

PSIONIC POWERS SYSTEM

Expanded d10 Edition for Raygun-Slingers

Instructions: Roll a d10 for each category to design psionic abilities, disciplines, and psychic character concepts. Mix and match to create unique mental powers for your frontier psychics!

PART 1: PSIONIC DISCIPLINES

Major categories of mental powers

PRIMARY DISCIPLINE

d10	Example Answer
1	Telekinesis - Move objects with mind, from pebbles to starships
2	Pyrokinesis - Generate and control flame through thought
3	Cryokinesis - Freeze matter by slowing molecular motion
4	Telepathy - Read minds, send thoughts, mental communication
5	Mind Control - Dominate wills, puppet bodies, rewrite memories
6	Precognition - See future possibilities, danger sense, probability manipulation
7	Psychometry - Read object histories through touch
8	Astral Projection - Separate consciousness from body, scout remotely
9	Biokinesis - Manipulate living tissue, heal or harm with thought
10	Technokinesis - Interface with machines mentally, no tools needed

SECONDARY DISCIPLINE

d10	Example Answer
1	Electrokinesis - Generate and redirect electrical energy
2	Gravitokinesis - Alter gravity fields locally
3	Photokinesis - Bend light, create illusions, turn invisible
4	Sonic Manipulation - Control sound waves as weapon or tool
5	Molecular Agitation - Vibrate matter to phase through walls
6	Empathy - Sense and manipulate emotions
7	Clairvoyance - See distant locations in real-time

8	Psychic Shields - Block mental intrusion and energy attacks
9	Psychic Tracking - Follow mental signatures across distances
10	Dream Walking - Enter and manipulate others' dreams

RARE/EXOTIC POWER

d10	Example Answer
1	Chronokinesis - Slow, stop, or rewind time in small areas
2	Probability Warping - Nudge luck and outcomes subtly
3	Psionic Vampirism - Drain mental energy from others to empower self
4	Gestalt Linking - Merge minds temporarily into shared consciousness
5	Psychic Echoes - Leave mental recordings in locations
6	Astral Constructs - Manifest solidified thought-forms
7	Death Touch - Psychically stop biological functions
8	Memory Theft - Extract and store others' memories permanently
9	Psionic Possession - Permanently transfer consciousness to new body
10	Reality Anchoring - Immune to reality-warping, nullify nearby powers

POWER SOURCE/ORIGIN

d10	Example Answer
1	Radiation mutation - Atomic exposure awakened latent abilities
2	Alien heritage - Descended from psychic species
3	Experimental augmentation - Corporate lab created psionics artificially
4	Near-death experience - Trauma unlocked hidden potential
5	Ancient artifact bond - Relic amplifies natural sensitivity
6	Trained discipline - Years of meditation and mental exercises
7	Symbiotic organism - Alien parasite grants psionic access
8	Quantum consciousness - Brain evolved to perceive probability fields
9	Collective unconscious tap - Connected to species-wide psychic network
10	Unknown - Powers manifested spontaneously, origin mystery

PART 2: TELEKINETIC ABILITIES

Moving matter with mind alone

BASIC TELEKINESIS

d10	Example Answer
1	Object Pull - Summon small items to hand (under 10 lbs)
2	Force Push - Shove targets back 10-30 feet
3	Levitation - Float self or others slowly
4	Precision Grip - Manipulate tiny objects (lock picks, surgery)
5	Crushing Force - Compress objects telekinetically
6	Shield Projection - Create invisible barriers
7	Weapon Control - Wield melee weapons remotely
8	Guided Projectiles - Curve bullets or thrown objects mid-flight
9	Object Acceleration - Throw items at high velocity
10	Fine Manipulation - Operate devices without touching

