

PSYCHIC SKILL DESCRIPTIONS

The psychic skill descriptions in this section follow the standard format for skill descriptions, with a few modifications. The Requirements entry shows the psychic feat(s) required to learn the skill. A few psychic skills may be used untrained, meaning any character with the appropriate feat can attempt the skill, even with 0 ranks in it. This is noted following the required feat. Otherwise, psychic skills cannot be used untrained. Each skill description ends with the time it takes to use the skill and a listing of the nonlethal damage caused by using the skill. In some cases, this varies depending on the conditions when the skill is used.

ADAPTATION (Wis)

You can adapt your body to survive in hostile environments.

Requirements: Psychometabolism feat

Check: Whenever you are required to make a Fortitude save or Constitution check to resist the effects of the environment, you can make an Adaptation check instead, using your psychic ability to improve your ability to withstand different environments. Note that Adaptation does not help you against anything that requires a Reflex saving throw or anything other than an environmental condition. It does not, for example, protect against falling damage or catching on fire (both of which require Reflex saves).

Special: You can't take 10 or take 20 on Adaptation checks.

Time: Adaptation is a free action.

Strain: 1 per check.

APPORT (Int)

You can teleport objects or creatures to other locations.

Requirements: Psychoportation feat

Check: You can teleport a target as a standard action. Distance is not a factor. The base DC is 10, modified by the object's mass, its familiarity to you, and the familiarity of the destination. For example, apportioning a 10-pound object (DC +0) that is in your line of sight (DC +0) to a destination in your line of sight (DC +0), such as apportioning an opponent's weapon into your hand, is DC 10. Apportioning the same object in your line of sight to a somewhat familiar destination (DC +15) is DC 25. If the object is out of your line of sight and only somewhat familiar, the DC is increased to 40, and so forth. Generally, the DC of apportioning an adult human is +10 for mass, plus familiarity modifiers. Unwilling creatures get a Reflex saving throw to resist apportioning of themselves or any object they are wearing, carrying, or holding. A successful save means there is no effect. You must apportion an entire object, not simply part of it, although unattached materials may be left behind. For example, you can apportion a rope or pair of manacles without affecting the creature bound by them. Targets cannot be apportioned inside other solid objects: attempts to do so simply fail, although the

Gamemaster may permit the apported target to appear in the nearest open space to the desired destination.

Special: You can take 10 on an Apport check, but you can't take 20.

Time: Apport is a standard action.

Strain: 1 plus familiarity and mass modifiers.

BLINK TELEPORT (None)

You can teleport rapidly to avoid attacks.

Requirements: Psychoportation feat

Check: None. You can rapidly "blink" in and out of an area, appearing and disappearing from reality. Attacks have a 50% miss chance against you while you are blinking and you suffer only half damage from area attacks. You strike as an invisible creature, with a +2 attack bonus and deny your target his Dexterity bonus to AC.

Time: Blink Teleport is a move action. You can blink for a number of rounds equal to half your Blink Teleport ranks (rounded up). To continue blinking, take an additional move action and pay the strain cost for the skill again.

Strain: 3.

BODY CONTROL (Wis)

You have mental control over your body.

Requirements: Psychometabolism feat; can be used untrained

Check: You can make a Body Control check for a number of different tasks, described below.

BODY CONTROL

Task	DC
Sleep normally despite distractions	5
Sleep normally despite difficult distractions	10
Slow breathing to half normal rate	10
Ignore pain or injury	10+ damage dealt
Body awareness	15
Speed recovery	15
Slow breathing to one-quarter normal rate	15
Feign death and delay poison	20
Overcome disease	Disease's DC
Overcome poison	Poison's DC

SLEEPING

A successful Body Control check allows you to sleep in difficult conditions, including bad weather, noise, buzzing insects, and so forth.

SLOW BREATHING

You can deliberately slow your rate of breathing so that you consume less air, vital in situations where there is only a limited amount of breathable air available.

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IGNORE PAIN

You can ignore the effects of pain or injury while awake or asleep. If you choose, nothing can wake you, as long as you make a successful Body Control check.

BODY AWARENESS

Conversely, you can become very aware of your body while asleep or concentrating. This allows you to sense if you are touched or moved in any way while using Remote Viewing, for example. If you are damaged, subtract the amount of damage dealt from the DC of the Body Control check.

SPEED RECOVERY

You can speed your natural recovery process, regaining hit points at twice the normal rate (or level x 2 hp per day's rest).

FEIGN DEATH

By exerting supreme control over your body, you can enter a deep trance almost indistinguishable from death. A Spot check with a DC equal to your Body Control check is required to determine that you are still alive. Effects that detect life still work normally on you. While in this state, you also suspend the effects of any disease or poison in your system for as long as you remain in the trance.

OVERCOME DISEASE OR POISON

By concentrating for a full round, you can substitute your Body Control skill check for your Fortitude saving throw against a disease or poison in your system. This usually means you can only use Body Control against the secondary effects of a disease or poison, unless it is slow acting and you are warned soon enough to use Body Control to resist the initial effects (in the GM's judgment).

