Eclipse Phase: Softer Psi

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June 1, 2011

1 Introduction

Psi sleights will be referenced by their Class, designated by a greek letter, for the entirety of this document. The classification is as follows:

Psi-α: These sleights act only on the user, and modify brain function for either a very limited time, or are always active.

Psi-ϵ: These sleights act on objects and organisms that the user can touch. These are sometimes applicable in combat, but are normally used in psychosurgery, psychoanalysis, and interrogation.

Psi-τ: Localized offensive and defensive sleights. They act on an area near the user, but do not have range and sometimes surround the user.

Psi-π: These sleights possess an area of effect, but the difference between π and τ is range. They can occasionally misfire and take up a much larger area than intended or miss the intended area.

Psi-θ: Subversive sleights, accessible to Exsurgents for the most part, and likely to damage transhumanity. Always classified at Level 5 and actively hunted by organizations like Firewall and Ozma.

Let it be noted that more powerful Psi techniques should have appropriately critical failures. For instance, a failed Casimir Assault might wound the caster or a teammate, should too much force be suddenly applied to the target. A failed Railgun or Psi Breaker might backfire and explode, sending shrapnel into the user and inflicting damage as if a grenade was set off.

2 Strain and Stress

The core book requires the Psi user to take physical damage in order to use an active sleight. For most sleights in this supplement, Stress is accrued instead. Either a DV or SV will be specified, to differentiate. Both are calculated with 1D10÷2 ± the DV or SV modifier, as indicated. This is because when an async is fighting someone with, say, an automatic weapon, sleights like Psychic Stab are virtually useless. Hopefully this change, along with the new sleights designated in the book, will even up combat - or, better yet, make it more awesome

when powerful asyncs are involved. If it hasn't been said before, these rules are for groups coming from fantasy games, or who otherwise think these rules are awesome. Conversely, these rules also make it easier to use "hard" sci-fi because they compartmentalize all the fancy sleights and let GMs take out the "softer" levels.

3 Original Sleights

The following are presented in the following format:

Sleight Name: Description of sleight; all the important fluff and crunch.
(Active/Passive, Action, Duration; **Strain Mod (if applicable)***)*

3.1 Psi-α

Ambience Sense: This sleight provides the async with an instinctive sense about an area and any potential threats nearby. The async receives a +10 modifier to all Investigation, Perception, Scrounging, and Surprise Tests.
(Passive, Automatic, Constant)

Cognitive Boost: The async can temporarily elevate their cognitive performance. In game terms, Cognition is raised by 5 for the chosen duration. This boost to Cognition also raises the rating of skills linked to that aptitude.
(Active, Quick, Temp; $1D10 \div 2$ **SV***)*

Downtime: This sleight provides the async with the ability to send the mind into a fugue-state regenerative downtime, during which the character's psyche is repaired. The async must enter the downtime for at least 4 hours; every 4 hours of downtime heals 1 point of stress damage. Traumas, derangements, and disorders are unaffected by this sleight. For all sensory purposes, the async is catatonic during downtime, completely oblivious to the outside world. Only severe disturbances or physical shock (such as being wounded or hit by a shock weapon) will bring the async out of it.
(Active, Task (4h min.), Sustained)

Emotion Control: Emotion Control gives the async tight control over their emotional states. Unwanted emotions can be blocked out and others embraced. This has the benefit of protecting the async from emotional manipulation, such as the Drive Emotion sleight or Intimidation skill tests. The async receives a +30 modifier when defending against such tests.
(Passive, Automatic, Constant)

Enhanced Creativity: An async with Enhanced Creativity is more imaginative and more inclined to think outside the box. Apply a +20 modifier to any tests where creativity plays a major role. This level of ingenuity can sometimes seem strange and different, manifesting in odd or creepy ways, especially with artwork.
(Passive, Automatic, Constant)

Filter: Filter allows the async to filter out out distractions and eliminate negative situational modifiers from distraction, up to the gamemaster's discretion.
(Passive, Automatic, Constant)