ADVANCED TELEKINESIS

d10	Example Answer
1	Mass Levitation - Lift vehicles or multiple people simultaneously
2	Molecular Disassembly - Break objects into component atoms
3	Kinetic Barrier - Deflect bullets and energy weapons
4	Flight - True self-propelled aerial movement
5	Telekinetic Storm - Swirl debris into devastating vortex
6	Force Choke - Crush windpipes from across room
7	Structural Stress - Weaken buildings, collapse bridges
8	Electromagnetic Pulse - Disrupt electronics through force manipulation
9	Directed Vacuum - Create localized areas of zero pressure
10	Gravitational Lensing - Bend space to distort perception

MASTER TELEKINESIS

d10	Example Answer
1	Orbital Bombardment - Pull asteroids from orbit as weapons
2	Telekinetic Surgery - Operate on bodies without incisions

3	Force Singularity - Create crushing gravity wells
4	Molecular Reconstruction - Reshape matter into new forms
5	Kinetic Absorption - Store kinetic energy and release explosively
6	Tectonic Manipulation - Trigger earthquakes or volcanic eruptions
7	Atmospheric Control - Move weather patterns telekinetically
8	Starship Catch - Halt spacecraft in flight
9	Nuclear Containment - Compress fusion reactions safely
10	Dimensional Tear - Rip holes in spacetime fabric

PART 3: PYROKINESIS & ENERGY MANIPULATION

Control of thermal and energetic forces

BASIC PYROKINESIS

d10	Example Answer
1	Ignition - Start fires by raising combustion temperature
2	Flame Shaping - Control existing fire's direction and intensity
3	Heat Sense - Detect thermal signatures through walls
4	Cauterize - Seal wounds with controlled burns
5	Smoke Screen - Generate obscuring smoke clouds
6	Flame Immunity - Resist heat and fire damage
7	Pilot Light - Maintain small flame indefinitely (lighter replacement)
8	Flash Fire - Brief intense burst of flame
9	Heat Metal - Make objects too hot to touch
10	Thermal Vision - See heat patterns in darkness

ADVANCED PYROKINESIS

d10	Example Answer
1	Plasma Generation - Create superheated matter state
2	Flame Constructs - Shape fire into temporary solid forms
3	Backdraft - Suck oxygen from area to smother flames or suffocate
4	Napalm Wave - Sticky burning gel that clings and spreads
5	Thermal Absorption - Drain heat to freeze or store for later release
6	Fire Shield - Surround self in protective flames
7	Precision Cutting - Use focused heat to slice through materials
8	Explosive Combustion - Detonate flammable materials remotely
9	Wildfire Spread - Command fire to consume specific targets only
10	Ash Manipulation - Control burnt residue as obscuring weapon

CRYOKINESIS (COLD MANIPULATION)

d10	Example Answer
1	Flash Freeze - Instantly ice over surfaces or liquids
2	Ice Construct - Create weapons, barriers, or structures from ice

3	Hypothermia Touch - Drain body heat on contact
4	Freeze Ray - Project beam of intense cold
5	Snow Blindness - Create localized blizzard conditions
6	Cryogenic Preservation - Suspend targets in stasis
7	Brittle Fracture - Freeze objects then shatter them
8	Cold Snap - Drop temperatures in entire area rapidly
9	Ice Skating - Create ice path for enhanced mobility
10	Absolute Zero Sphere - Small area of molecular stillness (near-total freeze)

ELECTROKINESIS (LIGHTNING CONTROL)

d10	Example Answer
1	Static Shock - Deliver painful but non-lethal jolts
2	Lightning Bolt - Channel electricity as damaging strikes
3	EMP Burst - Disable electronics in area
4	Magnetic Manipulation - Move metal through induced fields
5	Nervous System Override - Puppet bodies via bioelectric control
6	Chain Lightning - Strike multiple targets sequentially
7	Electric Absorption - Drain power from batteries, grids
8	Storm Calling - Summon or redirect natural lightning
9	Railgun Effect - Accelerate metal projectiles electromagnetically
10	Tesla Cage - Create prison of electric arcs

