

Psionics

Extension Module for Fate's Edge

Design Philosophy: Psionics in Fate's Edge represents the disciplined mastery of the mind's hidden potentials. Unlike the chaotic forces of magic or the structured pacts of Patrons, psionic power comes from within, shaped by will and honed by practice. This internal source makes psions both powerful and vulnerable—their greatest strength is also their most dangerous weakness.

Psionics: The Mind Ascendant

In the shadowed courts and ancient ruins where Fate's Edge adventurers tread, power comes in many forms. Some bargain with Patrons, others weave elemental forces, and still others summon spirits from beyond. But there exists a subtler path—one that requires no oaths, no incantations, no material components. This is the path of Psionics, where the disciplined mind becomes the greatest tool of all.

Psionics represents the evolution of human potential, the unlocking of abilities that science claims impossible and magic struggles to explain. Where a warlock might call lightning from the sky, a psion shapes reality through the sheer force of thought. Where a mage might scry through mystical mirrors, a psion reaches across space with their consciousness alone.

But this power comes at a cost. The mind that bends reality to its will also bears the scars of that bending. Mental Fatigue becomes as real a threat as physical exhaustion, and the constant strain of psychic activity can fracture even the strongest psyche.

1 Core Mechanics

1.1 Mental Fatigue Track

Your Mental Fatigue track represents your capacity for sustained psychic activity, emphasizing the spiritual aspect of psionic power.

Mental Fatigue = $2 \times \text{Spirit}$ (minimum 4, maximum 10)

This creates a focused resource pool that scales with spiritual development rather than splitting mental and physical attributes. High Spirit characters become natural psions, but they must invest specifically in spiritual growth.

1.2 Psionics Skill

Psionics is a learned Art that requires dedicated study and practice. Unlike magical paths that might be granted through Patronage, psionic abilities must be earned through XP investment.

Psionics (0-5): This skill represents your training, control, and understanding of psychic phenomena. You cannot use psionic Arts without investing in this skill.

1.3 Resolution

All psionic effects use the standard Fate's Edge resolution system:

Wits or Spirit + Psionics vs. DV

Choose your Attribute based on the effect:

- **Wits + Psionics:** Precision, subtlety, mental effects, quick actions
- **Spirit + Psionics:** Raw power, spiritual effects, duration, sustained effort

DV is set by the GM based on narrative scope (2-5+).

2 Psionic Consequence System

To simplify tracking while maintaining meaningful consequences, psionics now uses the existing **Fatigue** system with psionic flavor.

2.1 Psionic Fatigue

Tracks the cumulative toll of psionic activity on mind and spirit.

- **Mark when:**
 - Using DV 4+ psionic effects
 - Combat use against 3+ opponents
 - Extended maintenance (2+ scenes)
- **At 2 Fatigue:** -1 die to all psionic rolls
- **At 4 Fatigue:** Choose one:
 - **Surge:** Gain 1 free psionic use (no Mental Fatigue cost), BUT mark 1 Harm and generate 1 SB
 - **Efficiency:** Reduce all Mental Fatigue costs by half (round up) for next scene
 - **Reset:** Clear all Fatigue, BUT cannot use psionics for 2 scenes and mark 1 Harm
- **Overflow:** When Mental Fatigue track fills, increase Harm by one level and clear all Fatigue

3 Psionic Enhancement Options

3.1 Psionic Surge

Once per scene: Spend 3 Mental Fatigue to add +1 Effect to any psionic attack

3.2 Mental Breakthrough

When at 4+ Fatigue: May Push effect +1 step but mark 2 Harm and generate 2 SB

3.3 Psionic Meditation

During any rest, psions may recover 1 additional Mental Fatigue representing mental discipline and recovery techniques.