Grok: By using the Grok sleight, the async is able to intuitively understand how any unfamiliar object, vehicle, or device is used simply by looking at and handling it. If the character succeeds in a COG x 2 Test, they achieve a basic ability to use the object, vehicle, or device, no matter how alien or bizarre. This sleight does not provide any understanding of the principles or technologies involved—the psi user simply grasps how to make it work. If a test is called for, the psi user receives a +20 modifier to use the device (this bonus only applies to unfamiliar devices, and/or tests the character is defaulting on—it does not apply to devices the character is familiar with).
*(Active, Complex, Instant; $1D10 \div 2 - 1$ **SV**)*

High Pain Threshold: This sleight allows the async to block out, ignore, or otherwise isolate pain. The async reduces negative modifiers from wounds by 10.
(Passive, Automatic, Constant)

Hyperthymesia: Hyperthymesia grants the async a superior autobiographical memory, allowing them to remember the most trivial of events. A hyperthymestic async can be asked a random date and recall the day of the week it was, the events that occurred that day, what the weather was like, and many seemingly trivial details that most people would not be able to recall.
(Passive, Automatic, Constant)

Instinct: Instinct bolsters the async's subconscious ability to gauge a situation and make a snap judgment that is just as accurate as a careful, considered decision. For Task Actions that involve analysis or planning alone (typically Mental skill actions), the async may reduce the timeframe by 90% without suffering a modifier. For Task Actions that involve partial analysis/planning, they may reduce the timeframe by 30% without penalty.
(Passive, Automatic, Constant)

Multitasking: The async can handle vast amounts of information without overload and can perform more than one mental task at once. The character receives an extra Complex Action each Action Phase that may only be used for mental or mesh actions.
(Passive, Automatic, Constant)

Pattern Recognition: The character is adept at spotting patterns and correlating the non-random elements of a jumble—related items jump out at them. This is useful for translating languages, breaking codes, or find clues hidden among massive amounts of data. The character must have a sufficiently large sample and enough time to study, as determined by the gamemaster. This might range from a few hours of listening to a spoken transhuman language to a few days of investigating inscriptions left by long-dead aliens to a week or more of researching a lengthy cipher. Languages may be comprehended by reading or listening to them being spoken. Apply a +20 modifier to any appropriate Language, Investigation, Research, or cod-breaking Tests (note that this does not apply to Infosec Tests made by software to decrypt a code). The async may also use this ability to more easily learn new languages, reducing the training time by half.
(Passive, Automatic, Constant)

Predictive Boost: The Bayesian probability machine features of the async's brain are boosted by this sleight, enhancing their ability to estimate and predict outcomes of events around them as they unfold in real-time and update those predictions as information changes. In effect, the character has a more intuitive sense for which outcomes are most likely. This grants the character a +10 bonus on any skill tests that involve predicting the outcome of events. It also bolsters the async's decision-making in combat situations by making the best course of action more clear, and so provides a +10 bonus to both Initiative and Fray Tests.
(Passive, Automatic, Constant)

Qualia: The async can temporarily increase their intuitive grasp of things. In game terms, Intuition is raised by 5 for the chosen duration. This boost to Intuition also raises the rating of skills linked to that aptitude.
(Active, Quick, Temp; $1D10 \div 2 - 1$ SV)

Savant Calculation: The character possesses an incredible facility with intuitive mathematics. They can do everything from calculate the odds exactly when gambling to predicting precisely where a leaf falling from a tree will land by observing the landscape and local wind currents. The character specializes in calculation involving the activity of complex chaotic systems and so can calculate answers that even the fastest computers could not, including things like patterns of rubble distribution from an explosion. However, this mathematic facility is largely intuitive, so the character does not know the equations they are solving, they merely know the solution to the problem. This sleight also provides a +30 modifier to any skill tests involving math (which the character is calculating, not a computer).
(Passive, Automatic, Constant)

