

Psionic Powers

- **Beguiler:** Difficulty: 8+Target rank. Pool: Science. Line of sight. Choose the target's next action. Failure stuns you.
- **Cerebral Conduit:** [HT] Difficulty: 8 Pool: Engineering. As a free action anywhere in your own ship you may re-allocate all the ship's power. You take 1D6 damage. The damage is not reduced by armour or alien/special abilities, but is luckable.
- **Deep Thinker:** [PG] Difficulty: 11 Pool: N/A. You may ask a yes/no question of anything within the system/hex map. Difficulty increases by +3 each time it is used in the current mission. Does not require line of sight.
- **Empathic:** Difficulty: Distance/2 (round down) Pool: Science. You may scan as though you had a Wristcomp.
- **Fire Starter:** Difficulty: Target # Pool: Combat. Line of sight. Roll as many dice as your Psionic skill. The highest dice is the damage done. If the roll is a 6 the target is also set on fire as per plasma fire rules.
- **Focused:** [PG] Difficulty: N/A Pool: Psionics. You may add +1 to your next skill roll. You may add a maximum of +1 this way. You may have more than one Focused skill which increases the pool.
- **Hull Stress Empath:** Difficulty: N/A Pool: Engineering. You may reroll hull damage dice, however if a module was broken on the initial roll it remains broken. You take 1D6 damage. The damage is not reduced by armour or alien/special abilities, but is luckable.
- **Mentally Shielded:** Difficulty: N/A Pool: Athletics. You can reroll all incoming energy weapon damage.
- **Ghost in the Machine:** [HT] Difficulty: N/A Pool: Engineering. You may operate a battlestation from wherever you are on your own ship at no remote penalty.
- **Mechanical Empath:** [HT] Difficulty: 8 Pool: Engineering. You can remove a damage marker from the module you occupy and are in the battlestation for - or you can do this remotely at a battlestation for -3. You take 1D6 damage. The damage is not reduced by armour or alien/special abilities, but is luckable.
- **Mind Mender:** Difficulty: 8 Pool: Science. Line of sight. You may heal a character by the successes made.
- **Neurologian:** [PG] Difficulty: 8 Pool: Science. Line of sight. Clear or cause the states of Groggy or Scared. For +3 difficulty you may clear or cause the state of Comatose. Unwilling targets can resist with Rank vs 8+successes. The amount failed by is the number of phases the effect lasts. Scared targets may only use actions to run away from you, not towards. If the target takes damage, the effect stops.
- **Polarizer:** [PG] Difficulty: 8 Pool: Psionics. Line of sight. You may unEMP or EMP one item. Failure stuns you. You receive stun markers equal to the difference.
- **Prescient:** Difficulty: N/A Pool: Piloting. Roll one die before you declare your next action. You cannot use luck on this die. You can choose to do nothing as your action, or declare your action and roll the second die.
- **Psychic:** [PG] Difficulty: N/A Pool: Psionics. Once per phase you can see the entire result of an NPC's skill check total before professional rerolls, or you can see one die result of another player character's next skill check. May not be used with Prescient.
- **Psychic Blaster:** Difficulty: 8 Pool: Combat. Line of sight. Do 1D6 damage to any character. You may do +1D6 damage for +3 difficulty (cumulative). This damage is not stopped by armour. Failure stuns you.
- **Stunner:** Difficulty: N/A Pool: Combat. Line of sight. You may choose to have a successful personal attack also stun the target.

- **Telekinetic:** Difficulty: 8 or 11 Pool: Athletics. Line of sight. Difficulty 8 to move an object, 11 to move a character. Taking an object from a character is a difficulty of 8+target's athletics. You may move them as many squares as you have success. Character may may athletics vs 8 rolls to avoid going out airlocks.
- **Teleporter:** Difficulty: 8 Pool: Piloting. You may teleport to a different square. To teleport to a different module is +1 difficulty for each module away (diagonal modules count as +2 difficulty). Choose the module you wish to move to before you roll. Roll 1D6 to determine which square you end up in. If you fail, you take 1D6 damage and are then stunned. The damage is not reduced by armour or alien/special abilities, but is luckable.

Legend

[GCW] - From the Galactic Civil War expansion

[PG] - From the Pax Galacticum expansion

[PT] - From the Pirates of Trundlia expansion

[T] - Treasonous (see [Paranoid Battlestations](#))

[HT] - Highly Treasonous (see [Paranoid Battlestations](#))

Note - Pools represent how often an ability may be used in a mission.

Also note, all psionic skills are regarded as treasonous.

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