Special: You can take 10 on Body Control checks, but you can't take 20.

Time: Body Control is a full-round action. The effects last as long as you concentrate.

Strain: DC divided by 5.

COMBAT SENSE (WIS)

You can improve your ability in combat by sensing the flow of events around you.

Requirements: Clairsentience feat

Check: A Combat Sense check grants you a psychic bonus on attack rolls as shown on the table below. You can select a bonus that's less than the result you achieve to reduce the strain cost.

COMBAT SENSE

Result	Bonus on Attack
Up to 4	+1
5-14	+2
15-24	+3
25-34	+4
35+	+5



Special: You can take 10 when making a Combat Sense check, but you can't take 20.

Time: Activating Combat Sense is a move action. The bonus lasts for 10 rounds (1 minute).

Strain: 2 plus the amount of the bonus.

CRYOKINESIS (INT)

You can freeze things with the power of your mind.

Requirements: Psychokinesis feat

Check: You can lower the temperature of an area about a foot across, enough to deal cold damage, with a DC 15 Cryokinesis check. A targeted creature must make a Fortitude saving throw against your skill DC to avoid taking 1d6 cold damage. Protective clothing has no effect. You can freeze roughly a gallon of water into solid ice in a round. For every 2 points that you exceed the DC, you affect an additional cubic foot (or gallon of liquid) and add +1 point to your cold damage. You can also decrease the size and damage potential of a fire by 1 point (and 1 square foot) for every two points your skill check exceeds DC 10. A fire reduced to a damage potential of 0 or less goes out permanently (this requires a skill check of 22 for a normal 1 sq. ft. flame). Otherwise, the reduction in the fire lasts only as long as you concentrate.

Special: You can take 10 on Cryokinesis checks, but you can't take 20.

Time: Cryokinesis is a standard action.

Strain: 3.

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CYBERKINESIS (INT)

You can make mental contact with computers.

Requirements: Clairsentience feat

Check: Make a Cyberkinesis check to make mental contact with a computer. The base DC is 10, modified by familiarity. Once you are in mental contact with the computer, you can make Computer Use skill checks as if you were accessing that computer normally. Whenever you need to make a Computer Use check, you can use your Cyberkinesis skill instead, but then each check causes strain (so it's generally easier on yourself to have Computer Use).

Special: You can take 10 on Cyberkinesis checks. In cases where there is no penalty for failure, you can also take 20. Obviously, Cyberkinesis is only useful in settings that have computers. In other settings, it doesn't exist (or is never developed).

Time: Cyberkinesis is a move action.

Strain: 1.

DIMENSIONAL PHASE (NONE)

You can shift your body out of phase with the Material Plane.

Requirements: Psychoportation feat



Check: None. You can become ethereal at will, shifting "out of phase" with the material world. While ethereal you are invisible, incorporeal, and capable of moving in any direction, even up or down, unaffected by gravity. As an incorporeal creature, you can move through solid objects, including living creatures. You can see and hear the material world, but everything looks gray and insubstantial. Sight and hearing into the material world are limited to 60 feet. Psychic skills can affect you, and your own psychic skills can affect the material world, but with a +10 to the DC either way (or a +10 bonus on saving throws for psychic skills that do not require checks). An ethereal creature cannot attack material creatures. You can affect other ethereal objects and creatures as if they were material.

If the skill's duration ends and you are inside a material object, you are shunted to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

Time: Dimensional Phase is a move action. You remain ethereal for a number of rounds equal to half your skill rank (round up).

Strain: 5.

DIMENSIONAL SHIFT (INT)

You can psychically transport from one dimension to another.

Requirements: Dimensional Shift feat

Check: You can make a Dimensional Shift check to move yourself to another plane of existence or alternate dimension. The base DC is 10, modified by familiarity and any additional mass that you carry with you, including other creatures, which must be in physical contact with you or each other. Generally, alternate dimensions are considered only slightly familiar unless you have visited them before (perhaps with the guidance of a native or another psychic). You can also acquire knowledge of other dimensions telepathically from other creatures or by using psychometry on an object or creature from that dimension; the dimension is then considered somewhat familiar. If you choose to visit a random dimension the familiarity modifier is only +5, but this is quite dangerous since there's no way of knowing the conditions of your destination. Of course, once you have visited a dimension, you can become more familiar with it.

Special: You can take 10 or take 20 on a Dimensional Shift check.

Time: Dimensional Shift is a full-round action.

Strain: 10.

DOMINATION (CHA)

You can mentally control another creature's actions.

Requirements: Telepathy feat

Check: None. The target makes a Will saving throw against your skill DC. If the save fails, you control the creature's actions. You can force the subject to perform any action you wish, within the limits of his abilities. You're aware of what the subject is experiencing via your mental link, but you do not receive direct sensory impressions