PART 4: TELEPATHY & MIND CONTROL

Mental invasion and domination

BASIC TELEPATHY

d10	Example Answer
1	Surface Thoughts - Read active conscious thoughts nearby
2	Mental Message - Send words directly to another's mind
3	Emotion Sense - Feel others' emotional states
4	Lie Detection - Know when someone speaks falsely
5	Psychic Link - Establish two-way communication channel
6	Memory Glimpse - See recent memories when touching person
7	Mental Eavesdrop - Listen to nearby mental conversations
8	Empathic Projection - Make others feel specific emotions
9	Psychic Scream - Painful mental shout that disorients
10	Mind Blank - Shield own thoughts from other telepaths

ADVANCED TELEPATHY

d10	Example Answer
1	Deep Scan - Access buried memories and subconscious
2	Mental Domination - Force simple actions ('sleep,' 'drop weapon')
3	Mass Telepathy - Communicate with groups simultaneously
4	Memory Editing - Alter or erase specific recollections
5	Psychic Illusion - Plant false sensory experiences
6	Mental Maze - Trap consciousness in confusing thought-prison
7	Skill Borrowing - Temporarily access another's knowledge/abilities
8	Psychic Tracking - Follow mental signature across miles
9	Dream Insertion - Plant ideas during sleep
10	Hivemind Formation - Link multiple minds into collective

MASTER MIND CONTROL

d10	Example Answer
1	Total Possession - Completely pilot another's body
2	Personality Rewrite - Fundamentally change someone's identity

3	Mental Command Network - Control dozens simultaneously
4	Psychic Virus - Plant compulsion that spreads to others mentally
5	Memory Theft - Extract and store others' experiences permanently
6	Neural Override - Turn enemies into allies permanently
7	Consciousness Transfer - Swap minds between bodies
8	Psychic Assassination - Cause brain death remotely
9	Collective Unconscious Access - Tap into species-wide mental network
10	Reality Consensus - Convince group to perceive false reality

EMPATHIC ABILITIES

d10	Example Answer
1	Emotional Radar - Sense all feelings in area
2	Calm Presence - Radiate peace to de-escalate conflicts
3	Fear Projection - Induce terror or specific phobias
4	Loyalty Amplification - Strengthen existing bonds and devotions
5	Emotional Absorption - Take on others' feelings to relieve them
6	Rage Inducement - Drive targets into berserker fury
7	Love/Attraction - Make targets feel affection toward you
8	Despair Wave - Crush hope and motivation in area
9	Euphoria Burst - Create overwhelming pleasure/joy
10	Emotional Echo - Leave lingering feelings in locations

PART 5: PRECOGNITION & TIME MANIPULATION

Perceiving and altering temporal flow

PRECOGNITIVE ABILITIES

d10	Example Answer
1	Danger Sense - Warning moments before harm
2	Combat Prediction - Know enemy's next move in fights
3	Probability Vision - See multiple possible futures briefly
4	Oracle Dreams - Vague prophetic visions during sleep
5	Tactical Foresight - Plan battles by seeing outcomes
6	Lucky Intuition - Subconscious guidance toward favorable choices
7	Death Sense - Know when someone nearby will die soon
8	Pattern Recognition - Identify cause-effect chains before they complete
9	Temporal Echo - See events that happened in location recently
10	Future Memory - Remember things that haven't happened yet (confusing)

TIME PERCEPTION

d10	Example Answer
1	Bullet Time - Perceive time slower, react faster
2	Temporal Acceleration - Speed up own time stream (appear to move faster)
3	Time Freeze - Stop time for everyone but self (brief duration)
4	Aging Sight - See how person/object will decay over time
5	Historical Vision - Witness past events in location
6	Timeline Branching - Perceive alternate reality versions of present
7	Temporal Anchor - Resist time manipulation effects
8	Stasis Field - Freeze objects in temporal suspension
9	Time Loop - Trap target in repeating moment
10	Causality Vision - See exact chain of events leading to outcome

