



Scraps of paper danced loose spirals in the gutter, highlighted by the weak glow of a street lamp. The rumble of distant traffic and the low grumble of the sleeping city came to 'Red' Larson as he stopped before a vacant store front. Breathing softly, he reached out with his mind.

'I know he's here, I felt him earlier'. He thought as he searched for the object of his mission — a new recruit, an untrained mind of above average power. On the edge of his scan, a slight touch. As he began to focus, a sudden, terrifying noise; the sound of footsteps on pavement. Someone moving about, who didn't register on his scan.

Silently fading into the shadows of some steps, Red quickly set his mind shield. As the steps approached, he hugged the cool, damp stone. Two figures stopped in the light of the street lamp. Red fingered the butt of his illegal needle pistol. One of the men drew a small box from the pocket of his brown suit. As he adjusted a set of dials, both men stared at a small screen. 'Psi pigs!' Red cursed mentally. The two men exchanged comments and started off down an ill-lit side street. 'Damn', cursed Red as he loped across the street, 'THE HUNT IS ON!'

So begins a scenario of...

# PSI WORLD™

Included in this box are:

- PSI WORLD rules, complete and easily understandable.
- The PSI WORLD ADVENTURE with introductory adventures to get your campaign started.
- Master Character Sheet, suitable for photocopying.
- Game Master's Screen summarizing all major tables.
- Everything you need to begin play in an exciting world of adventure and psionic powers.

PSI WORLD offers over 75 different skills, 25 psionic disciplines, and over 90 specific psionic abilities for psionic characters.

The Gamemaster chooses the exact nature of the near future society in which the game takes place, deciding whether the Psis are an evil force and a threat to democratic institutions or that the government is using Psis as scapegoats to allow government to assume greater, dictatorial, powers. Players take the roles of either Psis or government security personnel, depending upon the background chosen for your campaign.

PSI WORLD is a fast paced game of action and excitement set in a near future world wherein psionic powers have appeared in a small portion of the human race. All you need add to the game are paper, pencils, and lots of your own imagination.



ROLE PLAYING GAME OF PSIONIC POWERS

# PSI WORLD<sup>TM</sup>

Design: DEL CARR & CHERON



# PSI WORLD™

Sample file

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**PSI WORLD** employs a variety of types of dice. These are all contained within the common six-sided and twenty-sided dice. The following conventions will apply for dice in the game:

d10 . . . . . use one d20 and read results as 1-10  
2d10 . . . . . as above, but add the two results  
d6 . . . . . one ordinary die with six sides  
d100 . . . . . two twenty-sided dice, the blue for the tens column and the white die for the ones column to get results of 01-100 (note at two zeros are read as 100, not 0).  
d3 . . . . . one six-sided die divided by two (rounded up)  
d2 . . . . . one six-sided die divided by three (rounded up)

This game is fondly dedicated to our daughter:

Rebecca Patricia Fitzgerald Carr

whose gestation coincided with that of the game.

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Thanks also to the cast of thousands who helped to playtest the system.

## INTRODUCTION PSI WORLD

A multi-sided game system in which the players may choose to belong to either side in a sociological and genetic clash of power. The game is set in a world (maybe Earth, maybe not) that is slightly more advanced than the present-day technologies. Regular shuttles service both space stations and lunar bases. The near planets and asteroids have been visited by manned probes. Giant solar collectors beam energy back from space to power an active society in which both software and hardware technologies are well advanced. But most importantly, major psionic powers have begun to breed true in certain special individuals.

Due to this development, society has fragmented. Norms (normals) view Psis (psionics) with fear and loathing. Psis are segregated and ostracized. They react by binding together for safety and political power. The government, whose majority is composed of norms, has created the Psi Police to monitor and regulate the criminal use of psionics.

Using the following rule system and preceeding background information, the referee may create a world in which ostracized and out-numbered Psis fight for survival against a paranoid and totalitarian government. Or is it valiant government agents battle cunning and vicious psionic revolutionaries and criminals? Both are possible within the game.

Note: Referees should feel free to alter the following rules in any manner deemed necessary to fit their adventure worlds. Background chrome has been kept to a minimum in the rules sections to allow more referee freedom in setting creation. For a closeup of part of the authors' playtest world, see Book 2, The Psi World Adventure, for scenarios and design ideas.

# 1 ATTRIBUTES

## 1A ATTRIBUTE GENERATION

Characters are defined by a series of attributes that numerically represent physical and mental abilities. These attributes are enumerated and discussed below.

### Strength (STR)

This is a measure of the character's physical strength, defining how much weight he or she can lift, and affecting performance of strenuous activities, such as hand-to-hand combat.

### Agility (AGL)

This is a measure of body control and balance. It affects the performance of physical activities such as combat and acrobatics.

### Dexterity (DEX)

This is a measure of manual coordination. It affects the performance of most craft, technical, and armed combat skills.

