

D3.1 Using a Psionic Talent

To activate a talent, the psion must make a skill check using the appropriate talent (Telepathy, Telekinesis, etc), adding his Psionic Strength characteristic DM and any other DMs. He must also spend the listed number of Psionic Strength points if he succeeds, or one point if he fails. If this cost brings him below zero Psionic Strength, then any excess points are applied to his Endurance score as damage. A character with no Psionic Strength points cannot attempt to activate a power.

Using a talent in combat is a significant action.

Many abilities are ranged. The Psionic Range table lists the number of points to project psionic abilities out to a given range – these must be paid as well as any points to activate the ability. Each talent has a different set of costs, with the exception of Awareness – all Awareness abilities apply to the Psion only.

D3.2 Range

Psionic range costs are paid based on range bands based on those used in personal combat or communication devices. These are defined in the *Psionic Range Costs Table*.

Table: Psionic Range Costs

Range	Distance to Target (max)	Clairvoyance	FTL Mode	Tele-hypnosis	Tele-kinesis	Tele-pathy	Tele-portation
Personal	1.5 m	0	---	1	0	0	1
Close	3 m	0	---	2	2	1	1
Short	12 m	1	---	2	4	1	2
Medium	50 m	1	---	3	5	2	2
Long	250 m	2	---	3	7	2	3
Very Long	500 m	2	---	4	9	3	3
Distant	5 km	3	---	---	---	3	4
Very Distant	50 km	3	---	---	---	4	4
Regional	500 km	4	---	---	---	4	5
Continental	5,000 km	4	7	---	---	5	5
S Deathly	2 Sectors	---	6	---	---	---	---
V Deathly	3 Sectors	---	7	---	---	---	---
E Deathly	4 Sectors	---	8	---	---	---	---
I Deathly	5 Sectors	---	9	---	---	---	---

For Deathly Range, S=Somewhat, V=Very, E=Extremely, I=Insanely