LIMITED CHRONOKINESIS

d10	Example Answer
1	Personal Rewind - Reset own position/condition 6 seconds back
2	Object Restoration - Reverse damage to item's previous state

3	Accelerated Healing - Speed up biological recovery processes
4	Temporal Duplication - Summon past/future self briefly
5	Age Manipulation - Make target younger or older
6	Time Debt - Borrow future energy/health for present boost (must repay)
7	Slow Field - Reduce time flow in area (bullets crawl, enemies sluggish)
8	Fast Forward - Skip ahead personally while world continues normally
9	Temporal Imprisonment - Lock target in frozen moment indefinitely
10	Causality Alteration - Change one past decision's outcome locally

PART 6: EXOTIC & SUPPORT PSIONICS

Utility and unusual mental powers

CLAIRVOYANCE & REMOTE VIEWING

d10	Example Answer
1	Eagle Eye - See distant locations in real-time
2	Psychic Tracking - Follow mental signature to find person
3	Object Location - Sense direction to known item
4	Aura Reading - Perceive emotional/spiritual energy fields
5	X-Ray Vision - See through solid matter
6	Microscopic Vision - Perceive cellular/atomic level detail
7	Night Vision - See clearly in total darkness
8	Astral Projection - Send consciousness to explore remotely
9	Spatial Awareness - Know exact layout of surrounding area
10	Targeting Sight - Lock onto distant targets through obstacles

PSYCHOMETRY & OBJECT READING

d10	Example Answer
1	Touch History - See object's past owners and uses
2	Residual Emotions - Feel feelings associated with item
3	Crime Scene Analysis - Reconstruct events through psychic traces
4	Weapon Imprint - Learn fighting techniques from handled weapons
5	Ancestral Memory - Access memories of bloodline through heirloom
6	Psychic Forensics - Determine cause of death by examining body
7	Architectural Reading - Understand building's purpose and history
8	Book Absorption - Gain knowledge from text without reading
9	Technology Insight - Understand device function through touch
10	Cursed Object Detection - Sense malevolent psychic energy

BIOKINESIS (BIOLOGICAL MANIPULATION)

d10	Example Answer
1	Healing Touch - Accelerate natural healing processes
2	Pain Suppression - Numb nerve endings mentally

3	Disease Purge - Eliminate infections and toxins
4	Regeneration Boost - Regrow damaged tissue over time
5	Genetic Reading - Understand biological traits through scan
6	Mutation Inducement - Cause beneficial or harmful changes
7	Metabolic Control - Speed up or slow body functions
8	Neural Rewiring - Repair brain damage or improve cognition
9	Flesh Shaping - Sculpt living tissue (healing or harm)
10	Bio-Feedback Control - Master autonomic functions (heart rate, breathing)

TECHNOKINESIS (MACHINE INTERFACE)

d10	Example Answer
1	Electronic Empathy - Sense machine status and function
2	Wireless Hacking - Access computers/networks mentally
3	Device Control - Operate technology without touching
4	System Diagnosis - Instantly identify malfunctions
5	Program Rewriting - Alter software through thought
6	AI Communication - Speak directly with artificial intelligences
7	Mechanical Sabotage - Cause equipment failures remotely
8	Power Draw - Drain or reroute electrical energy
9	Technological Assimilation - Integrate with machines temporarily
10	Digital Consciousness - Upload mind into computer systems

PART 7: PSIONIC WEAKNESSES & COSTS

Every power demands a price

PHYSICAL COSTS

d10	Example Answer
1	Nosebleeds - Blood vessels burst during intense use
2	Migraines - Crippling headaches after prolonged power use
3	Seizures - Risk of convulsions when pushing limits
4	Accelerated Aging - Each use steals days from lifespan
5	Exhaustion - Powers drain stamina like physical exertion
6	Tremors - Hands shake, fine motor control degrades
7	Vision Degradation - Eyes suffer damage, eventual blindness
8	Internal Bleeding - Organs stress under psionic strain
9	Radiation Sickness - Powers generate harmful energy byproducts
10	Cellular Breakdown - Body literally falls apart from overuse

