

Psionics for *In Nomine*

What follows below is a freeform, not-quite-adaptation of the 3rd Edition [GURPS Psionics](#) rules into a form that could be used in an *In Nomine* campaign.

Mechanical Stuff

Basic Requirements for Psionic use

You have to be alive, sentient and possessed of one of the below Attunements. That's it: anything with an Intelligence characteristic can be psionic. Celestials, ethereals, Saints, Soldiers, Sorcerers, Undead, mundanes, animals, possibly some plant life... it doesn't matter. Now, *getting* the Psionic Attunement may be tricky: in general, mortal characters will have to buy an Attunement at character conception if they want to be psionic. Celestials and ethereals can buy Psionic later, *if* they can find someone who can provide them with an enhanced vessel (or reverse-engineer one).

Unfortunately, this is not always an optimal solution: Jean and Vapula are the prime provider of psionic vessels, and neither side has worked out all the bugs yet. Jean's offerings usually come with the pseudo-Discord Unreliable/3 (Only in Non-stressful Situations), although

this can arguably be a feature, given Jean's own tendency to not let people play unattended with all the pretty toys. Vapula's psionic vessels can come with **any** sort of strings attached, or fraying, or smoking...

Psionics and the Symphony

From the universe's point of view, psionics are perfectly natural. An adept doesn't need to be Symphonically Aware, and the performance of psionic Skills doesn't cause extra Disturbance. The problem with this, of course, is that celestial abilities and psionics really don't affect each other. For example, Mind Shield won't stop the Ethereal Song of Tongues, and Autoteleport pretty much ignores the Songs of Seals. While both celestials and psis are trying to work out defensive/offensive abilities with universal applications, none have been discovered yet.

Fatigue

The abilities associated with psionics come with a price: each active use of a psionic Skill requires a point of Fatigue (except where otherwise noted). A character's Fatigue level is equal to (Strength x 3): a character completely drained of Fatigue must make a successful Will Roll every round, or else fall unconscious for 20 minutes. Fatigue levels are recovered at the rate of 1 level per 20 minutes of rest.

Attunements

Psionic (10/5/2 points)

This pseudo-Attunement permits the character to learn psionic Disciplines and Skills. Base skill roll is (Discipline + Skill level): humans (except Undead) may add their Ethereal Forces to the roll. The maximum number of Disciplines known can never exceed (total Forces/2, rounded down). This includes Disciplines purchased for Single-Skill use (see below). Unless otherwise noted, no psionic Skill may be learned at a higher level than that of the underlying Discipline.

It costs 10pt to have access to more than one Discipline, 5pt to have access to only one Discipline and 2pt to have access to only one Skill.

Screamer (5pt)

This is actually a fairly specific Discipline: a Screamer's sole psionic talent is in imposing an area-effect penalty to all active and passive psi use. The penalty is equal to (total Forces x 2), range is (total Forces) yards, and is always on. Screamers may never learn or use other psionic Disciplines or Skills.

Sniffer (5pt)

This Attunement allows an individual to detect all active psi use within a radius of (total Forces x 10) yards. Detection is automatic: a successful Tracking roll at -2 will give a vague idea of direction and distance. However, if a psi is actively used within visual range of a Sniffer, a successful Perception roll will indicate the originator. Modifiers: +1 to +4 if the Sniffer is familiar with a specific psi's mental 'smell'.

Disadvantages/Discords

Addiction: Telepathy (2 or 3pt/level)

Treat the need for regular telepathic contact as Mildly Addictive with a Tough Withdrawal (1 day). The telepathic contact does not have to be initiated by the addict (if the addict is not a telepath himself, then use the higher point cost).

Gregarious (Ethereal) (2pt/level)

This is most common among telepaths who are so used to having a mental background noise around them that they become off balance when it goes away. A telepath with Gregarious is at -1 per level to all psionic Skills whenever she is out of telepathic range of others. This is close to Addiction: Telepathy above, but not quite: Gregarious

individuals do not need to actively *understand* the mental noise around them, just know that it is still there.

Need: Emotions (Celestial) (varies)

This follows the regular Need rules. Generally, acquiring any emotions from others is worth 1pt per level. A specific beneficial/trivial emotion is worth 2pt. A Need for negative but non-violent emotions is worth 3pt. Violent emotions are good for 4pt. 5pt/level should be reserved for the consumption of emotions associated with acts of utter depravity.

