## Psi Strength

### Psi Points

<table>
<thead>
<tr>
<th>Range</th>
<th>Distance</th>
<th>Cost</th>
<th>Psi Ability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Personal</td>
<td>0m to 1.5m</td>
<td>+0 Cost</td>
<td>+1 Cost</td>
</tr>
<tr>
<td>Close</td>
<td>1.5m to 3m</td>
<td>+0 Cost</td>
<td>+1 Cost</td>
</tr>
<tr>
<td>Short</td>
<td>4m to 12m</td>
<td>+1 Cost</td>
<td>+2 Cost</td>
</tr>
<tr>
<td>Medium</td>
<td>12m to 50m</td>
<td>+1 Cost</td>
<td>+4 Cost</td>
</tr>
<tr>
<td>Long</td>
<td>51m to 250m</td>
<td>+2 Cost</td>
<td>+4 Cost</td>
</tr>
<tr>
<td>Very Long</td>
<td>251m to 500m</td>
<td>+2 Cost</td>
<td>+4 Cost</td>
</tr>
<tr>
<td>Distant</td>
<td>501m to 5km</td>
<td>+3 Cost</td>
<td>+6 Cost</td>
</tr>
<tr>
<td>Very Distant</td>
<td>5km to 500km</td>
<td>+3 Cost</td>
<td>+6 Cost</td>
</tr>
<tr>
<td>Continental</td>
<td>501km to 5000km</td>
<td>+4 Cost</td>
<td>+8 Cost</td>
</tr>
<tr>
<td>Planetary</td>
<td>5000km to 50000km</td>
<td>+4 Cost</td>
<td>+8 Cost</td>
</tr>
</tbody>
</table>

### Psi Range

#### Personal Awareness
- **Cost**: +1 Armor per Cost spent

#### Short Body Armor
- **Cost**: +1 Armor per Cost spent

#### Medium Enhanced Awareness
- **Add Psi Strength to all Skill Checks**

#### Long Enhanced Endurance
- **Cost**: +1 END per Cost spent

#### Very Long Enhanced Strength
- **Cost**: +1 STR per Cost spent

#### Distant Regeneration
- **Cost**: Heal 1 point per Cost spent

#### Very Distant Suspended Animation
- **Cost**: 7 days w/o food/water/minimal air

### Telekinesis

#### Flight
- **Cost**: Fly 6m/rnd for Effect in rnds.

#### Microkinesis
- **Cost**: Move microscopic objects, Personal range

#### Pyrokinesis
- **Cost**: Effect 5-8 d6 dmg, 9+ 2d6 dmg+flame

#### Telekinesis
- **Cost**: +1 STR per Cost spent

#### Telekinetic Punch
- **Cost**: +2 Cost

### Telepathy

#### Assault
- **Cost**: 2d6 dmg + Effect to Psi, Int, then End

#### Life Detection
- **Cost**: Read deep thoughts, detect lies

#### Probe
- **Cost**: Read active, current thoughts

#### Read Surface Thoughts
- **Cost**: Send thoughts to target

#### Shield
- **Cost**: Blocks Psi both ways, always on, Free Action to lower

### Teleportation

#### Telepathy
- **Cost**: +1 Cost

#### Teleportation
- **Cost**: +1 Cost

### Notes:
- Teleporter cannot take any other living beings with them and they must have Preknowledge of Destination (either visited, pulled from thoughts of another, or remotely viewed). Jumps at Very Distant Range leave teleporter disoriented for 2d6x10 seconds.
- Jumps cannot be made at Ranges greater than Very Distant.
- Teleporting onto fast moving vehicles has the teleporter take collision damage (page 66).
- Teleporting cannot exceed 400m in elevation change in one jump or over 600m in an hour.