Sensory Boost: An async uses this sleight to increase their natural or augmented sensory perception (sight, audio, smell, augmented) by enhanced cerebral processing, granting a +20 bonus modifier on sensory-based Perception Tests.
(Active, Quick, Temp; $1D10 \div 2 - 2$ DV)

Superior Kinesics: The async acquires more insight into people's emotive signals, gestures, facial expressions, and body language when it comes time to predict the person's emotional state, intent, or reactions. Apply a +10 modifier to Kinesics Skill Tests.
(Passive, Automatic, Constant)

Time Sense: An async with this ability can slow down his perception of time, making everything appear to move in slow motion or at reduced speed. In game terms, this sleight grants the async a Speed of +1. This extra Action Phase, however, can only be spent on mental and mesh actions.
(Active, Automatic, Temp; $1D10 \div 2 - 1$ SV)

Unconscious Lead: This sleight allows the async to override their consciousness and let their unconscious mind take point. While in this state, the async's conscious mind is only dimly aware of what is transgressing, and any memories of this period will be hazy at best. The advantage is that the unconscious mind acts more quickly, and so the async's Speed is boosted by +1. The character remains aware and active, but is incapable of complex communication or other mental actions and is motivated by instinct and primitive urges more than conscious thought. Though it is recommended that the player retain control of their character while using Unconscious Lead, the gamemaster should feel free to direct the character's actions as they see fit.
(Active, Automatic, Temp; $1D10 \div 2$)

3.2   Psi-ϵ

Charisma: The async uses this sleight to influence the target's mind on a subconscious level, so that the target perceives them to be charming, magnetic, and persuasive. If the async beats the target in an Opposed Test, they gain a +30 modifier on all subsequent Social Skill Tests for the chosen duration.
(Active, Quick, Temp)

Cloud Memory: Cloud Memory allows the async to temporarily dis- rupt the target's ability to form long-term memories. If the async wins the Opposed Test, the target's memory-saving ability is negated for the duration. The target will retain short-term memories during this time, but will soon forget anything that occurred while this sleight was in effect.
(Active, Complex, Temp)

Deep Scan: Deep Scan is a more intrusive version of Thought Browse, made to extract information from the targeted individual. If the Opposed Test succeeds, the async telepathically invades the target's mind and can probe it for information. For every 10 full points of MoS the async achieves on their test, they retrieve one piece of information. Each item takes one full Action Turn to retrieve, during which the sleight must be sustained. The target is aware of this mental probing, though they will not know what information the async

acquired.
(Active, Complex, Sustained)

Ego Sense: Ego Sense can be used to detect the presence and location of other sentient and biological life forms (i.e., egos) within the async's range. To detect these life forms, the async makes a single Sense Test, op- posed by each life form within range. The async may suffer a modifier for detecting small animals and insects, similar to the modifier applied for target- ing them in ranged combat (see p. 193); likewise, a modifier for detecting larger life forms may also be applied. If successful, the async has detected that the life form is nearby. Every 10 full points of MoS will ascertain another piece of information regarding the detected life: direction from async, approximate size, type of creature, distance from async, etc. The async will know if the target moves, if they do so during the sleight's duration.
(Active, Complex, Temp)

Mindlink: Mindlink allows two-way mental communication with a target. This may be used on more than one target simultaneously, in which case the async can act as a telepathic "server," so that everyone mindlinked with the async may also telepathically communicate with each other (via the async, however, so they overhear). Language is still a factor in mindlinked communications, but this barrier may be overcome by transmitting sounds, im- ages, emotions, and other sensations. Mindlink requires an Opposed Test against unwilling participants.
(Active, Quick, Sustained)

Thought Browse: Thought Browse is a less-intrusive form of mind reading which scans the target's surface thoughts for certain "keywords" like a particular word, phrase, sound, or image chosen by the async. Rather than dig- ging through the target's ego as with the Deep Scan sleight, Thought Browse merely verifies whether a target has a particular person, place, event, or thing in mind, which can be used by a savvy investigator to draw conclusions without the need to invade the mind directly. Thought Browse may be sustained, allowing the async to continue scanning the target's thoughts over time. The async must beat the target in an Op- posed Test for each scanned item.
(Active, Complex, Sustained)