Solitary (Corporeal) (3pt/level)

A psi with this Disadvantage has difficulty using his powers in the presence of others: all rolls are a -1 per individual within 6 yards. This penalty should be doubled for every individual within 3 yards, and quadrupled if anyone is actually touching the psi.

Unreliable (Ethereal) (2 or 4pt/level)

Decrease the level of this Disadvantage from Psionic Skill rolls. If the problem only occurs when the psi is under stress (or only if the psi is *not* under stress), use the lower number: if the problem is continuous, use the higher.

Disciplines

Prerequisites for each Skill are listed after its name. Except where otherwise stated, assume that each active use costs 1 Fatigue to activate, and another to maintain after the initial duration has passed.

ESP

This Discipline allows an adept to tune her awareness to her surroundings to astounding levels. Unfortunately, this can be extraordinarily dangerous: the 'astral' plane is notably more crowded in the *In Nomine* universe. If you can see something, it can see *you*...

Astral Projection (ESP/1)

This basic skill allows the psi to 'leave' his or her body and travel to distant locations. Duration of this ability is one hour: use the below table to determine range.

Discipline Level/1:	(Skill level) yards
Discipline Level/2:	(Skill level x 10) yards
Discipline Level/3:	(Skill level x 100) yards
Discipline Level/4:	(Skill level) miles
Discipline Level/5:	(Skill level x 10) miles
Discipline Level/6:	(Skill level x 100) miles

While in astral form, a psi is not detectable by any corporeal means. Unfortunately, the psi **is** visible to those with Symphonic Awareness. In fact, the psi is vulnerable to celestial attacks when in astral form!

Also, a sleeping psi with Astral Projection effectively has the Dreaming skill at the same level.

Clairvoyance (ESP/1)

A successful use of this skill will allow the psi to see through solid objects, darkness (even supernatural darkness) and other obstacles. Duration is one minute, and range is (skill level cubed) inches.

Psychometry (ESP/2)

This skill grants the ability to 'read' inanimate objects. If the object was involved or present for an incident which had strong emotions associated with it, a successful roll will provide a sketchy mental picture of said incident. "Range" is equal to (Psychometry x 10) years for emotions generated by humans, or (Psychometry x 100) for celestials. Emotions generated by Superiors can be detected more or less forever, but the psi must make a Will roll or else be literally knocked down by the experience.

Those with Psychometry/6 may also attempt to use this skill to detect artifacts. Modifiers: base -6 to skill, plus the highest level of the artifact. A successful roll will only indicate that the item is an artifact. Finally, a Sniffer adds

her Ethereal Forces to any attempt to get a 'feel' for a psi via Psychometry.

Precognition (ESP/4)

Usually, Precognition is a passive skill: a successful roll made by the GM will provide the psi with a brief, cryptic vision (which can be as frightening or disturbing as the GM wishes) of the most significant danger to occur in the next (Precognition level) days. An active attempt to use this skill costs 2 Fatigue and is at -6.

Dowsing (ESP/5)

This skill allows the user to detect the general direction of a specific type of item (traditional examples include water, gold or oil) on a successful skill roll. If there is more than one choice, the dowser will detect the nearest concentration of the desired item. When this skill is acquired, the dowser must decide which item she has an affinity with: attempting to discover other types of items will be at a minimum of -4.

If the dowser is also a Sniffer, he may add the CD of a successful Dowsing roll to attempts to track a psionic.

Combat Sense (ESP/6, Telepathy/1) (2 Fatigue)

Espers with this Skill are capable of detecting the minute shifts in probability and telepathic leakage that herald even

the most disciplined entity's attacks. Add the check digit/2 of a successful Combat Sense roll to all Dodge, Fighting and Large/Small Weapon skill rolls. Duration is one minute.

Healing

At first, this discipline was thought to be completely benign: after all, what could be more laudable than the healing of the sick or injured? Unfortunately, advanced adepts may - **may** - choose to batten on life force, rather than encourage it to grow.

Metabolism Control (Healing/1)

This basic skill allows the psi to regulate his or her internal biochemistry. Add the check digit of a successful roll to Will rolls, attempts to resist the effects of drugs and poisons and the length of time that a person could survive on a particular supply of oxygen. Also, a psi with Metabolism Control/3 regains Fatigue at the rate of one level per 10 minutes of rest, and one with Metabolism Control/6 at the rate of 1 per 5 minutes.

Sense Aura (Healing/2)

The psi is able to detect auras: aside from giving a +3 to Medicine and Seduction rolls, this can sometimes be used

to detect powerful entities. Any mortal with Sense Aura adds (skill level) to any roll to detect an angel or demon's celestial form.