### Endurance (END)

This is a measure of the character's physical resistance and stamina. It affects the amount of damage the character can withstand.

### Intelligence (INT)

This is a measure of the memory, I.Q., and general mental ability. It affects the over-all performance of the character.

### Will (WIL)

This is a measure of the character's strength of mind. It is used as a protection against psionic attack.

### Psionic Power (PSI)

This is a measure of psionic strength. It is applicable only to psionic players. See the expanded explanations under Psionics.

Characteristics are generated randomly by the use of two ten-sided dice (2d10). Two methods are recommended, the random method and the design method.

**Random method:** 2d10 are rolled and added for each attribute in order, and the numbers are recorded sequentially.

**Design method:** 2d10 are rolled and added. This is done six (or seven, for psionics) times, and the numbers recorded. The numbers are then assigned to the attributes as desired.

*Example: To show how character generation works, we will generate 'Red' Larson from the introduction. We will be seeing quite a bit of Red throughout the rule system as we proceed.*

Name: Red Larson

Type: Psionic •

Strength . . . . . 10+8=18  
Agility . . . . . 7+9=16  
Dexterity . . . . . 9+1=10  
Endurance . . . . . 6+5=11  
Intelligence . . . . . 4+1=5  
Will . . . . . 7+2=9  
Psionics . . . . . 3+4=7

*\*Note: The decision as to whether a character is Psi or Norm is left totally up to the player, although the referee may state a desire for only one character type for a specific scenario.*

*Looking at Red's attributes, we see that he is strong on physical attributes (STR and AGL are above average, and DEX and END are*

*average); while his mental attributes are weak (INT is below average, WIL is average, and PSI is low to average). Thus, Red is more of a doer than a thinker.*

## 1B ATTRIBUTE SAVING THROWS (AST)

For each attribute, except PSI, an attribute saving throw will be generated. This is done by multiplying the stat in question by four.

Attribute saving throws are used when the character wishes to perform an action not covered by one of the listed skills. Under no circumstances should an AST replace a skill. (i.e. a character may not request an AST in order to pick a lock when he doesn't have locksmith skills). ASTs may be modified by the referee to fit the situation. The player must roll equal to or less than the AST on d100 to accomplish the desired action.

*Example: Red wishes to leave a bar by jumping through the plate-glass window as the police have just come through the front door after him. His AGL is 16, so his AST, in this case, would be 64 (16x4). Now suppose that the lights had just gone out and that there were four men locked in mortal combat in front of the window. The referee would probably modify Red's chances to 48 (16x3) or even 32 (16x2).*

*Note that modifications can also be expressed as pluses or minuses to the AST, such as giving Red a -20 or -30 on his roll.*

## 1C ATTRIBUTE-BASED MODIFIERS

A character's attributes will modify his/her performance. These modifications are explained in the following tables. For more information on the functioning of the modifiers, see the appropriate section under Combat.

### 1C.1 INITIATIVE FACTOR

Initiative factor is used to determine which character will act first in a given round. To find the factor, add the AGL and WIL scores and divide by two, rounding up.  $(AGL+WIL)/2$ .

In practice, all characters involved in a given situation will roll a six-sided die (1d6) and add their initiative factor. The highest number acts first, then the next highest, and so on. In the case of a tie, the highest base initiative factor has first action. If both base initiative factors are equal, then the actions are considered to be simultaneous.

### 1C.2 DEFENSE BONUS

In combat, a character's attributes will make him/her either easier or harder to hit. To find a character's defense bonus, consult the following tables, add the results together. The number may be positive or negative.

Agility		Intelligence	
01-05	+5	01-05	+2
06-07	+2	06-07	+1
08-12	0	08-12	0
13-14	-2	13-14	-1
15-16	-5	15-16	-2
17-18	-10	17-18	-5
19-20	-15	19-20	-10



Note: These bonuses apply only if the character is aware of the attack.

A character's defense bonus is added to the opponent's roll to hit the character. A negative number means your character is harder to hit; a positive number, easier.

### 1C.3 BONUS TO HIT

A character's attributes will modify his/her ability to hit a given target in a combat situation. These modifiers apply to all attempts to strike or hit a target.

Dexterity		Intelligence	
01-05	-5	01-05	-2
06-07	-2	06-07	-1
08-12	0	08-12	0
13-14	+2	13-14	+1
15-16	+5	15-16	+2
17-18	+10	17-18	+5
19-20	+15	19-20	+10

The results of these tables are added together to get the character's bonus to hit. A negative number represents a minus due to poor coordination.

### 1C.4 DAMAGE BONUS

In combat, a character's attributes will affect the amount of damage done to an opponent. These bonuses apply to all full-strength or unimpeded attacks. A character at half hit points or less is not entitled to these bonuses; any positive bonuses will be forfeited, and negative bonuses will be doubled. The referee may also deny these bonuses based on the situation.

