



Fuzion Psionics

Here is a selection of Psionic powers for The Basic System. When creating a character with Psionic powers you must first have **Psionic Points (PP)**. These will help you buy your Psionic powers and level them up. To get these points multiply your **WILL** times four. Each Psionic power has a starting cost and to increase the level players must pay the base cost per level.

A Special Type of Psionic:

The Latent Psychic

This is the most deadly Psionic around. These people have no clue for the most part what they can do. In most cases they accidentally blow up a house or kill someone before they are made aware of the ability they have. If they are lucky the UN Specials will find them before the government does. This is how it works. The player may buy a power that they can use or know how to use. Then the GM buys a shadow power that the player can't use. The Game Master is the only person who may use the power when they think it the right or wrong time. The player could also choose to have only Shadow powers, giving them a shadow power at level 3 and one at level 5. Each time a Shadow power kicks in the player may roll their **WILL** difficulty 30 to see if they can gain control. Each time the power goes off subtract one from the difficulty.

The Nemesis Effect

All Psionic powers can be affected by **WILL**. Anyone using a Psionic power on a person must beat that person's **WILL**. The difficulty for any Psionic power is the opponent's **WILL** were applicable. To use Psionics use this formula: **WILL +Psionic Level+3d6**. That simple.

Psionic Powers

Astral Body

Base Cost: 5 PP

For some reason the player can leave his or her body. The player is all but invisible to machines and people. Basically put you are a ghost! The base cost for this is 5 PP. The Nemesis for this power is anyone trying to possess the player, magic or psionics which do double damage to target.

Aura Read

Base Cost: 2 PP

This is a one cost power. You are able to read someone's aura. The darker someone's aura the more evil they are. A great way you can tell who is coming in peace and who plans to skin you for dinner.

Danger Sense

Base Cost: 2 PP

This power gives the character a sixth sense when it comes to danger. Each LEVEL used for this power adds a + 1 to any roll when it comes to being in danger.

Empathy

Base Cost: 2 PP

You can sense other people's emotions. For each LEVEL used with this power the player gets a +1 to his roll to sense emotions.

Emotion Control

Base Cost: 5 PP

You have the ability to mess with people's emotions. Whoever you target gets a WILL save versus your roll. For every LEVEL used you get a +1 to your roll. If the target fails then they suffer whatever emotion you wish upon them!

Hydro-kinesis

Base Cost: 5 PP

The player can manipulate water with their mind. Some can cause water to form into a double of themselves other create waves to knock down their opponents. Others just create water blasts to take the enemy down. This power can do 1d6 per LEVEL used and control up to 10 feet worth of water per LEVEL bought.

Hypnotic Power

Base Cost: 5 PP

With this power you can hypnotize individuals for short periods of time. The target makes a WILL save versus your WILL and power level. If the target fails they are hypnotized. Each Level bought in this power adds a +1 to the attack roll. Nemesis to this power would be Iron Will.

Iron Will

Base Cost: 5 PP

This character CANNOT be dominated at all. This power costs a flat 5 PP. The only Nemesis for this power is a shot to the head.

Mind Blades

Base Cost: 10 PP

The player may use this power to attack someone's INT. The target player must roll a WILL save higher than the attacker's roll or lose one INT.

Mind Block

Base Cost: 5 PP

The player may choose to block out certain Psionics. At base cost you gain a plus 3 to your roll against someone's Psionic attack. For each additional LEVEL bought for this power add plus one to your roll.

Mind Blast

Base Cost: 5 PP

This is a psionic attack that ignores armor and attacks the mind directly. For each Level bought the player gets an additional 1d6 damage. The Nemesis for this power is Iron Will which cancels the attack. A player who is hit with a mind blast can opt to make a **WILL** check to resist the attack. If they succeed then the attack does nothing.

Mind Control

Base Cost: 8 PP

This power allows players to control the minds of others. The player rolls against the **WILL** of their target. For each Level bought the player gains a +2 to that roll and they may control +1 person per LEVEL.

Mind Probe

Base Cost: 4 PP

The player has the ability to search people's minds. Each Level bought adds +1 to a roll versus target's **WILL**. Success allows the player to look in 1 week per LEVEL of power. The Nemesis for this power is Iron Will.

Mind Wipe

Base Cost: 10 PP

This is a nasty power. The player can actually erase a person's memory leaving no trace of their past selves. Target rolls a **WILL** save versus the attacked roll. Failure means the person's memory is erased. For each Level bought in this power the player gains a +1 in their roll.

Example: *Professor Overmind is talking to a Russian General who has decided that the Russian Guardian Program needs to be shut down. Overmind uses Mind Wipe to make the General a vegetable. Overmind's WILL is 25 alone, not to mention he has Mind Wipe at LEVEL 10. The General makes his WILL save with a WILL of 6. He lands a whopping 30 in his roll, but still fails.*

Read Object

Base Cost: 4 PP

With this power you can see the past of any person or object you touch. At base cost you can see a flash of someone's past. For each additional PP you may see one

additional day of that object or person's past. The target may choose to resist, in which you would roll off their **WILL** vs. yours.

Photographic Memory

Base Cost: 4 PP

This power allows the player to look at something and remember exact details. This power requires no additional LEVEL and the player will always remember what they see unless someone uses a power like Mind Wipe on them.

