

## PSION DRIFTER

Psion Drifters may well be renegades from a regime that actively persecutes psions. Alternatively, they may have become drifters following some form of mental trauma related to their abilities which makes them either unemployable elsewhere, a liability or socially damaged so that drifting is preferable to remaining in the comfort of a fixed society. Psion Drifters may thus be criminals as much as renegades or wanderers.

Qualification: Automatic.

Assignments: Choose one of the following:

- **Barbarian:** You lived on a primitive world without the benefits of technology, persecuted for your powers.
- **Wanderer:** You lived hand to mouth in slums and starports across the galaxy, travelling at random, evading your persecutors.
- **Scavenger:** You worked as a low-level blue collar or on a salvage crew, keeping your abilities hidden as much as possible.

### CAREER PROGRESS

	Survival	Advancement
Barbarian	End 9+	Str 9+
Wanderer	End 9+	Int 9+
Scavenger	Dex 9+	End 9+

### MUSTERING-OUT BENEFITS

Roll	Cash	Benefits
1	None	Contact
2	None	Weapon
3	1,000	Ally
4	2,000	Weapon
5	3,000	Test for an Advanced Talent at +1 DM to the Learning roll.
6	4,000	Ship Share
7	8,000	Two Ship Shares

### RANKS AND BENEFITS

Rank	Barbarian	Skill or Benefit	Wanderer	Skill or Benefit	Scavenger	Skill or Benefit
0		Survival 1		Street-wise 1		Vacc Suit 1
1						
2	Warrior	Melee (blade) 1		Deception 1		Trade (belter) or Mechanic 1
3						
4	Chieftain	Leadership 1				



### SKILLS AND TRAINING:

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Str	Athletics	N/A
2	+1 End	Melee (Unarmed combat)	N/A
3	+1 Dex	Recon	N/A
4	+1 End	Streetwise	N/A
5	+1 Int	Stealth	N/A
6	+1 Psi	Survival	N/A
	Specialist: Barbarian	Specialist: Wanderer	Specialist: Scavenger
1	Animals (any)	Athletics	Pilot (any)
2	Carouse	Deception	Mechanic
3	Melee (Blade)	+1 Basic Talent	+1 Basic Talent
4	+1 Basic Talent	Stealth	Vacc Suit
5	Seafarer (any)	Streetwise	Zero-G
6	Survival	Survival	Gun Combat (any)

**MISHAPS**

2d6	Mishap
2	Severely injured. Roll twice on the Injury table and take the lower result.
3	Injured. Roll on the Injury table and gain 1 level of Psionic Trauma.
4	You run afoul of a criminal gang, corrupt bureaucrat or other foe. Gain an Enemy.
5	You suffer from a life-threatening illness. Reduce your Endurance by 1.
6	Betrayed by a friend. One of your Contacts or Allies betrays you, becoming a Rival or Enemy.
7	You suffer from a psychological disorder. Reduce your Psi Strength by 1.
8	Use of your powers has made you a wanted man, sought by criminals, bounty hunters or the authorities. Gain 1d3 Enemies and reduce Social Standing by 1d3 (to a minimum of 1).
9	You have served prison time. Forfeit all skill rolls and advancement checks for this term.
10	Your own powers terrify you. You do not use them unless you can absolutely help it. In times of stress you must roll Endurance 8+ to retain this self control.
11	You do not know what happened to you. There is a gap in your memory.
12	Psionic Trauma has blocked-out all knowledge and memory of your powers. Agree with your Referee what is needed to retrigger them.

