

PSI-Armor

The good news: PSI-Armor works to boost innate psionic abilities. It well and truly does, and in a way that leaves no room for doubt. There are five pieces of PSI-Armor, and each one has its own special abilities:

- **Helmet.** The helmet, unsurprisingly, boosts telepathic communication, while also offering protection against unwanted telepathic communication.
- **Arms/Gloves.** When both are worn, the user gains a significant boost to various forms of psychokinetic power. This includes pyrokinesis and cyrokinesis, but not levitation (see below).
- **Chest/Vitals.** The chest collects and strengthens the user's ability to teleport either himself, or others.
- **Amulet.** The amulet improves faith healing and astral projection -- plus precognition, when all of the other items are worn.
- **Legs/Feet.** When both are worn, the user gains and increase to levitation powers. Interestingly, even a non-psion who wears these items will be able to run across water and scuttle up reasonably rough walls.

That's the good news. The **bad** news? The items were created in the mid 1980s, and the aesthetic is mind-numbingly, garishly, and almost seizure-inducing *awful*. There is absolutely no way to discreetly wear PSI-Armor without being noticed; and since the suit items are powered by a photokinetic process, they can't be painted over, either. Or even worn underneath a coat. No, PSI-Armor must be worn openly, in all its dubious glory, or else there's no point to it at all.

This is no big deal in worlds where superheroes exist in four-color majesty, obviously. But in more discreet ones trying to figure out how to use these unquestionably powerful items without drawing attention is sometimes a frustrating experience. Or an entertaining one, if you're not the one trying to do it.

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