MENTAL COSTS

d10	Example Answer
1	Psychic Feedback - Feel pain/emotions inflicted on others
2	Memory Loss - Forget personal memories each time powers used
3	Personality Fracture - Develop multiple identities from mental strain
4	Empathic Overload - Can't filter emotions, overwhelmed constantly
5	Insomnia - Nightmares and visions prevent restful sleep
6	Paranoia - Hearing thoughts makes trust impossible
7	Dissociation - Difficulty distinguishing self from others mentally
8	Addiction - Crave the sensation of using powers
9	Cognitive Degradation - Intelligence and reasoning decay over time
10	Possession Vulnerability - Mind weakened, susceptible to hostile entities

SOCIAL CONSEQUENCES

d10	Example Answer
1	Psychic Beacon - Other psionics can sense you constantly
2	Uncontrolled Broadcasts - Thoughts leak to nearby people

3	Emotional Contagion - Your feelings affect everyone around you
4	Isolation - Normal people fear/shun psionics
5	Corporate Target - Companies want to study/weaponize you
6	Religious Persecution - Some cultures view psionics as evil
7	Legal Restrictions - Psionic use regulated or banned in many systems
8	Psychic Predator Attraction - Dangerous entities hunt powerful minds
9	Memory Contamination - Absorb others' traumas and experiences
10	Identity Crisis - Difficult to maintain sense of self

ENVIRONMENTAL LIMITATIONS

d10	Example Answer
1	Radiation Interference - Powers fail or backfire near atomic sources
2	Electromagnetic Disruption - Strong fields block or scramble abilities
3	Psychic Dampening - Certain materials nullify powers (lead, specific alloys)
4	Distance Decay - Range severely limited, effectiveness drops off
5	Living Matter Only - Cannot affect inorganic substances
6	Line of Sight Required - Must see target to affect them
7	Concentration Dependent - Any distraction breaks effect
8	Vocal Component - Must speak/chant to activate powers
9	Gesture Required - Need hand movements, vulnerable if restrained
10	Full Moon Cycle - Powers only work during specific times

PART 8: PSIONIC POWER SCALING

From novice to reality-breaker

NOVICE TIER (LEVELS 1-3)

d10	Example Answer
1	Inconsistent - Powers work only 50% of the time
2	Single Target - Affects one person/object at a time
3	Touch Range - Must make physical contact
4	Brief Duration - Effects last seconds only
5	Low Intensity - Weak damage, easily resisted
6	High Cost - Each use exhausting or painful
7	Uncontrolled - Powers trigger unpredictably under stress
8	Requires Focus - Must concentrate fully, can't multitask
9	Limited Applications - One narrow use per power
10	Training Wheels - Need props, rituals, or verbal components

ADEPT TIER (LEVELS 4-6)

d10	Example Answer
1	Reliable - Powers function consistently when called upon
2	Small Group - Affect 2-5 targets simultaneously
3	Short Range - Powers work within 30 feet
4	Sustained - Maintain effects for minutes
5	Moderate Power - Respectable damage or control
6	Manageable Cost - Can use several times before exhaustion
7	Controlled - Activate at will, no accidents
8	Combat Viable - Can use powers while fighting
9	Versatile - Multiple applications per discipline
10	Refined Technique - Fewer limitations, smoother execution

MASTER TIER (LEVELS 7-9)

d10	Example Answer
1	Effortless - Powers are second nature, no conscious thought needed
2	Mass Effect - Affect dozens of targets or large areas

3	Long Range - Powers work across miles
4	Permanent - Can make lasting changes that persist
5	Devastating - Lethal damage, absolute control
6	Efficient - Minimal costs, can use powers extensively
7	Subtle - Powers nearly undetectable when used
8	Instinctive - Powers activate reflexively for defense
9	Creative - Invent new applications constantly
10	Specialized - Unique signature techniques developed