4 Psionic Arts

4.1 Telekinesis

Attribute: Spirit + Psionics (raw force), Wits + Psionics (precision)

SB Generation: Based on mass/force level

Effect increases DV and generates additional SB:

- **Light (DV 2-3):** No additional SB
- **Medium (DV 4):** +1 SB on Partial/Miss
- **Heavy (DV 5+):** +2 SB on Partial/Miss, +1 SB on Success

Mechanical Benefits:

- Can be used as a weapon (Harm based on force)
- Can provide cover or barriers
- Can manipulate objects at range

Example: Moving a cup (DV 2) vs. hurling a boulder (DV 5)

4.2 Telepathy

Attribute: Wits + Psionics

SB Generation: Based on depth of intrusion

- **Surface Thoughts:** No additional SB (once per target per scene)
- **Emotional State:** +1 SB on Partial/Miss (DV 3)
- **Deep Memories:** +2 SB on Partial/Miss, +1 SB on Success (DV 5)

Mechanical Benefits:

- Read intentions before social interactions
- Communicate silently with party members
- Detect lies and deception

Defensive Mechanic: Targets can resist, converting attacker's successes to SB against them
Limitations:

- Unwilling targets get +2 DV against invasive effects
- Invasive use generates SB
- Obvious telepathic use may have social consequences

4.3 Clairvoyance

Attribute: Wits + Psionics

SB Generation: Based on range and complexity

- **Near Range:** No additional SB
- **Distant Range:** +1 SB on Partial/Miss
- **Complex Scrying:** +2 SB on Partial/Miss, +1 SB on Success

Mechanical Benefits:

- Scout ahead without physical presence
- See through illusions and magical concealment
- Gather intelligence from afar

Consequence: Mark 1 Fatigue (DV 2-3), 2 Fatigue (DV 4), 3 Fatigue (DV 5+)

4.4 Biofeedback

Attribute: Spirit + Psionics

SB Generation: Based on intensity of effect

- **Minor Healing (DV 2):** No additional SB, heal Harm up to Psionics skill level (max 1 per day)
- **Moderate Healing (DV 3):** +1 SB on Partial/Miss, heal Harm up to Psionics skill level (max 2 per day)
- **Major Healing (DV 4+):** +2 SB on Partial/Miss, +1 SB on Success, heal Harm up to Psionics skill level (max 1 per day, mark 1 Fatigue)

Mechanical Benefits:

- Convert 1 Harm to 1 Mental Fatigue (1:1 ratio, max = Psionics skill level, max 3 per day)
- Enhance physical abilities temporarily (+1 die to physical rolls)
- Suppress pain and physical debilities

Limitations:

- Cannot heal Harm above your Psionics skill level
- Cannot heal during active combat without -1 Position penalty
- Mark Fatigue when healing
- Major healing requires 1 scene of concentration

4.5 Astral Projection

Attribute: Spirit + Psionics

SB Generation: Based on distance and duration

- **Near Projection:** No additional SB
- **Distant Projection:** +1 SB per range band beyond Near
- **Extended Duration:** +1 SB per additional scene

Mechanical Benefits:

- Move through physical barriers
- Scout dangerous locations safely
- Communicate across vast distances

Vulnerabilities:

- Physical body is Unconscious/Helpless
- Non-physical interactions generate SB
- Harm to astral form affects physical body

Costs: 1 Mental Fatigue per scene of projection

Ultimate Risk: Death in astral form = Death in physical form

4.6 Psychic Assault

Attribute: Wits or Spirit + Psionics

SB Generation: Always generates +1 SB (inherently disruptive)

- **Minor Assault (DV 2-3):** No additional SB beyond base +1
- **Moderate Assault (DV 4):** +1 additional SB
- **Severe Assault (DV 5+):** +2 additional SB

Mechanical Benefits:

- Deal direct mental Harm to targets
- Bypass physical armor and defenses
- Can target specific mental faculties

Consequence: Mark 1 Fatigue (DV 2-3), 2 Fatigue (DV 4), 3 Fatigue (DV 5+)

4.7 Mind Shield

Attribute: Wits + Psionics

SB Generation: Based on intensity of protection

- **Passive Defense:** No additional SB
- **Active Barrier:** +1 SB per psychic effect blocked
- **Area Protection:** +2 SB, mark 2 Fatigue

Mechanical Benefits:

- Resist psychic intrusion and telepathy
- Protect allies from mental effects
- Create zones of psychic dampening

Paradox: Protecting others costs double Mental Fatigue

4.8 Empathic Manipulation

Attribute: Presence + Psionics

SB Generation: Based on emotional intensity

- **Subtle Influence (DV 2-3):** No additional SB
- **Moderate Manipulation (DV 4):** +1 SB on Partial/Miss
- **Strong Influence (DV 5+):** +2 SB on Partial/Miss, +1 SB on Success

