

# Psionic Laboratory

[Psionic Laboratory game image](#)

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**Battlestations Module to use:** [Sick Bay](#)

**Module Special Rules:** Each campaign month, a character at either battlestation can spend XP to raise their Psionic Skill as though it were a normal skill.

**Maintenance Cost:** \$16,000/month

**Module Cost:** \$750,000

**Construction Time:** 24 days

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