**EVENTS**

d66	Event
11	Disaster! Roll on the Mishap table but you are not ejected from this career.
12	Life on the edge hones your abilities. Gain any skill.
13	Life Event. Roll on the Life Events table (page 34 of the Traveller Core Rulebook).
14	You complete a mission for your superiors and are suitably rewarded. Gain a +1DM to any one Benefit roll from this career.
15	You use your powers to turn a dangerous or risky situation into something for your benefit. Gain an additional Benefit roll for this term and throw Psi 8+. If you succeed, you gain a +1 DM for using one particular Power from a trained Talent.
16	Your psionic abilities save the life of someone. Change any Enemy into a Rival, any Rival into a Contact and any Contact into an Ally.
21	You are given advanced training in a specialist field. Throw Education 10+ to gain any one skill.
22	A deal goes wrong but you learn from it. Gain one skill from any of the Drifter career tables but suffer a -2 DM to your Benefit roll for this term.
23	You throw yourself into a hedonistic lifestyle to dull the painful memories. Gain Carouse 1 and Gambler 0 but lose your Benefit roll for this term. Also roll End 8+. If you fail you become dependent on alcohol or narcotics.
24	You find a mentor for your psionic abilities. Gain an Ally and +1 Psi Strength.
25	You are forced to change your identity. Roll Deception 8+. If successful, your new identity is convincing and you automatically gain all the necessary supporting papers and documents to support the identity. If you fail, your new identity is always suspect and incurs a -2 DM whenever you need to use it to convince others.
26	You fall in love with a colleague. This results in you gaining a Rival as your lover spurns their existing companion for you. Roll 2d6 for the number of years your love affair lasts. If this takes you into your adventuring career properly, then you are still with your lover when play begins and the relationship may continue indefinitely. Your lover is also an Ally.
31	You are approached by a secret society that has need of your abilities. You may enlist in the Underground Psion Network automatically next term. If you choose not to, you still gain the network as a Contact.
32	You gain an insight into one of your psionic powers. When using this power you gain a +1 DM to your Psi (Talent) roll.
33	Life Event. Roll on the Life Events table (page 34 of the Traveller Core Rulebook).
34	Life on the edge hones your abilities. Gain any skill.
35	You are forcibly drafted. Roll on the Draft next term.

Thus, to completely paralyse a person, ensuring no mobility of any kind, it would require 15 Psi points. A paralysed location is unable to move and remains locked in position for the duration of the paralysis. This may result in the target falling prone, toppling over and so forth, depending on local conditions. The paralysis does not prevent breathing or blood flow but if the head or neck are targeted, vocal chords, jaws, lips and mouth will be paralysed, vastly restricting communication.

The Effect of the skill roll determines the duration of the paralysis:

0	1-6 seconds
1	1-6 rounds
2	1-6 minutes
3	10-60 minutes
4	1-6 hours

*Psionic Attack, Psionic Strength, Variable, Difficult (-2).  
Costs: Variable, plus range.*

**MIND BLAST**

A more powerful version of the Telekinetic Punch power, Mind Blast delivers an extremely powerful shockwave of psionic energy either at a specific target or to a number of targets within a specific radius. The psion must specify which way he is directing the power.

If directed at a specific target, the Mind Blast delivers 3d6 + Effect damage for every 2 Psi invested in the power.

If used to affect an area, 2d6 + Effect damage is delivered to every living thing in a radius of 1 metre for every 1 Psi invested in the power.

Damage is directed as any physical damage, being applied to Str, Dex and End.

*Psionic Attack, Psionic Strength, Variable, Difficult (-2).  
Costs: Variable, plus range.*

**MIND SHOCK**

Mind Shock is used against other psions and is designed to deliver Psionic Trauma rather than immediate damage. If the attack is successful, the target psion sustains 1 level of Psionic Trauma, plus an additional level equal to the Effect of the attack. The defending psion may use his own Psionic Strength DM as a negative DM against the attacker's roll.

*Psionic Attack, Psionic Strength, Variable, Average (+0).  
Costs: 3, plus range.*

**UNLOCK**

The Unlock power uses the subconscious of the target as the weapon. The psion unlocks those parts of the brain where nightmares, fears and dark secrets are stored, filling the target's psyche with

nightmarish visions, uncontrollable terror, paralysing panic attacks or deep-seated guilt. The target's Int + Psi DMs act against the psion as a negative DM but if the attack is successful, the target suffers a negative DM to all skills equal to the Psi points invested in the attack, for a period determined by the Effect of the attack:

0	1-6 seconds
1	1-6 rounds
2	1-6 minutes
3	10-60 minutes
4	1-6 hours

In this time the target is clearly disturbed, agitated, unable to concentrate, hyperventilates and suffers hallucinations as his own mind battles against him.

