

Psi Abilities / Powers

v1.8
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BCR - Battlestations Core Rules
BCR2 - Core Rules v1.1
GCW - Galactic Civil War
PG - Pax Galacticum
POT - Pirates of Trundlia
DOD - Deep Ones in Deep Space

EFFECT	POOL	SOURCE
Psi Abilities		
Clairvoyant as an action you may scan the target ship without without being at a battlestation or making a skill check, if you are at a battlestation the information can be fully relayed to the rest of the crew	n/a	DOD 12
Fortified Mind once per mission you may reset one of your psionic ability pools	n/a	DOD 12
Hypersensitive add +1 to your psionics skill (gaining a new power), this bonus adds to all of your psionic pools, psionic attacks against you are at +3 and enemies can see this fact	n/a	DOD 12
Psion you may give up your profession to become a professional psionic, you get the standard reroll and all you psi pools are doubled, you may only choose this ability at rank 1 or if you already have a psionic ability	n/a	DOD 12
Quick Minded once per round you may spend 2 from a psionic pool to perform that psi ability as a free action	n/a	DOD 12
Seer you have LOS to anywhere aboard the ship you are on for the purpose of psionic targeting, this adds +3 to the difficulty	n/a	DOD 12
Telepathic you may assist anyone aboard the ship you are on with no remote penalty, you can speak to any sentient being even if they are unconscious, range is psioncs x 1 hex	n/a	DOD 12
Psi Powers		
Beguiler LOS required, psi check vs (8 + target rank), choose targets next action, this action cannot harm the target or its allies in any way, a missed check will stun the psionic for 1 marker	Science	DOD 9
Cerebral Conduit psi check vs 8 to reallocate all ship power as desired as free action at any battlestation, psionic takes 1d6 (luckable) damage not reduced by alien abilities or armor	Engineering	DOD 9
Cortex Overloader LOS required, psi check vs 8 to force athletics vs 8 on target to implode his head, add +3 to difficulty to increase targets difficulty by 1	Science	DOD 9
Deep Thinker you may ask a yes/no question of anything in the system by making a psi check vs 8, difficulty increases by +3 by each use on a mission	n/a	DOD 9
Destroyer psi check vs 11 to release energy blast like a satchel charge in own square, you are considered braced for this damage	Athletics	DOD 9
Displaced LOS required, psi check vs targets rank x 2, successes equal bonus to your target number from that target until end of round, if success margin > 6 you are invisible to target until you interact with it, failure give the target +1 to attacks against you (not cumulative), target may spend 1 action to stare at you negating the effect	Psionics	DOD 9
Empathic you can "scan" from your space as though you had a wristcomp (double range), psi check vs distance / 2 (round down)	Science	DOD 9

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Empathic Projection when you are damaged by a personal weapon you may choose to have the being attacking you also suffer the smallest die of the damage you sustain, does not require an action to be used	Combat x 2	POT 14
Fire Starter LOS required, make psi check vs distance to target to deal 1d6 fire damage, add +3 to difficulty per additional die to roll, only one die deals damage, if you roll a six set target on fire (BCR 27), failure deals 1d6 fire damage to yourself	Combat	DOD 9
Focused before rolling a skill check you may add +1 to the result by spending a point from the pool, you can only add +1 per check with this power though	Psionics	DOD 9
Force Shielder LOS required, psi check vs 8 to create a barrier of energy that blocks of a path, get failure margin stun markers, if successful place marker on module, barrier blocks movement and energy weapons not LOS, spend action or deal damage to dissipate barrier, add +3 to have the barrier withstand 1 additional action/damage, only one wall can exist along each line	Athletics	DOD 10
Ghost in the Machine you may operate a battlestation from everywhere you stand aboard a ship at no remote penalty, you cannot do this on enemy ships	Engineering	DOD 10
Hull Stress Empath you can reroll the damage against the ship you are on but you take 1d6 damage, this damage cannot be reduced but is luckable, 4 - 6 will still break the module and cause OOC	Engineering	DOD 10
Hypercrystal Sensitivity you may add your psi skill level to any skill check involving the operation, upgrade or repair of the hyperdrive	n/a	DOD 10
Instinctive pick a skill other than psionics, you may use psionics instead of that skill on a skill check, can be taken multiple times for multiple skills	chosen skill x 2	DOD 10
Mechanical Empath make psi check vs 8 to remove 1 damage marker from a module you occupy, or vs 11 for remote damage marker, you take 1d6 damage (luckable) non-reducible, cannot be performed on a slagged module, Ghost in the Machine can be combined with this action	Engineering	DOD 10
Mentally Shielded you may reroll all incoming energy weapon damage dice	Athletics	DOD 10
Mind Mender LOS required, you can heal a target without a medkit, make a psi check vs 8 to heal 1d6, add +3 to difficulty for additional d6, failure deals 1d6 to you	Science	DOD 10
Mind Warper LOS required, psi check vs 8 to force sanity check on target, add +3 to increase targets difficulty by +1, if failed make sanity check with same difficulty increment	Sanity	DOD 10
Neurologian make a psi check vs 8 to clear or cause the effects of groggy or scared or vs 11 to clear or cause the effect of comatose, unwilling targets may resist by making a Rank check vs 8, the amount by which they fail equals the number of phases the effect lasts, scared targets may only take actions to run as far away from you as possible (never closer), if the target gets damage, the effect ends immediately	Science	DOD 10
Polarizer LOS required, make a psi check vs 8 to unEMP or EMP all of the targets equipment, if failed you get stun markers equals to the failure margin	Psionics	DOD 10
Prescient roll one die and see the result before choosing an action, you cannot use luck to reroll this die before choosing the action, you can choose to do nothing or roll the second die and complete your action, cannot be combine with abilities that let you see the total result of both dice	Piloting	DOD 11

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Prestidigitator you have weightless extra-dimensional slots to hold objects that only you can retrieve, retrieval is automatic action, for item quick actions use psionics instead of athletics, you can store psionics x items with a total mass of < psionics x 10 (doubled if psion)	n/a	DOD 11
Psychic once per phase you may ask the referee what a target NPC's next action will be, the future is always in motion so extenuating factors may change that, if they do the NPC loses his next action	Psionics	DOD 11
Psychic Blaster LOS required, make a psi check vs 8 to deal 1d6 damage to target, add +3 to difficulty for each additional die of damage, ignores armor and alien damage reduction, failure stuns the psionic equal to failure margin	Combat	DOD 11
Stunner LOS required, make any successful personal attack also have the stun effect, the target is affected as though hit by a stun gun (BCR 27)	Combat	DOD 11
Sympathetic before damage is dealt force attacker to also suffer the lowest die they deal after all effects like rerolls and damage reduction are considered, may be used multiple times per phase	Athletics	DOD 11
Telekinetic LOS required, psi vs 11 to move target being 1d6 spaces (+3 per additional die), must have LOS to every space the target leaves, unwilling or incapacitated targets may make athletics vs own target# to resist going out an airlock psi vs 8 to move target unheld equipment any number of spaces within LOS, held items require psi vs (8 + target athletics), success margin = number of spaces moved, if object reached you space may grab with free hand as free action	Athletics	DOD 11
Teleporter choose the distance you wish to teleport then make a psi check vs (8 + distance in modules), diagonals count as 2 modules, you manifest in random location, failure deals 1d6 damage	Piloting	DOD 11
Weather Eye as an action ask a question, these questions need not be yes/no, the referee will answer truthfully but not necessarily with clarity	Psionics	DOD 12