

PSYCHIC SUMMARY

Range Chart:

Cost	Range	Description
00	Close	Physical contact; touching; less than 1m
01	Short	1-5m
02	Medium	6-50m
04	Long	51-250m
08	Very Long	251-500m
16	Distant	Beyond normal contact; 500-5000m
20	Very Distant	Out of sight; 5-50km
24	Regional	50-500km
28	Continental	500-5000km
32	Planetary	5000-50,000km

Psychic Skill Summary

Level	Name/Description	Time Required	Cost
Telepathy:			
1	Shield	Constant	0
1	Sense Life	1 min/5 rounds	1 + Range
2	Telempathy	1 min/5 rounds	1 + Range
4	Read Surface Thoughts	1 min/5 rounds	2 + Range
5	Project Thoughts	2 min/10 rounds	2 + Range
8	Probe	10 min	4 + Range
8	Assault	1 round	5 + Range
10	Mass Assault	1 round	10 + Range
12	Read Psychic Imprint	1d6 min	12
Precognition:			
1	Sixth Sense	Instant	1
2	Hint	1 min/5 rounds	2 + Range
4	Foresee Outcome	1 round	3
6	Prediction	1 min/5 rounds	5
8	Vision	6 hrs REM sleep	5
Adjustment:			
1	Heal	1 round per HP	1/HP
2	Suspend Animation	Up to 7 days	3
4	Enhance STR	1d20 min	1/1d3
5	Enhance CON	1d20 min	1/1d3
6	Enhance DEX	1d20 min	1/1d3
7	Tap	1 min	3 + Range
8	Cure Poisoning	2 min	5
9	Cure Disease	Fort Save in hours	Fort Save in PP
9	Psychic Surgery	1 round per HP	HP healed
10	Regenerate	Var. See desc.	10
Telekinesis:			
1	Move/Affect 450 grams/1 lb.	1 min/1 min	1 + Range / Per Wt.
2	Move/Affect 1 kilogram/2.2 lbs.	1 min/2 min	2 + Range / Per Wt.
3	Move/Affect 10 kilograms	1 min/4 min	3 + Range / Per Wt.
5	Move/Affect 100 kilograms	1 min/8 min	5 + Range / Per Wt.
8	Move/Affect 400 kilograms	1 min/16 min	8 + Range / Per Wt.
10	Move/Affect 1000 kilograms	1 min/32 min	10 + Range/ Per Wt.