*Psionic Attack, Psionic Strength, Variable, Average (+0).  
Costs: Variable, plus range.*



**Psionic Defence**

Defensive psionics are trained in mitigating offensive psionics using a variety of active and passive techniques as described in the powers associated with this talent. Although Psionic Defence is the natural counterpart to Psionic Attack, it does not necessarily follow that all combat psions study defence – or that all defensive psionics are necessarily peaceful.

**MIND BLANK**

The psion turns his mind into a blank void that cannot be detected by other psions, even those who are aura-aware. The power renders

like basis. Reducing Int obviously incurs Psionic Trauma; reducing Endurance does likewise and on the same basis: if Endurance is reduced to half its current level through funding psionic powers, a level of Psionic Trauma is accrued.

**MENTAL OR EMOTIONAL EXPERIENCE, EXPOSURE TO STRESS**  
These are circumstances where the Referee must adjudicate. Any experience that might damage the mental or emotional state can lead to Psionic Trauma. One way of handling this is to assign the event an *Intensity* of between 2 and 12 or roll for its intensity on 2d6. This is the target number, applying Int and Psionic Strength DMs, that must be successfully rolled, to avoid a level of Psionic Trauma being accrued. Alternatively, the Referee may decide that a particular experience is so profound, stressful or shocking that a level is accrued immediately.

**EFFECTS OF PSIONIC TRAUMA**

Each level of Psionic Trauma has the following game effects:

- Imposes a -1 DM to all Psionic Talents
- Adds +1 to the Psi Strength when using a psionic power

*For example, Travis, has 2 Levels of Psionic Trauma and has Telepathy 1. When using Telepathy he suffers a -2 DM to his roll and any power has +2 added to its Psionic Strength cost.*

As previously stated, Psionic Trauma has a maximum of six levels before Mental Instability becomes a real risk. The Psionic Trauma table outlines how this works.

**PSIONIC TRAUMA LEVELS**

Levels of Psionic Trauma	Mental Instability results on	Frequency of Mental Instability Check
1-2 (Low Level Psionic Trauma)	11+	Every Three Months
3-4 (Medium Level Psionic Trauma)	9+	Every Month
5-6 (High Level Psionic Trauma)	7+	Every Week

The traumatised psion must, at the stated period, roll 2d6 against the Mental Instability target number. No DMs are applied. If the target number is met or exceeded, then the character gains a Mental Instability.

**Treating Psionic Trauma**

Psionic Trauma cannot be alleviated without treatment. The options are as follows:

**PSYCHIATRIC CARE**

One month of dedicated psychiatric care and convalescence is required per level of Psionic Trauma. At the end of the period, the psion rolls Int 8+ with DMs for Medic and Life Sciences (Psychology)

skills (delivered through trained, psychiatric experts and staff). For every additional month the psion remains in voluntary care, a further +1 DM is applied. If the roll is successful, then the level of Psionic Trauma is removed.

*For example, Travis admits himself to the sanatorium on Sonares Prime. He is suffering from 2 levels of Psionic Trauma and so his treatment will take two months. His care team includes a psychologist with Life Sciences (Psychology) 2. His Int is 7. Travis decides that he will stay for three months, rather than just two, to ensure he emerges as well as possible. He must therefore roll 5+ on 2d6. He succeeds, rolling 8 and, after three months convalescence, emerges mentally fit and well.*

**DRUGS**

In the absence of residential convalescence, certain drugs are available that either block or cure Psionic Trauma; these are described in the Psionic Equipment chapter, beginning on page 83. Relying on drugs alone usually requires more time to cure Psionic Trauma and drugs can be combined with psychiatric care to improve the chances of recovery.