Faith Healing (Healing/3) (6 Fatigue)

A successful use of this skill will replace a number of Body Hits equal to the CD. If the psi makes a Telereceive roll they may instead use this skill to heal 1 Mind Hit per level of Healing. Soul Hits cannot be healed with this skill. Healing cannot regenerate lost body parts (except on a favorable Intervention), but can be used to reattach severed limbs, provided that they are fresh (removed no more than an hour ago). This skill can also be used to cure disease, at a minimum penalty of -2.

Life Extension (Healing/4, Faith Healing/1, Metabolism Control/1)

This is a passive Skill: mortals with Life Extension make a basic skill roll once per year. If the roll succeeds, the psi will not age for the next year.

Drain Emotion (Healing/5, Metabolism Control/3)

This Skill is usually beneficial (especially to those suffering from a Habbalite resonance), but it can be a terrible temptation for those with the Need: Emotions Disadvantage. A basic use of this Skill will quiet all

emotions currently felt by the target: a skill roll at -2 is necessary to isolate out one particular emotion. The user must make a Will roll to avoid feeling the emotions himself. Common emotions affected by this Skill are anger, bravery, fear, love and lust. Duration is for one hour.

Drain Discipline (Healing/6, Electrokinetics/2) (4 Fatigue)

A successful use of this Skill will transfer one level of a particular Discipline (chosen when this skill is purchased) to the user for every two Drained. The user must first make a successful Electrokinetics -2 roll (or normal Telereceive roll): Mind Shield will defend against this attack. This Draining may raise Discipline levels past 6: double appropriate ranges or weights for each level above 6. If the psionic does not normally have the Discipline being Drained, he gains no benefit. Duration for the Drain is (CD minutes).

Drain Life (Healing/6, Telepathy/2) (2 Fatigue)

A psi wishing to use this ability must first make a normal Telereceive roll to connect with the target. If the target is willing, the psi may then transfer Body Hits at a rate of 1/1 (max drained per round equal to the psi's Will): the recipient does not have to be the psi doing the Draining, but must be in bodily contact with him. An *unwilling* target

must be immobilized or unconscious, and the ratio is 1/3. Excess Body Hits are lost.

Drain Strength (Healing/6, Telepathy/2)

This Skill drains a total of (check digit) Fatigue points, provided that the user has made Telepathic (or physical) contact with the target. Draining all of an entity's Fatigue will knock him or her unconscious, as usual. This Fatigue remains until used: a psi's maximum allowed Fatigue is equal to (Total Forces x 6).

Psychokinesis

This Discipline is evocative of the old saying of 'mind over matter' - except, thanks to modern science, the line between matter and energy is not as clear as it used to be...

Telekinesis (Psychokinesis/1)

The direct manipulation of matter through the use of mind, Telekinesis is decidedly difficult to properly master. The amount of weight that may be manipulated depends on the level of the Discipline:

Discipline Level/1: (Skill level) ounces

Discipline Level/2: (Skill level squared) ounces

Discipline Level/3: (Skill level) pounds

Discipline Level/4: (Skill level x10) pounds

Discipline Level/5: (Skill level x30) pounds

Discipline Level/6, (Skill level x60) pounds

Range is line of sight, and duration is for one minute. Each additional minute of use requires another Skill roll. However, a Skill roll is only necessary if fine control is desired: simply shoving against something can be done more or less automatically (treat as if an entity with a Strength equal to the user's Psychokinesis had attempted to move the item in question).

PK Shield (Telekinesis/1, ESP/1)

A successful use of this Skill will reduce the Power of all physical attacks by (Psychokinesis level x 2). Duration is one minute.

Levitation (Psychokinesis/2)

This variant of Telekinesis allows the user to move her own body, and her own body only, via the power of her mind. The total amount of weight that may be manipulated is equal to (Psychokinesis level x 50) pounds: Move is equal to (2x CD) yards per turn.

Pyrokinesis/Cyrokinesis (Telekinesis/2)

These skills are used to modify an object's internal temperature via broad manipulation of its atomic structure.

The rate of change is, on a successful roll, equal to $((\text{check digit} + \text{Psychokinesis}) \times 5)$ degrees Fahrenheit per round: max weight affected is equal to $((\text{Psychokinesis} \times \text{Pyrokinesis/Cyrokinesis}) \times 10)$ pounds. Only entire objects may be affected, and the maximum temperature change possible ranges from -100 to 800 degrees Fahrenheit.

These two skills must be learned separately: Pyrokinesis raises temperature, while Cyrokinesis reduces it.