Mechanical Benefits:

- Improve social interaction Position (+1 step)
- Calm hostile creatures
- Inspire or demoralize groups

Risk: You experience the emotions you're trying to induce

Limitation: Cannot affect the same target multiple times per scene

4.9 Precognition

Attribute: Spirit + Psionics

SB Generation: Inherent to the Art (+1 SB minimum)

- **Minor Visions (DV 2-3):** +1 SB total
- **Major Sight (DV 4):** +2 SB total
- **Detailed Prophecy (DV 5+):** +3 SB total

Mechanical Benefits:

- Gain advantage on future rolls (GM discretion)
- Avoid specific dangers
- See probable outcomes of decisions

Consequence: Mark 1 Fatigue (DV 2-3), 2 Fatigue (DV 4), 3 Fatigue (DV 5+)

Paradox - Future Fixation: When using Precognition:

- Players lose 1 Boon per session until next Downtime
- Certain actions become Desperate Position due to "fighting fate"
- Lasts until next Downtime OR significant choice that defies the vision

Psionic Costs

4.10 Base Costs

- **Activation:** 1 Mental Fatigue
- **Maintenance:** 1 Mental Fatigue per Scene/Significant Time
- **Skill Requirement:** Must invest XP in Psionics skill

Psionic Talents

4.11 Minor Talents (2-4 XP)

Mental Fortress (3 XP)

Requirements: Psionics 2+, Spirit 3+

Effect: +1 die to resist psychic effects; once per scene, convert incoming psychic Harm to Fatigue

Thought Thief (4 XP)

Requirements: Psionics 2+, Wits 3+, Telepathy

Effect: When reading surface thoughts, gain +1 die; once per scene, detect lies automatically

Psychic Reservoir (4 XP)

Requirements: Psionics 2+, Spirit 2+

Effect: Increase Mental Fatigue track by +2; recover 1 additional Mental Fatigue during rest

4.12 Major Talents (6-8 XP)

Telekinetic Mastery (7 XP)

Requirements: Psionics 3+, Spirit 3+, Telekinesis

Effect: +1 die to Telekinesis attacks; can lift objects one category heavier without increasing DV

Mind Walker (8 XP)

Requirements: Psionics 3+, Wits 3+, Astral Projection

Effect: Astral Projection requires no concentration; move at normal speed in astral form; reduce projection cost to 1/2 Mental Fatigue (round up)

Psychic Vampire (8 XP)

Requirements: Psionics 3+, Spirit 3+, Psychic Assault

Effect: When dealing psychic Harm, heal 1 Mental Fatigue; once per scene, drain 1 Mental Fatigue from target (requires successful Psychic Assault)

4.13 Prestige Talents (12+ XP)

Master of Minds (12 XP)

Requirements: Psionics 4+, Wits 4+, Telepathy, Empathic Manipulation

Effect: +2 dice to all telepathic effects; can communicate with entire group simultaneously; once per scene, impose emotional state on group (DV 4, mark 2 Fatigue)

Reality Bender (15 XP)

Requirements: Psionics 5+, Spirit 4+, Telekinesis, Psychic Assault, Mind Shield

Effect: Once per session, reshape local reality (GM discretion, max DV 5); mark 2 Harm and 2 Fatigue; generate 2 SB

Anti-Psionic Effects

Psionic characters are vulnerable to specific countermeasures that use existing mechanics:

Psionic Dampening [WARD]

DV = Psionics skill; Hit: impose -1 die to psionic rolls; Partial: -1 Effect

Mental Null Zone

Area effect that prevents psionic use; resisted by Spirit + Psionics

Psychic Disruption [BANISH]

Target a psionic effect; DV by fiction; Hit: end effect and mark 1 Fatigue

Anti-Psionic Training

Some NPCs get +1 die against psionic effects due to specialized training

Balance Adjustments Summary

Telepathy

- Limited to once per target per scene for surface thoughts
- Increased DV for invasive effects (3-5)
- Unwilling targets get +2 DV bonus
- Social consequences for obvious use

