

Psycasting

Psycasts are psychic abilities that allow the user to influence reality in ways that seem impossible. Psycasters accomplish this by connecting to the psychic field, a mysterious force first discovered by [The Empire](#).

To use psycasts, a player must first have a Psylink level equal or greater than the level of the psycast. A player may have up to 6 levels of psylink. These levels can be gained either by acquiring a Psylink Neuroformer, or by meditating at an Anima tree. Only certain [Backstories](#) allow meditation at Anima trees.

Psycasting is limited by the amount of Psyfocus available to the user and their Neural Heat limit.

Psyfocus

Psyfocus is a pool of energy built through meditation. Each psycast requires a percentage of psyfocus to be expended. If there is not enough psyfocus available, the psycast cannot be used.

Certain structures and items grant increased psyfocus gain during meditation, such as shrines and sculptures. High level psycasters of The Empire meditate on special Meditation Thrones. Psyfocus gain can also be increased through the use of certain drugs.

Neural Heat

A psycaster's neural heat limit is the primary limitation to how many psycasts they can perform in a given period of time. Each psycast gives the caster a certain amount of neural heat. The psycaster's neural heat limit can be exceeded to use further psycasts, but with certain consequences.

Heat naturally decreases over time, with faster rates provided by additional levels of psylink. Certain items, such as Eltex items, can help dissipate neural heat more quickly.

Psycast Table

The following table is for quick reference. See the full description of each psycast for full effects.

Level	Name	Effect	Range	Duration	Area	Heat	Psyfocus
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Level	Name	Effect	Range	Duration	Area	Heat	Psyfocus
1	Burden	Slows target	30	20s	Target	8	1%
1	Painblock	Suppresses pain	25	100s	Target	8	1%
1	Stun	Stop target	20	5s	Target	12	1%
1	Chunk Skip	Throw objects	25	Instant	Target	14	5%
1	Solar Pinhole	Creates light	25	5 days	15	0	10%
2	Blinding Pulse	Blinds targets	25	30s	7	20	1%
2	Water Skip	Douses area	25	Instant	6	25	1%
3	Beckon	Summon target	20	10s	Target	20	1%
3	Chaos Skip	Random teleport	25	Instant	Target	18	1%
3	Vertigo Pulse	Confuses target	25	20s	7	30	1%
4	Smokepop	Creates smoke	25	30s	7	30	1%
4	Skip	Teleports target	28	Instant	Target	25	1%
4	Focus	Boosts senses	28	50s	Target	15	5%
4	Wallraise	Creates wall	25	Instant	3	35	1%
5	Berserk	Induces berserk	20	10s	Target	40	5%
5	Flashstorm	Creates storm	20	100s	14	65	5%
5	Invisibility	Hides target	20	20s	Target	45	5%

Level	Name	Effect	Range	Duration	Area	Heat	Psyfocus
5	Far Skip	Long Range Teleport	Planetary	Instant	5	0	75%
6	Berserk Pulse	Mass berserk	15	10s	5	65	5%
6	Mass Chaos Skip	Random area teleport	25	Instant	17	40	5%
6	Skipshield	Shields from projectiles	25	20s	9	65	5%
6	Manhunter Pulse	Animal berserk	35	50s	60	50	5%
6	Neuroquake	Mass psychosis	User	Instant	60	0	100%

Psycasts

Burden

Slow the target for a short time by suppressing motor activity in the brain.

One organic target up to 30 tiles away has their speed reduced by half for 20 seconds.

Painblock

Block pain pathways in the target's brain for a short time. This can allow a person to move and act even with grievous injuries which would normally incapacitate them.

Negates the effects of the Bloodied state on one organic target up to 25 tiles away for 100 seconds.

Stun

Momentarily disrupt motor function in the target's brain, preventing any movement.

Prevents one organic entity up to 20 tiles away from taking any actions for 5 seconds.

Chunk Skip

Skip 5 chunks of rock or slag and scatter them near the target point. This is useful for producing cover during offensive operations.

Teleport up to five inanimate objects within a 25 tile radius towards a point you choose within the radius. These objects will not intersect with any other objects or entities, and must land in a configuration of 5 adjacent tiles.

Solar Pinhole

Generate a microscopic skipgate linked to the core of a nearby star. Solar material leaks through the pinprick in spacetime, illuminating and warming the surrounding area with daylight until it closes.

Creates daylight and heat in a 12 tile radius for 5 days. Can be cast up to 25 tiles away. The microscopic skipgate is too small to interact with solid objects or entities.

Blinding Pulse

Induce noise in the visual centers of the brain, obscuring vision of everyone near the target point.

Reduces vision of organic entities for 30 seconds within a 7 tile radius, which can be cast up to 25 tiles away. Blinded entities have a +3 applied to their Chance To Hit threshold when making a ranged attack.

Water Skip

Douse a target in water, extinguishing fires. The water is archotechnologically skipped from distant bodies of water or underground aquifers.

Creates a brief downpour of water in a 6 tile radius, extinguishing fires and otherwise soaking anything in the area. Can be cast up to 25 tiles away.

Beckon

Psychically command the target to approach the caster.

Forces one organic entity up to 20 tiles away to move towards the caster. The target is unable to take any actions on their turn except for movement. Lasts for 10 seconds or until the target is struck by an attack.