

RPJ Sci-Fi Psi Cheat Sheet

1 Definitions

- **Psi skill:** the skill on your character sheet (Psi Attack, Psi Defense, Psychokinesis, Telepathy)
- **Psi ability:** a particular manifestation of a psi skill; a 'spell'
- **Psi power:** a measure of strength with a given psi ability; how much you can do with it
- **Psi stamina:** a measure of stamina with psi in general; how long you can use it
- **Psi amplifier:** a human invention used to amplify a psion's natural power

2 Filling In Your Sheet

- For a given psi ability...
 - The **Skill** field is your effective level in the psi ability's linked skill
 - Psi abilities are listed under their linked skills
 - The **No Amp** field is your effective level when using psi unamplified, and is your psi power for unamplified psi ability use
 - Sum the Skill field, your Psi Power Bonus, if any, and any miscellaneous modifiers
 - The **Amp Min.** and **Amp Max.** fields are your minimum and maximum psi power when using amplified psi; you may choose any number between the two as your psi power for a psi ability check
 - Multiply the value in the No Amp field by your minimum and maximum psi amplifier multipliers, rounding down
 - In the absence of any Miscellaneous modifiers, your psi power values for all psi abilities under a given psi skill are the same; you only need to fill in one line in this case
- For **Psi Stamina...**
 - Sum your base levels in the four psi skills, multiply by 3, and add your base Constitution

3 Psi Ability Checks

- To use a psi ability, make a **psi ability check**
- The psi ability check is your psi power for the psi ability against TN14+ plus the psi ability's cost
 - Determine your psi ability's cost by consulting the rulebook for its base cost, and adding any extra costs desired for extra effects
 - Determine your psi power by consulting the No Amp field on your sheet if not using an amplifier, or using any number between the Amp Min. and Amp Max. numbers if using an amplifier
 - Roll 4d6 plus your psi power against TN14+ plus the psi ability's cost
 - On success, the ability works; on failure, it **fizzles**

4 Psi Stamina

- For amplified psi use...
 - After using an amplified psi ability, whether it succeeds or fizzles, subtract its psi ability cost from your current psi stamina
 - If, after subtracting, your psi stamina is below 0, you must make a **psi stamina check**
 - Roll Willpower against TN14+ plus the amount by which your psi stamina is below zero
 - On success, you're fine; on failure, you're incapacitated; while incapacitation penalties apply, psi stamina does not recover
 - Recover up to half your maximum psi stamina value per 1 hour of rest, during which you may not use psi abilities
- For unamplified psi use...
 - Do not change psi stamina
 - Unamplified psi use *does* reset the rest timer for psi stamina
 - If you use psi abilities whose costs are greater than your psi power bonus on two consecutive turns or within two minutes, you may not use psi abilities again until you've taken a 15-minute rest