Biofeedback

- Daily limits on healing (1-3 conversions per day based on severity)
- Major healing limited to 1 per day and marks Fatigue
- Requires concentration for serious healing
- Cannot be used freely in combat

Psychic Fatigue

- Reset now prevents psionics for 2 scenes instead of 1
- Reset causes 1 Harm
- Surge now costs 3 Mental Fatigue instead of free

- Surge generates additional SB

General

- Integrated with existing Fatigue/Harm system
- Uses Story Beats for consequences
- Added psionic-specific Talents for advancement
- Anti-psionic effects use existing tag system
- Maintains parity with other magic paths
- Clear talent prerequisite chains
- Scaled Fatigue costs for arts
- Flexible maintenance costs

Psionic Society

4.14 The Silent Orders

Psionic practitioners rarely form large, public organizations. Instead, they gather in small, secretive conclaves known as Silent Orders. These groups share techniques, warn of dangers, and maintain the delicate balance between using their powers and being consumed by them.

4.15 The Psionic Underground

In many regions, psionic abilities are feared or outlawed. Practitioners must hide their talents or face persecution. This has led to the development of the Psionic Underground—a network of safe houses, coded signals, and false identities that allow psions to move freely while concealing their true nature.

4.16 Psionic Artifacts

Objects that have been exposed to strong psionic energies can retain psychic imprints. These artifacts might enhance psionic abilities, store mental energy, or even house fragments of consciousness. However, they often carry the mental scars of their previous users.

GM Guidance

4.17 Introducing Psionics

Psionics should feel rare and mysterious. Not every NPC should have psychic abilities, and when they do, it should be notable. Consider making psionic practitioners:

- Members of secretive orders
- Individuals who have undergone specific training or trauma
- People with unique genetic or spiritual heritage

4.18 Balancing Psionic Power

Psionics can be incredibly versatile. To maintain balance:

- Emphasize the consequence tracks and SB generation
- Use Story Beats liberally for psychic activities
- Introduce psionic-specific threats (psychic predators, mental parasites)
- Remember that Mental Fatigue overflow leads to real Harm

4.19 Psionic Antagonists

Enemies with psionic abilities present unique challenges:

- They can bypass physical defenses
- They might know the PCs' plans before they're enacted
- They can turn the PCs' emotions against them
- They leave no physical evidence of their crimes

4.20 Psionic Encounter Design

When designing encounters for psionic characters:

- Include psychic dampening fields (reduce Psionics dice)
- Feature enemies with Mind Shield or psychic immunity
- Create scenarios where psionic use attracts unwanted attention
- Design social encounters where telepathy reveals hidden agendas

Character Options

4.21 Psionic Talents

Characters can invest XP in psionic-specific Talents:

- **Psionic Resilience (3 XP):** +1 to Mental Fatigue track
- **Focused Mind (4 XP):** Reduce SB generation from psionic use by 1 (minimum 1)
- **Psychic Synergy (5 XP):** When assisting another psion, both gain +1 die
- **Mental Fortress (6 XP):** Immune to non-magical psychic intrusion
- **Expanded Resonance (4 XP):** Mental Resonance clock increases to [6]
- **Echo Dampener (3 XP):** Reduce Echo Traces generation by 1 (minimum 1)
- **Contamination Control (4 XP):** Psychic Contamination clock increases to [8]

4.22 Psionic Complications

Consider these Complications for psionic characters:

- **Uncontrolled Talent:** Your powers activate involuntarily under stress
- **Psychic Mark:** You're known to psionic hunters or organizations
- **Mental Parasite:** A fragment of another consciousness shares your mind
- **Empathic Overflow:** You constantly feel others' emotions, making social interaction difficult
- **Temporal Sensitivity:** You occasionally glimpse possible futures, generating Story Beats

Comparison to Other Paths

4.23 Psionics vs. Cantor's Path

Both represent internalized power, but:

- **Psionics:** No Corruption Clock, instant effects, diverse Arts, consequence tracks
- **Cantor:** Corruption progression, delayed effects, mimics existing Rites, Push It mechanic

4.24 Psionics vs. Runekeeper

- **Psionics:** Autonomous, Mental Fatigue resource, SB/consequence focus
- **Runekeeper:** Patron-dependent, Obligation resource, Push It for power