Alienation: Alienation is an offensive sleight that create a sense of disconnection between an ego and its morph—similar to that experienced when resleeved into a new body. The ego finds their body cumbersome, strange, and alien, almost like they are a prisoner within it. If the async beats the target in an Opposed Test, treat the test as a failed Integration Test (p. 272) for the target. This effect lasts for the sleight's duration.
(Active, Complex, Temp)

Drive Emotion: This sleight allows the async to stimulate cortical areas of the target's brain related to emotion. This allows the async to induce, amplify, or tone down specific

emotions, thereby manipulating the target. If the async beats the target in an Opposed Test, they will act in accordance with the emotion for the duration and under certain circumstances may suffer from certain penalties (up to ± 30), as determined by the gamemaster. For example, an async might receive a $+30$ Intimidation Test modifier against a target imbued with fear.

Penetration: Penetration is a sleight that works in conjunction with any offensive sleight that involves the Psi Assault skill. It allows the async to penetrate the Psi Shield of an opponent by concentrating their psi attack. Every point of Armor Penetration applied to a psi attack inflicts 1 point of strain. The maximum AP that may be ap- plied equals the async's Psi Assault skill divided by 10 (round down).

4 New Sleights

4.1 Psi-α

Encyclopædia Prohibitorum: This sleight allows the player to retrieve information for their character by asking to see gamemaster-only crib sheets, NPC sheets, or other relevant information. The gamemaster may deny the information, in which case the player's character takes no Stress damage.
(Active, Quick; $1D10 \div 2 - 1$ SV)

4.2 Psi-ϵ

Short Circuit: Short Circuit disrupts the flow of electrons through any electronic device. This includes not only computers, but cortical stacks, mesh inserts, and cyberbrains. The only thing that is immune is quantum computers, like QE communication devices and some higher-quality computers.
(Active, Complex)

4.3 Psi-τ

Psi Breaker: As opposed to Penetration, which merely defeats mental shields, Psi Breaker will punch through almost any defense. Psi Shield (α and τ versions) is often the target, but some users can even "break" solid barriers like heavy airlock doors and Riot$^{\circledR}$ brand shields. Psi Breaker deals $1D10 + 5$ of armor penetration; mental defenses retain this damage for the rest of the round, while armor takes $1D10 \div 2$ decreased Kinetic defense for the remainder of combat. For ever 2 points of damage to Armor Value (mental or physical), the subject takes an additional 1 point of straight SV or DV.
(Active, Complex; $1D10 \div 2 - 1$ DV)

Railgun: The Railgun is a localized Lorentz field that can accelerate magnetic material. After forming the field (a Complex action) the user may fire small metal objects, such as coins, through the Railgun. The user rolls Control to create and maintain the Railgun each turn. If they fail this roll, the only penalty is loss of the weapon until they can create it again.

Charging the Railgun prevents the user from moving for one turn at a time, but adds $1D10+3$ DV per turn, for a maximum of 3 turns. Without charging, the Railgun deals $2D10+6$ DV, with the addition of 1 DV per gram of matter (up to 10g) launched. For instance, a copper penny (3g) fired after charging for 3 turns will deal $5d10+18$ DV, similar to a good-sized Plasma Cannon. It is not advised to focus on charging for more than a few turns, as the user is quite vulnerable during the charging process.

Railgun projectiles may only travel 50m in an Earth-like atmosphere; because of friction, projectiles will often melt after traveling so far. It should be assumed that Railgun launches projectiles at 75% the speed of an actual railgun, at approximately Mach 3-5, depending on the person.

(Active, Complex; $1D10 \div 2 - 1$ SV)

Psi Shield (τ): Psi Shield has been renewed for the new rules. Psi Shield instills 75% of the user's Armor Value as Mental Defense, and Armor Value is increased by 5 for all Psi Assault-based attacks.