Possession

Base Cost: 10 PP

The player has the ability to possess a target player. The target must make a **WILL** save verses the attacker. For each additional Level bought for this power the player gains a +1 for their roll.

Psionic Backlash

Base Cost: 10 PP

This power is a true bane to any Psionic player. The lucky guy who uses this power can actually cancel out ALL Psionic attacks and powers. The player rolls his **WILL** and this power together verses ANY Psionic action. If the player rolls higher than the person using their powers then the Psionic powers will not work. In addition to that the poor guy who got his power canceled out also suffers 1d6 damage per Level bought for this power.

Psionic Detection

Base Cost: 4 PP

This is the ability to tell whether or not someone is Psionic or not. You gain a plus 1 to all checks involving detecting psionics with a +1 bonus per Level bought.

Psionic Vamprism

Base Cost: 5 PP

With this power the player can suck the psychic energy from a target. For every one Level bought in this power the player can suck 1 point of **WILL** from the target. The target may resist by rolling a **WILL** save verses the attacker's roll. This **WILL** point sucked from the target may be converted into a +1 bonus to ANY power or stat. This effect lasts 3 days per Level bought for the power.

Psychic Healing

Base Cost: 8 PP

You have the ability to heal others. For every LEVEL put into this power the player heals 1d6 **Hits**. Here's the scoop:

1 LEVEL= 1d6 every 10 turns

2 LEVEL= 2d6 every 8 turns

3 LEVEL= 3d6 every 6 turns

4 LEVEL= 4d6 Every 4 turns

5 LEVEL= 5d6 every 2 turns

6 LEVEL= 6d6 every turn

Anything higher is ridiculous! (once you hit 7 LEVEL you may raise the newly dead within reason back to life)

Psychic Regeneration

Base Cost: 8 PP

You heal at an amazing rate. For every LEVEL put into this power the player regenerates 1d6 **Hits** back. The higher the level the quicker you heal. Here is how it works:

1 LEVEL= 1d6 every 10 turns

2 LEVEL= 2d6 every 8 turns

3 LEVEL= 3d6 every 6 turns

4 LEVEL= 4d6 Every 4 turns

5 LEVEL= 5d6 every 2 turns

6 LEVEL= 6d6 every turn

Anything higher is ridiculous! (once you hit 7 LEVEL you may regenerate back to life)

Psionic Storm

Base Cost: 20 PP

The Psionic storm is a massive blast of Psionic energy that covers up to 1d6 yards. It does a base damage of 5d6. For each additional LEVEL put into this power the player adds +1d6 for damage.

Pyro-kinesis

Base Cost: 5 PP

The character can start fires with their minds. Be it a small brush fire or something a lot worse. For each Level bought in this power the player may do an additional 1d6 damage. You may also control temperatures raising them +30 degrees per Level bought in this power.

Psionic Pain

Base Cost: 5 PP

The character with this ability can inflict pain mentally to any target they wish. For each Level bought in this power a player can inflict 1d6 stun damage. A victim may make a **WILL** check to resist this. Iron Will cancels the attack out.

Reprogramming

Base Cost: 8 PP

This power allows the player to reprogram a target. The target makes a **WILL** save versus the player's power and **WILL**. If the target fails the player can program him to do whatever he feels like. For each Level bought in this power the player gets a +1 on the roll.

Scanning

Base Cost: 4 PP

This Psionic power gives the player the ability to read people's minds. To use this power the player may choose a target, roll his power adding **WILL** to it and the target may resist by also making a **WILL** check. For each Level bought for this power the player gains a +1 to his scanning roll.

Tap Inner Strength

Base Cost: 8 PP

This power allows a player to reach their inner self. The player may increase any one stat for 6 turns at +4. For each Level bought for this power the player may increase the ability an additional +4.

Telekinesis

Base Cost: 5 PP

With this power the player can move objects with their mind. The base **STR** for this power is 2. For each LEVEL put into Telekinesis you gain +2 **STR**.

Telepathy

Base Cost: 4 PP

With this power the player can communicate using his/her mind. For each Level bought the player can increase their range. Here's how it works:

1 LEVEL= 10 feet

2 LEVEL= 40 feet

3 LEVEL= 30 Yards

4 LEVEL= 50 Yards

5 LEVEL= 1 mile

6 LEVEL= 5 miles

7 LEVEL= 10 miles

8 LEVEL= 30 miles

9 LEVEL= 100 miles

10 LEVEL= Global

Anything above this will reach across space.

Telemechanics

Base Cost: 6 PP

The player has the ability to communicate and control machines. This ranges from a computer to a space shuttle. This is a tricky deal because it can be used in so many different ways. When hacking into a system the player needs to roll against the **INT** of the machine or system. For each Level bought for this power the player gains a +1 to their roll. Here's the basics:

1 LEVEL= small machines like a electric drill or stereo

2 LEVEL= soda machine, washing machine, garage door

3 LEVEL= Computers, alarm systems

4 LEVEL= Sprinkler systems

5 LEVEL= High security systems

6 LEVEL= Battle suits, robots

7 LEVEL= Nuclear bombs, SAC

8 LEVEL= Starships, giant robots

9 LEVEL= Massive moon sized space stations with planet destroying cannons..... (get the idea?)

FUZION™ is the Fuzion Labs Group™ trademark for its multigenre game system.

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