4.25 Psionics vs. Freeform Caster

- **Psionics:** Defined Arts with unique mechanics, single roll activation, consequence tracks
- **Caster:** Elemental flexibility, Weave+Cast requirement, Backlash risk, freeform effects

4.26 Psionics vs. Invoker

- **Psionics:** Instant effects, personal resource management, consequence tracks
- **Invoker:** Ritual preparation, Symbol maintenance, Crack the Seal for emergencies

Conclusion: The Mind's Edge

Psionics in Fate's Edge represents the ultimate expression of human potential—and its greatest peril. The disciplined mind that can move mountains with thought can also be shattered by the weight of that responsibility. Every psionic practitioner walks a razor's edge between godlike power and complete mental collapse.

With streamlined consequence tracks and clear mechanical benefits for each Art, this final revision provides a balanced and playable psionic system. The focus on Story Beat generation and centralized consequence management maintains the flow of Fate's Edge while providing the unique mechanical identity psionics deserves.

This extension offers tools for players who want to explore the depths of mental discipline, and for GMs who wish to introduce subtle, mind-bending threats to their campaigns. Remember that psionics is not just another form of magic—it is the manipulation of reality itself through the power of consciousness.

Use these rules to tell stories where the greatest battles are fought in the space between thoughts, where the most dangerous weapons cannot be seen, and where the line between hero and monster is drawn in the architecture of the mind itself.

The future belongs to those who can shape it with their thoughts alone. Will you be among them?

Design Philosophy: This bestiary and generator system provides flexible tools for creating diverse psionic encounters that maintain the unique flavor and mechanical identity of the Fate's Edge psionics system. Each entry emphasizes psychic abilities and consequences that integrate seamlessly with the core module.

A Psychic Bestiary

A.1 Minor Psychic Threats

A.1.1 Mind Tick

Tiny psychic parasite that feeds on stray thoughts

- **Tier:** Street
- **Attributes:** Body 1, Wits 3, Spirit 2
- **Skills:** Stealth 2, Insight 1
- **Psionics:** 1 (Telepathy)
- **Harm:** 1 (mental fatigue drain)
- **Special:** Can phase through small openings, detects psychic activity
- **Tactics:** Sneak attacks on sleeping or meditating targets

A.1.2 Echo Wraith

Fragment of psychic energy from traumatic events

- **Tier:** Street
- **Attributes:** Body 1, Wits 2, Spirit 4
- **Skills:** Stealth 2, Survival 1
- **Psionics:** 2 (Telepathy, Clairvoyance)
- **Harm:** 2 (psychic assault)
- **Special:** Invisible in areas of psychic trauma, feeds on fear
- **Tactics:** Haunt locations, induce panic to strengthen itself

A.1.3 Thought Thief

Humanoid who has learned basic mental intrusion

- **Tier:** Street
- **Attributes:** Body 2, Wits 3, Spirit 2
- **Skills:** Sway 2, Deception 2
- **Psionics:** 2 (Telepathy, Empathic Manipulation)
- **Harm:** 1 (physical), 1 (mental)
- **Special:** Can steal surface memories, resistant to mental detection
- **Tactics:** Social manipulation, memory extraction

A.2 Moderate Psychic Threats

A.2.1 Psi-Stalker

Professional hunter who uses telepathy to track targets

- **Tier:** Guild
- **Attributes:** Body 3, Wits 4, Spirit 3
- **Skills:** Stealth 3, Survival 2, Insight 2
- **Psionics:** 3 (Telepathy, Clairvoyance, Precognition)
- **Harm:** 2 (physical), 1 (mental)
- **Special:** Can track psychic signatures across miles, precognitive danger sense
- **Tactics:** Patient hunting, strike when target is vulnerable

A.2.2 Mentalist Cultist

Devotee of psionic philosophy who channels group power

- **Tier:** Guild
- **Attributes:** Body 2, Wits 3, Spirit 4
- **Skills:** Command 2, Lore 2, Sway 2
- **Psionics:** 3 (Telepathy, Empathic Manipulation, Mind Shield)
- **Harm:** 1 (physical), 2 (psychic assault)
- **Special:** Stronger when near other cultists, can share mental states
- **Tactics:** Crowd control, mental domination, group coordination