Photokinesis (Psychokinesis/2)

At this point, the telekinetic is beginning to understand that energy actually **is** matter, and thus just as target to his will. The first step in this is the manipulation of existing light particles to create everything from simple pictures to illusions. A successful roll will produce a picture of whatever the telekinetic can visualize; this will add a +3 to certain types of Move Silently rolls (as that skill also handles things like hiding in shadows). Note that this type of illusion *can* be recorded, and that Photokinesis will not produce any other form of sensory input.

Electrokinesis (Telekinesis/4, Photokinesis/2)

This skill allows the user to directly manipulate electrical energy through force of will. Duration is five minutes. There are several uses for this skill: first, while it is active

the psi becomes immune to any form of electric-based attack. Second, the psi may also drain batteries by touching them: a flashlight battery would take a round, a car battery would take about 30 seconds and a large capacitor bank might take a few minutes. Lastly, a psi with access to steady electrical current may channel it through his body. Treat this as a physical attack with Power equal to (Electrokinesis x 2), Accuracy equal to (check digit - 3), and a range of 15 yards. Metal armor will not defend against this attack; in fact, it increases the Accuracy to (check digit). Each use of Electrokinesis to fuel a lightning bolt will cost an extra Fatigue per use.

Telepathy

This Discipline deals with the transmission and reception of thought and emotion: at higher levels, it can be used to cause damage no less real for being immaterial.

Generic Modifier to skill (unless otherwise noticed):

Different Choir/Band	"Other Side"	Ethereal	Human
Celestial -1	-2	-3	-4
Ethereal -2	-2	+0	-1
Human -4	-4	-1	+0

Mind Shield (Telepathy/1)

In the beginning, a telepath is incapable of reaching other minds - but she can at least discipline her own. Any attempts to use Telepathy (either on or by the target) will be at a minus equal to (Mind Shield X 2). A skill roll may raise or lower this shield, if desired and/or needed: if the skill roll would normally be 12 or greater, the target does not need to roll. The above Generic Modifier table does not apply to Mind Shields.

Emotion Sense (Telepathy/2)

At this point, the telepath has begun to detect patterns in the confusing mental noise surrounding him: these patterns are not yet fully comprehended, but the simpler concepts can be recognized. With a successful skill roll, the telepath may recognize the actual emotional state of those around him for (check digit) minutes: among other things, this gives him a +3 to all Detect Lie rolls (even defaults). Range is (Telepathy, squared): if the normal skill roll is 12 or higher, the telepath will automatically detect the emotional state of anyone within 5 yards.

Telereceive (Telepathy/3, Emotion Sense/2)

At this level of skill, the telepath has finally learned to 'crack the code' and actually read thoughts (and, incidentally, seriously frighten celestials). Range is as for Astral Projection. Duration is for 1 minute: at the end of

that time, the telepath may retain contact by making another skill roll.

Telesend (Telepathy/3)

Up to this point, telepathy has been about receiving information: now, the user has begun to understand enough about her gifts to project information into the minds of others. Range and duration as for Telereceive: in general, this skill may only be used as 'silent speech' (but see below for more aggressive applications).

Mental Blow (Telepathy/4)

This is a direct mental assault on another's brain chemistry, essentially forcing the target to damage himself. Treat as an ethereal attack with a Power of 6 and Accuracy equal (check digit of the Mental Blow roll): if the effective skill level is 12 or higher, the telepath may instead choose to cause corporeal damage. Range as for Telereceive: if the target is not within line of sight, the psi must first make mental contact via Telereceive.

Mental Blows may be used to attack a psi's active Mind Shield. Indeed, this is often a necessary prerequisite for a successful attack on a talented psionic. Mind Shields have a number of 'hits' equal to (base Mind Shield x4): these hits regenerate at a rate of one per minute. Obviously, the

Mind Shield's usual skill-reducing ability does not apply in this specific case.

Illusion (Telepathy/5, Telesend/3)

A more complex form of Telesend, this skill allows a telepath to alter another's sensory input. The target must make a Will roll, minus the (Illusion roll check digit X 2) to resist the effects. Range and duration as for Telereceive: note that Illusion will not cause damage directly.

Telecontrol (Telepathy/5, Telesend/3)

This skill allows for direct mental control of an individual. The telepath must first make a successful Telereceive roll in order to connect with the target, then win a contest of Wills (either side may add their Mind Block skill levels to their target numbers). If the telepath wins this roll, he may take total control of the target's body for the next full minute. The telepath's own body remains apparently unconscious for this period of time. No memories or skills are gained through this possession.