LEGENDARY TIER (LEVEL 10+)

d10	Example Answer
1	Godlike - Rewrite local reality through force of will
2	Army Killer - Affect hundreds or thousands simultaneously
3	Global Reach - Powers work across planet or in orbit
4	Reality Alteration - Change fundamental laws locally
5	Apocalyptic - Can destroy cities or spacecraft
6	Unlimited - No meaningful resource costs
7	Passive Aura - Powers always active defensively
8	Automatic - Powers trigger before conscious awareness
9	Transcendent - Invented entirely new psionic disciplines
10	Immortal - Consciousness persists beyond physical death

PART 9: PSIONIC COMBAT APPLICATIONS

Using mental powers in fights

OFFENSIVE APPLICATIONS

d10	Example Answer
1	Psychic Lance - Focused mental attack causing stunning pain
2	Kinetic Barrage - Hurl multiple objects as projectiles
3	Mind Crush - Overload target's consciousness painfully
4	Pyro Assault - Engulf enemies in flames
5	Brain Hemorrhage - Burst blood vessels in target's head
6	Telekinetic Impalement - Levitate and thrust sharp objects
7	Electric Execution - Channel lethal voltage through target
8	Hallucination Trap - Make enemies attack phantoms
9	Molecular Disruption - Vibrate matter apart at atomic level
10	Temporal Displacement - Briefly erase target from timeline

DEFENSIVE APPLICATIONS

d10	Example Answer
1	Kinetic Barrier - Block bullets and melee attacks with force
2	Mental Fortress - Immune to telepathic intrusion
3	Precognitive Dodge - Know where attacks will land, avoid them
4	Flash Freeze Shield - Instant ice wall protection
5	Probability Shield - Attacks statistically 'miss' around you
6	Pain Immunity - Shut off nerve receptors during combat
7	Regenerative Trance - Heal mid-combat while conscious
8	Redirect - Send attacks back toward originator
9	Phase Shift - Become intangible briefly
10	Time Dilation - Slow time around self, effectively super-speed

TACTICAL APPLICATIONS

d10	Example Answer
1	Battlefield Clairvoyance - Know all enemy positions constantly
2	Emotion Manipulation - Turn enemies cowardly or allies brave

3	Telekinetic Repositioning - Move allies to safety or enemies into danger
4	Psychic Communication - Silent coordination with team
5	Weapon Enhancement - Supercharge allies' firearms telekinetically
6	Illusion Warfare - Create phantom reinforcements or hide actual forces
7	Mind Link Tactics - Share senses and thoughts for perfect coordination
8	Environmental Control - Reshape battlefield with pyro/cryo/telekinesis
9	Precognitive Planning - Know enemy strategy before they execute
10	Techno-Sabotage - Disable enemy vehicles, weapons, communications

CROWD CONTROL

d10	Example Answer
1	Mass Sleep - Put groups into unconsciousness
2	Telekinetic Binding - Pin multiple enemies in place
3	Fear Aura - Cause panic and fleeing behavior
4	Mind Maze - Trap consciousnesses in mental prison
5	Gravitational Crush - Slam multiple targets to ground
6	Chain Lightning - Jump electricity between multiple foes
7	Flash Bang - Blind and deafen everyone in area
8	Ice Storm - Freeze and slow large groups
9	Psychic Scream - Disorient all hostiles in radius
10	Confusion Field - Make enemies unable to distinguish friend from foe

