

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 skill...
 - The **Skill** field is your effective level in the skill
 - 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; choose any number between the two as your psi power for a psi ability check
 - Add the minimum and maximum psi amplifier bonuses to your No Amp psi power
- For **Psi Stamina...**
 - Sum your base levels in the four psi skills 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 skill against 7+ plus the psi ability's cost
 - Use the charts on the psi page of your character sheet to determine the cost (along with your gamemaster)
 - 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 2d6 plus your psi power against 7+ 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 your psi amplifier setting
 - If, after subtracting, your psi stamina is below 0, you must make a **psi stamina check**
 - Roll Willpower plus your (negative) psi stamina against 7+
 - On success, you're fine; on failure, you're incapacitated; as long as 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 or make psi stamina checks
 - 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 more than once per turn or once per minute, psi abilities fizzle on a d6 roll of 1-3 until you've taken a 15-minute rest