Projectile Weapons (DEX + INT)/2		Hand-Held Weapons (STR + AGL)/2	
01-05	-2	01-05	-2
06-07	-1	06-07	-1
08-12	0	08-12	0
13-14	+1	13-14	+1
15-16	+2	15-16	+2
17-18	+3	17-18	+4
19-20	+4	19-20	+6

This bonus is added to the character's damage roll after a hit has been scored. Any hit will do a minimum amount of one (1) point of damage, even if the results of the damage modifiers indicate a negative number.

Example: Looking at Red's character sheet . . .

NAME: Red Larson

TYPE: Psionic

		AST*
STR	18	72
AGL	16	64
DEX	10	40
END	11	44
INT	5	20
WIL	9	36
PSI	7	—

\*Attribute Saving Throw

Initiative Factor:  $(16+5)/2=10.5$  round to 11.  
 Defense Bonuses: AGL=-5, INT=+2, Total -3  
 Damage Bonuses:  
 Projectile:  $(10+5)/2=8$  Bonus=0  
 Hand Held:  $(18+16)/2=17$  Bonus=+4  
 Bonus to Hit: DEX=0, INT=-2, Total -2

### 1C.5 HIT POINTS

Hit points represent the amount of damage a character can suffer before being disabled or dying. Hit points are found by adding the average of Strength and Will to Endurance and dividing by two (e.g.  $[(STR+WIL)/2+END]/2$ ). This yields a Hit Point Number (HPN). One three-sided die (1d3) is rolled for each point of the HPN. This yields a character's hit point base, which is modified by the tables below for each of the three attributes.

Strength and Will		Endurance	
01-05	-2	01-05	-2
06-07	-1	06-07	-1
08-12	0	08-12	0
13-14	+1	13-14	+1
15-16	+2	15-16	+2
17-18	+3	17-18	+4
19-20	+4	19-20	+6

The hit point bonus from these tables is added to the character's hit point base. This is the total number of hit points the character will ever have, unless he/she raises his/her attributes in some way. Then, the hit points are refigured. Note that any character with zero or less hit points after modification is considered to have died at birth. Roll a new character, and better luck next time.

Hit points are also found for specific body areas. This is done using the following table.

Head:	5 + 10% of total hit points
Chest:	6 + 25% of total hit points
Abdomen:	6 + 25% of total hit points
Each Arm:	4 + 10% of total hit points
Each Leg:	4 + 10% of total hit points

Hit points are lost in combat whenever the character sustains damage. The amount of damage is subtracted from both the specific area hit and the total. If the total hit points are reduced to zero, the character is considered unconscious, and can be revived only by professional medical attention. If total hit points go into the negative, the character is considered to be mortally wounded and slowly dying. The character's Endurance rating is the number of rounds that the individual can survive a negative hit point rating without medical attention. Treatment may be attempted at any time before the endurance limit is reached. If treatment is not begun in time or is unsuccessful, the character is considered dead.

A character reduced to negative hit points will continue to lose one point per round until either he/she dies or gets medical attention.

Effects of wounds to specific areas, when damage is greater than area hit points are as follows:

Head	Unconscious for minimum of one hour, plus one hour per point over area total.
Chest or Abdomen	Movement, attack, and defense all at one-half normal.
Arm	Arm disabled, not usable until healed.
Leg*	Leg disabled, movement at 1/2 normal.

\*Note: If both legs are disabled, character is down, and actions are severely restricted. For more information on disabling effects of wounds, see the Combat section. For healing, see Skills.

A character subtracts from his total only the amount of damage the area could have taken at maximum strength.

Example:

It is time to figure Red's hit points. The average of his strength (18) and his will (9) is 13.5, which rounds up to 14. Adding this to his endurance (11) and dividing by two, we get 12.5, which rounds up to 13. Red's player now rolls 13 d3 for the hit point base. Having a bad day with the dice, he only rolls 18 for the base number of hit points.

Checking the bonus charts, we see that Red receives a bonus of +3 due to his Strength. Both his Will and Endurance are in the 08-12 range, so he gets no bonuses there. Red has a total of 21 hit points.

Using the area hit point tables, we get the following area figures: Head: 7, Chest: 11, Abdomen: 11, R. Arm: 6, L. Arm: 6, R. Leg: 6, L. Leg: 6.

In figuring the percentages for the individual areas, round to the nearest whole number. Thus 10% of 21 = 2.1 or 2. If the decimal is .5 or above, round up, if below .5, round down.

Now suppose that Red gets into a fight and sustains ten points of damage to his right arm. The arm can only take 6 points, so it is totally disabled, and 6 points are subtracted from the total hit points for the character.

### 1C.6 SHOCK RESISTANCE

When a character sustains a disabling wound, there is a chance that he/she will be knocked out or otherwise rendered inactive. If a disabling