(Passive, Automatic, Constant)

Amber: Amber is a unique variant of Psi Shield; in return for being almost completely immune to all damage, the user cannot make any action for $1D10 \div 2$ turns. Mental attacks are ignored, and physical attacks must bypass and additional 15 points of armor. Essentially, the user is encased in a large crystal structure. At the gamemaster's discretion, the user might heal some damage if they are stuck for a long time.

(Active, Task, $1D10 \div 2$ turns; $1D10 \div 2 - 1$ SV)

Celeritas: Celeritas turns the user's nervous system into the equivalent of superconducting wire. As a result, their movements are faster, their attacks are quicker, and their thoughts move near the speed of light. This translates into crunch as +50 to SOM-linked skills. Additionally, the user gains +50 to initiative, and 1D10 extra moves for every turn; this is rerolled each round. Finally, SOM-linked attacks receive a +5 to armor piercing an an additional 1D10+5 to damage.

(Active, Quick; $1D10 \div 2 + 1$ DV)

Psychic Knife: The Psychic Knife forms a physical blade from an unknown energy source that extends from the user. The blade's size and style varies by user; while one might have a katar-like blade from the knuckles, another might have a broadsword extending from the closed fist. This weapon deals 2D10+SOM÷5+DB DV, with -6 armor piercing. A user may call SV to be dealt instead, but nonlethal damage is not possible. Being only nominally

corporeal, the Psychic Knife can also deal one wound if the user calls that they are directly attacking some organ or tissue, but they *must* have a MOS of at least 30. For a MOS of 60 or more, 2 wounds are dealt. A critical success is treated as a MOS of 60 for this purpose. Like the Railgun, the user must pass a Control roll to maintain the weapon.
(Active, Quick; $1D10 \div 2 - 2$ SV)

Teleportation: Teleportation allows the user, plus WILx2 kg, to move from one point in space to another directly. This sleight requires a Math Wiz implant or an equivalent ability to perform, on account of the high-level math required to calculate the deltas. To succeed, the user must roll a Control test.
The user may also use this ability to move small objects inside of opponents, up to WILx2 g. This will deal m damage to the opponent, but only works with a MOS of 40 or higher.
(Active, Quick)

4.4   Psi-π

Casimir Assault: A field around the target of width $1D10 \div 2$ units is determined; within this field, the user can manipulate virtual particle pairs to repel or attract objects within that field. This can be used creatively; a user can float themselves, cause physical rejection of implants, or nullify gravity for an opponent. This is up to the gamemaster, but it is recommended to follow the Rule of Cool.
(Active, Complex, $1D10$ turns; $1D10 \div 2 + 1$ SV)

Psi-Block: The user collapses the uncertainty field that allows Psi to function. As a power that allows its users to tamper with fundamental physics, known possessors of Psi-Block variants are pursued by organizations like Firewall. The ultimate consequences are left up to the gamemaster, but critical failures should be very critical indeed.
(Active, Quick, Sustained; $1D10 - 3$ SV)

4.5   Psi-θ

Borg: The Borg sleight allows an async to take over any number of biological minds, often unlimited. Certain possessors of this ability might have a hard limit, or they might impose on on themselves. For all purposes of the rules, additional bodies for the "borganism" are to be treated as NPCs; each possesses a speed stat of 1 unless individual bodies have implants or other modifications that add moves.

Disruption: This sleight allows the user to completely fry any and all electronics in the area, and to affect all local magnetic fields. With consequences as far-reaching as those, possessors are actively hunted by many organizations. When Disruption is used, all synth-morphs, cyberware, and nanoware are disabled. Once the field is removed, affected characters must roll MOXx3 to regain usage of affected hardware. Failure indicates that the gear was completely ruined.
(Active, Complex, Sustained)

Meltdown: Meltdown gives the user free reign on the creation of plasma, and can use it offensively or defensively. Creativity is encouraged, but it should be noted that critical failures will be appropriately critical.
(Active, Quick)