PART 10: PSIONIC CHARACTER CONCEPTS

Archetypes and personality types

PSYCHIC ARCHETYPE

d10	Example Answer
1	Reluctant Oracle - Cursed with visions, never asked for powers
2	Corporate Psychic Weapon - Trained from youth as living weapon
3	Wild Talent - Powers awakened recently, struggling to control
4	Mind Hunter - Uses telepathy to track criminals and fugitives
5	Psionic Knight - Honorable warrior who masters mental disciplines
6	Charlatan Turned Real - Faked psychic powers, then they manifested
7	Hive Mind Fragment - Escaped from collective consciousness
8	Radiation Shaman - Tribal/spiritual approach to atomic powers
9	Psychic Investigator - Uses powers to solve mysteries
10	Fallen Psychic - Lost control once, now terrified of own abilities

POWER ATTITUDE

d10	Example Answer
1	Proud - Views abilities as gift, uses openly
2	Ashamed - Hides powers, sees them as curse or mutation
3	Curious - Constantly experiments to discover new applications
4	Fearful - Terrified of own potential, restrains self
5	Arrogant - Believes psionics make them superior to normal humans
6	Pragmatic - Powers are just tools, no emotional attachment
7	Spiritual - Views abilities as divine or cosmic connection
8	Scientific - Analyzes powers clinically, seeks understanding
9	Addicted - Craves sensation of using powers, pushes limits dangerously
10	Martyr Complex - Willing to sacrifice self through power overuse for others

PSIONIC TRAINING BACKGROUND

d10	Example Answer
1	Self-taught - Learned through trial and error alone
2	Corporate Academy - Military-style institution for psychic operatives

3	Alien Mentor - Taught by psychic species with advanced techniques
4	Ancient Texts - Discovered lost civilization's psionic manuals
5	Street Learning - Survived frontier by developing powers pragmatically
6	Religious Order - Monastic discipline combined with psychic training
7	Criminal Apprenticeship - Learned from psychic thieves and con artists
8	Medical Experimentation - Powers enhanced through unethical procedures
9	Dream Teaching - Mysterious entity instructs during sleep
10	Natural Prodigy - Instinctively mastered abilities without instruction

RELATIONSHIP TO OTHER PSIONICS

d10	Example Answer
1	Isolationist - Avoids other psychics, prefers solitude
2	Mentor - Seeks to train newly awakened psionics responsibly
3	Competitor - Views other psychics as rivals to surpass
4	Collector - Wants to meet and catalog every psionic discipline
5	Hunter - Tracks down dangerous rogue psychics
6	Networker - Builds alliances and information sharing among psychics
7	Supremacist - Believes psionics should rule over baseline humans
8	Sympathizer - Advocates for psionic rights and acceptance
9	Fearful - Terrified other psychics will discover/exploit weaknesses
10	Family - Seeks psychic 'siblings' to form found family

DARK SECRET

d10	Example Answer
1	Accidentally killed someone when powers first manifested
2	Addicted to draining others' mental energy
3	Can't distinguish between own memories and stolen ones anymore
4	Powers growing uncontrollably stronger, approaching critical mass
5	Hears voices from alternate timelines/dimensions constantly
6	Memory edited by someone else—don't know who you really are
7	Prophetic vision showed self committing terrible act
8	Used mind control to escape crime, left innocent person blamed

9	Symbiotic organism granting powers is slowly consuming brain
10	Consciousness merged with someone else's—two minds, one body

BONUS: PSIONIC EQUIPMENT & ENHANCERS

Tools and tech that interact with mental powers

PSI-AMPLIFIERS

d10	Example Answer
1	Neural Crown - Headband that boosts power range and intensity
2	Focusing Crystal - Gemstone that channels psionic energy precisely
3	Psychic Resonator - Device that amplifies telepathic signals
4	Biofeedback Suit - Monitors vitals, prevents dangerous overexertion
5	Meditation Chamber - Isolated pod that enhances concentration
6	Psionic Drugs - Stims that temporarily boost powers (with addiction risk)
7	Alien Symbiote - Organism that grants additional psionic access
8	Radiation Harness - Converts atomic energy into psionic fuel
9	Memory Storage Implant - Offload cognitive strain to external processor
10	Gestalt Link Device - Allows multiple psychics to combine powers

