference at any time. One subject per level can be part of the conference, in addition to the psionist himself, but only one of those can be without at least some sub-operant psionic ability; the remaining participants must have psionic ability.

Power Manipulation or Specialization: Two subjects can be non-psionic. Duration is one hour.

This effect was developed by Jean Patrice St. Just.

Videnskaber - Sciences

Modify Reality

KR 7

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| Time/SF: 20 AS, SF=17 | Range: Special |
| PSP: 28 | Area: Special |
| Duration: Special | Effect: As <i>Limited Wish</i> |
| Save: Special | Notes: Drains 2 kXP |

This is an application of pure creative willpower, with the stated intent to modify reality itself. The result is identical to those possible with a *Limited Wish* spell.

If this effect is used for anything other than copying a psionic effect of a lower power, the psionist is permanently drained of 2 kXP.

Modifying Reality can in some cases be used multiple times to achieve what *Alter Reality* can accomplish alone; five consecutive uses of this effect is capable of achieving the permanent non-magical capability of a skill, weapon proficiency or raised attribute as *Alter Reality* or *Wish*.

Example: Ten uses of this effect can permanently non-magically raise Wisdom from 15 to 16 at the cost of 20 kXP.

This effect was developed by Jean Patrice St. Just.

Psionic Transfer

KR 7

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| Time/SF: 7 | Range: Touch or 100m/lvl |
| PSP: 28 | Area: Special |
| Duration: Instantaneous | Effect: Transfer 28/21 PSP |
| Save: Automatic | Notes: |

The psion can transfer PSP to a willing (sub-)operant psion or to a meta-concert, if the target's buffer can contain the added PSP. Receiving PSP is not an action in itself.

If the transfer is done by touch, it is 100% efficient transferring all 28 PSP to the recipient's buffer. For a recipient meta-concert, the architect or conductor is touched.

At a distance the transfer is 100% efficient if the recipient has mastered *Spellfire*, but otherwise it's only 75% efficient transferring 21 PSP to the recipient's buffer and leaving the remaining 7 PSP as psionic residue.

Power Manipulation/Specialization: Transfer any multiple of 4 PSP up to 10% of Psionic Potential.

This effect was developed by Jean Patrice St. Just.

Omni

Omni Reality

OM10

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|------------------------------|------------------------------------|
| Time/SF: 20 AS, SF=20 | Range: Special |
| PSP: 40 PSP + 10 SSP | Area: Special |
| Duration: Special | Effect: As <i>Omni Wish</i> |
| Save: Special | Notes: Drains up to 40kXP |

This is an application of pure creative willpower, with the stated intent to change reality itself. The result is identical to those possible with an *Omni Wish* spell.

If this effect is used for anything other than copying a psionic effect of a lower power, the psionist is permanently drained of 20, 30, or 40 kXP. In any case 10 SSP is drained from the psionist's sigma buffer.

This effect was developed by Jean Patrice St. Just.

Psionic Skills

Concussion Control

Wisdom based skill; may be trained by PK masters.

This reflexive skill allows the psion to change his psychokinetic concussive and crushing attacks into a less lethal combination of temporary and permanent damage. This applies to such effects as e.g. *Ballistic Attack*, *Concussion*, *Greater Concussion*, *Mass Concussion*, *True Concussion*, *Adaptive Concussion*, *Mega Kinesis*, *Omni Kinesis*.

The psion can control his concussive or crushing damage in the following ways:

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| Lethal: | 100% permanent damage (normal damage). |
| Injury: | 25% temporary (1 turn) and 75% permanent. |
| Half: | 50% temporary (1 turn) and 50% permanent. |
| Non-lethal: | 75% temporary (1 turn) and 25% permanent. |

Specialization: The psion may soften attacks even more:

Temporary: 100% temporary (1 turn) damage.

2S Specialization: The psion may soften attacks, made by others that target or include himself, by one step, so that Lethal damage becomes Injury etc.

3S Specialization: The psion may soften attacks, made by others within a 10m/level range, by one step, so that Lethal damage becomes Injury etc.

This skill was developed by Jean Patrice St. Just.

Begrænset Adgang**Zen Blade Readiness****KR 7**

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| Time/SF: 7 | Range: Personal |
| PSP: 28 + 7 per round | Area: Personal & weapon |
| Duration: One round | Effect: Special |
| Save: N/A | Notes: Requires 10 th level |

The psionist prepares himself for combat with a chosen weapon by enhancing his strength, improving his resistance to blows and turning his weapon two-dimensional.

The psionist's Strength increases by two points up to a maximum of 23 + 8× (size-category above 1), i.e. 23 for a human – this corresponds to a +1 Strength bonus increase.

The psionist also gets the benefits of *Biofeedback*. He can control the flow of blood through his body to stop bleeding, and he can adjust his metabolism to become less vulnerable to physical injury. This provides two benefits:

- ◆ +3 bonus to Armor Value.
- ◆ He is immune to super-natural *Wounding* effects that would otherwise make his wounds continue bleeding causing further damage.

The AV bonus is cumulative with actual armor and with *Flesh Armor* and similar effects, up to a maximum AV of 10×(effective category), e.g. AV=10 for a human, plus the Armor Value of a shield if any.

Finally the psionist's chosen weapon gets the effect of a *Dimension Blade*, using his control of dimensions to make his weapon into an infinitely sharp two-dimensional blade. Almost any hand-held weapon can be altered, even bludgeoning weapons such as hammers or maces. Only jointed, chain, or rope weapons, such as whips, flails, or nunchakus, cannot be made into dimensional blades.

While using this effect, the psionist's weapon ignores the Armor Value of the victim, so that the full damage applies whenever the affected weapon hits the victim. In addition, the blade gains a +2 karma bonus.

The chosen weapon can also be used to cleanly sever inanimate objects, such as an opponent's weapon, a stone pillar, or the axle of a wagon. Any object struck by the weapon must make an item save versus disintegration or be sliced in half.

If the weapon hits a *Stoneskin* spell, the *Stoneskin* and the *Dimension Blade* effect cancel each other out – both ceasing immediately, but the *Stoneskin* will protect against that single attack. The increased Strength and *Biofeedback* effect continue however.

Power Manipulation or Specialization: The *Dimension Blade* effect will survive hitting a *Stoneskin*.

This effect was developed by Jean Patrice St. Just and is only taught to Binasz Arakhran Fedaykin and selected others as chosen by Jean Patrice, including Black Avengers.