Mindwipe (Telepathy/5, Telesend/4) (2 Fatigue)

A successful use of this skill will permanently delete the last five minutes (including the act of Mindwiping!) from the target's short-term memory, and may be attempted in a single combat round. The telepath must first make contact

with the target's mind through Telereceive. More elaborate endeavors (such as implanting or deleting long term memories, or deleting **all** memories) take at least an hour, but can be easily reversed via the use of the Ethereal Song of Healing.

Mind Switch (Telepathy/6, Teleportation/1) (4 or 12 Fatigue)

This can either be temporary, or permanent. If temporary, for 4 Fatigue the telepath's mind is switched with the target for (check digit) hours: if permanent, the Fatigue cost is 12 and the condition can only be reversed with another use of Mind Switch. For humans, Characteristics, most Attunements (including Psionic ones) and Discipline levels stay with the old body, while Skills, Songs and memories go with the new. Jumping into the vessel of a different species is at -2; trying to switch into an ethereal or celestial vessel is at -4. Celestials may not permanently jump into a human's body, but they **can** keep their old statistics when they do so temporarily.

Unfortunately for Hellsworn and Undead, an Infernal Pact *will* make the jump (but not any Force(s) that might have come with it), and the Undead's soul will still dissolve into the Symphony upon corporeal death.

Teleportation

This discipline is the rarest: the ability to go from *here* to *there* without crossing the intervening distance is widely sought, but poorly understood. Velocity is automatically dumped, and any attempt to teleport one solid object into another will automatically fail.

Spatial Awareness (Teleport/1)

This basic teleportation skill allows the user to memorize a fixed location for later use. A teleporter may transit to any memorized location, even if said area is outside line of sight. The act of memorization takes five minutes: however, no skill roll or Fatigue is necessary to memorize a location. The maximum number of memorized locations available to a teleporter is equal to (Spatial Awareness X 3). Memorized 'slots' may be overwritten, if necessary.

If the user also has Telesend, he may attempt to 'teach' another teleporter a memorized location: this does require a successful Telesend roll.

Autoteleport (Teleport/1)

This 'basic' skill allows the user to teleport himself and up to 5 pounds of material. Use the Astral Projection table to determine range. The teleporter may only transport

himself to places within either visual range or memorized by use of the Spatial Awareness skill above: however, teleporting to a place (provided that it is within range) seen via a live video broadcast, or through someone else's eyes may be attempted at -2. Also, if the teleporter knows Exoteleport, he may make take the maximum allowable weight governed by that skill with him without a roll (but with the associated Fatigue cost).

Exoteleport (Teleport/1)

This ability allows the psi to teleport other objects. Range is as for Autoteleport; use the above Telekinesis table to determine maximum weight.

Combat Teleport (Autoteleport/4) (2 Fatigue)

This represents sufficient control of one's teleport that one may use it in combat. A successful roll will add the (check digit) to the user's next Dodge, Fighting, Large Weapons **or** Small Weapons attack. Multiple uses of Combat Teleport per combat round will be at a cumulative -3 to skill for each additional use.

Planar Teleport (Teleport/6, ESP/1, Symphonically Aware) (10 Fatigue)

This skill allows the psi to travel to another plane of existence. Duration is for five minutes, if the psi is not

normally able to exist on the destination plane: otherwise, duration is more or less indefinite. Needless to say, neither Heaven nor Hell is precisely set up for tourism, so most humans with this ability are either Saints or regular visitors to the Marches. Of course, this particular skill is a boon to celestials trying to slip onto Earth without raising any notice...

Skills

Antipsi (Will) Default: -0

Prerequisite: Screamer

Some Screamers eventually learn how to tone down their ability - or increase the effects. A successful Antipsi roll can either reduce the dampening field to any range - including effectively 'no range' - or else increase the radius to 2x normal (the latter ability costs 2 Fatigue). Duration is one minute. No use of this skill will allow a Screamer to use other psionic abilities.

Mental Block (Will) Default: -0

This skill allows the user to try to block off perceived or suspected mental intrusions through the use of repetitive silent muttering, visualization of internal defenses or just sheer willpower. If the user is doing nothing else, a successful roll will decrease mental intrusions by the CD:

any action made by the user will decrease this bonus to (CD/3, rounded down). The user must reroll every combat round to keep this bonus. Psionics tend to be better at this sort of thing: they add their CDs to their Mind Shield skills, and may continue to act without penalty.

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