PSI-DAMPENERS & DEFENSES

d10	Example Answer
1	Psychic Shielding Helmet - Blocks telepathic intrusion
2	Null-Field Generator - Suppresses all psionic activity in area
3	Static Generator - Creates mental 'white noise' to hide from psychics
4	Psi-Reflective Armor - Bounces mental attacks back at sender
5	Neural Firewall Implant - Protects mind from hostile intrusion
6	Anti-Precog Scrambler - Makes future visions of you unreliable
7	Emotional Dampener - Suppresses feelings to resist empathetic manipulation
8	Lead-Lined Suit - Blocks most forms of psionic detection
9	Quantum Uncertainty Generator - Makes you 'blur' in probability vision
10	Psychic Alarm - Alerts wearer to nearby psionic activity

PSIONIC WEAPONS

d10	Example Answer
1	Thought-Activated Raygun - Fires when mentally triggered, faster draw
2	Psychic Resonance Blade - Melee weapon that amplifies telekinetic cutting

3	Neural Disruptor - Gun that scrambles target's brain temporarily
4	Psi-Explosive Rounds - Ammunition that detonates with mental command
5	Empathic Grenade - Releases fear, rage, or calm in area
6	Telekinetic Accelerator - Launches projectiles at hypersonic speeds
7	Memory Wipe Dart - Injects chemical that makes target forget recent events
8	Precognitive Scope - Shows where target will move next
9	Psychic Amplifier Gun - Channels user's mental attacks through weapon
10	Consciousness Transfer Device - Swaps minds between bodies forcibly

HOW TO USE THIS WITH CLAUDE

Once you've rolled or chosen your psionic powers:

1. COMPILE YOUR RESULTS

Copy your selected psionic abilities, weaknesses, and character concepts into a list.

2. FEED TO CLAUDE WITH THIS PROMPT:

"I'm designing a psionic character/ability system for Raygun-Slingers. Here are my core design choices: [paste your answers]. Help me create balanced mechanics, progression paths, and interesting limitations that fit the setting's science-fantasy frontier tone."

3. ITERATE 2-3 TIMES

Ask Claude to:

- Balance power levels against costs
- Create specific stat blocks and mechanics
- Suggest creative ability combinations
- Design psionic NPCs or antagonists
- Develop psionic faction or organization

4. REQUEST FILE FORMATS

Ask Claude to create:

- Word docs for psionic class guides
- PDFs for power reference sheets
- Spreadsheets for ability progression tables
- Character sheets for psionic archetypes

INSTRUCTOR NOTES

Teaching Applications:

- **Balance design:** Students learn to pair powerful abilities with meaningful costs and limitations
- **System integration:** Students see how psionics interact with existing game mechanics (combat, social, exploration)
- **Narrative mechanics:** Students discover how mechanical weaknesses create compelling character stories
- **Power scaling:** Students learn to design progression systems that remain interesting at all power levels

Key Learning Moment:

When students combine random powers with random weaknesses (e.g., 'Master Telepath with Uncontrolled Broadcasts'), they learn that limitations aren't just balance mechanics—they're story generators. The most interesting characters come from powers with built-in narrative costs.

Psionics vs. Technology Balance:

Your setting's 'rayguns and radiation' aesthetic means psionics should feel like they emerge FROM the frontier's atomic chaos, not despite it. Teach students to tie psionic origins to radiation, alien tech, or experimental science—this keeps powers feeling grounded in your retro-futuristic world rather than generic fantasy magic.

Designing Around 'No Magic':

Since you explicitly don't want traditional magic, emphasize that all psionic abilities should have pseudo-scientific explanations: telekinesis is 'localized gravitational manipulation,' pyrokinesis is 'molecular excitation,' telepathy is 'quantum entanglement of consciousness.' This maintains your setting's science-fiction tone while allowing fantastic abilities.