**SUBSTANCE ABUSE**

Narcotics that dull the senses can suppress the effects of Psionic Trauma but do not remove it. In the long-term they may increase the chances of Psionic Trauma returning and, of course, the psion risks becoming reliant on alcohol or drugs simply to make it through the day, along with the other unwanted side effects of substance addiction.

Relying on substance abuse works in one of three ways. Either:

- The substance used negates the DMs to using talents and increases the Psionic Strength point costs.
- The Mental Instability check period is extended – but the target number is reduced.
- A combination of the two.

The Referee should decide in which of the ways a substance will work. Some guidance is given Drug Effects table.

If the PIC is built directly into a starship hull, it is fixed in place. Its displacement and cost is 25% less than the modular equivalent.

The PIC can be hardened against EMP attacks at an additional 10% of its base cost and hardened against psionic attacks at an additional 15% of base cost.

If a modular PIC is to be made ejection-capable, its tonnage must be increased by 10% to include the necessary ejection mechanisms; and, if the module is to have its own motive power, its tonnage must be increased to include M and J drives, plus a powerplant and fuel (although these components may not be essential if the psion provides all motive power or augments drive performance, thereby reducing the fuel requirement). Ejection systems add 3% to the cost and drives/powerplant costs are per the *Traveller Core Rulebook* and *High Guard* rules.

PIC Cost: MCr. 1 per ton.



### Advanced K Interface

A PIC comes equipped with the standard psionic interface points required to integrate psion and ship. An optional extra is to invest in high-end, military-grade interfaces and circuits, known as K interfaces. K interfaces boost psionic talent performance, adding a DM to all psionic talents used directly through the ship (Ship Integration is the obvious talent but others can also benefit).

K interfaces are not costed on hull size because they are localised to the PIC or wherever the psion is located for his duties. Neither is a PIC necessary to support a K interface; it can be installed into a standard bridge array. The interface is hardened against EMP but cannot be hardened against hostile psionics.

A K interface will serve only one psion. It can be shared but if multiple psions are to benefit concurrently, then multiple interfaces are needed.

K Interface Cost: MCr. 0.5 per +1 to psionic talent skill (to a maximum of +6).

### Standard Psion Helm Position

Only an integrated pilot requires a PIC. Psions occupying other helm or bridge positions need only the requisite, calibrated interfaces for their function. Each psion-enabled position adds a further 2% to the Bridge cost but produces no additional displacement.

Standard Psion Helm Position Cost: 2% of Bridge Cost.

### K Vault

Available at TL 15+, a K Vault is a psionic battery, storing psionic strength energy that can be drawn upon by integrated psions to supplement their own Psionic Strength. A K Vault can only be used where a K interface has been installed and to be able to handle the energy draw, the psion using the battery must have Psi and Endurance totalling 16 or more. If the Psi + End is less than 16, then using the K Vault results in the psion suffering a level of Psionic Trauma for every 5 points drawn, if he cannot succeed in a Psi + End roll of 10+.

The K Vault discharges psionic energy in 'blocks' of 1, 3 or 5 Psi Points, the psion controlling how much is drawn and when, though they can never draw more than their maximum Psi points at any one time. It is common for most psions to rely on their own Psi reserves before drawing on the vault's but this is not a requisite for use.

K Vaults come in capacities of 10, 20, 50, 80 and 100 points at a cost of 1 MCr. per 10 points of storage. The Vault displaces a number of tons equal to 10% of its capacity.

The Psi points stored in the battery are generated by psions themselves during resting periods. When not actively using psionics, the psion can direct Psi points into the battery as they are regenerated at whatever rate he chooses.

K Vault Cost: MCr. 1 per 10 points of storage.

### K Defence Grid

A defensive array, the K Defence Grid projects Psionic Strength points to form an energy shield that defends one particular facing or set of ship hit locations, from incoming energy and ballistic attacks.