A.2.3 Astral Predator

Creature that exists partially outside normal reality

- **Tier:** Guild
- **Attributes:** Body 2, Wits 3, Spirit 5
- **Skills:** Stealth 3, Athletics 2
- **Psionics:** 3 (Astral Projection, Telekinesis, Mind Shield)
- **Harm:** 2 (physical), 2 (psychic)
- **Special:** Can attack from astral form, immune to non-magical weapons
- **Tactics:** Phase between realms, surprise attacks, ignore physical defenses

A.3 Major Psychic Threats

A.3.1 Corrupted Psion

Former practitioner driven mad by power

- **Tier:** City
- **Attributes:** Body 3, Wits 4, Spirit 5
- **Skills:** Melee 2, Insight 3, Survival 2
- **Psionics:** 4 (All Arts at reduced effectiveness)
- **Harm:** 2 (physical), 3 (psychic assault)
- **Special:** Psychic Contamination full, causes SB on nearby psions, unstable powers
- **Tactics:** Erratic behavior, overwhelming psychic assault, self-destructive power use

A.3.2 Mind Archon

Psionic entity that has transcended physical form

- **Tier:** City
- **Attributes:** Body 1, Wits 5, Spirit 6
- **Skills:** Command 4, Lore 4
- **Psionics:** 5 (Telepathy, Clairvoyance, Psychic Assault, Mind Shield, Precognition)
- **Harm:** 3 (psychic assault), can dominate minds
- **Special:** Exists primarily astrally, controls lesser psychic entities, vast mental reach
- **Tactics:** Mental domination, puppeteering minions, precognitive strategic advantage

A.3.3 The Hollow Crown

Psionic artifact that has gained malevolent consciousness

- **Tier:** Crown
- **Attributes:** Body 2, Wits 6, Spirit 6
- **Skills:** Command 5, Sway 4
- **Psionics:** 5 (All Arts at full strength)
- **Harm:** 3 (psychic assault), can impose mental conditions
- **Special:** Influences all within psychic range, resistant to physical damage, grows stronger with use
- **Tactics:** Subtle manipulation, turning allies against each other, reality warping

A.4 Legendary Psychic Threats

A.4.1 The Fractured Sage

Ancient psion who has split consciousness across multiple bodies

- **Tier:** Synod
- **Attributes:** Body 4 (each fragment), Wits 6, Spirit 6
- **Skills:** All skills 3+
- **Psionics:** 5 (Each fragment specializes in different Arts)
- **Harm:** 3 (physical), 3 (psychic), can regenerate from mental essence
- **Special:** Multiple simultaneous presences, shared consciousness, nearly immortal
- **Tactics:** Divide and conquer, overwhelming coordination, impossible to truly defeat

B Psionic Encounter Generators

B.1 Psychic Threat Generator (d100)

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| headerblue!10 Roll | Threat Type | Description |
|--------------------|------------------|---|
| 01-10 | Minor Threat | 1 creature, basic psionic abilities |
| 11-30 | Minor Group | 2-3 creatures, coordinated tactics |
| 31-50 | Moderate Threat | 1 creature, significant psionic abilities |
| 51-70 | Moderate Group | Small group with enhanced capabilities |
| 71-85 | Major Threat | 1 powerful creature, serious challenge |
| 86-95 | Major Complex | Powerful threat with minions/support |
| 96-00 | Legendary Threat | Campaign-level psychic entity |

B.2 Psychic Environment Generator (d12)

1. **Psychic Dead Zone:** No psionic abilities function, Mental Fatigue cannot be spent
2. **Mental Resonance Chamber:** All psionic use marks +1 Mental Resonance
3. **Echo Corridor:** Past psionic events replay as illusions
4. **Thought Storm:** Random telepathic messages bombard all minds
5. **Astral Convergence:** Boundary between realms becomes thin
6. **Memory Maze:** Physical space shifts based on memories
7. **Emotion Vortex:** Strong feelings become contagious and amplified
8. **Precognition Field:** Brief glimpses of immediate future
9. **Psychic Feedback Loop:** Psionic effects echo and multiply
10. **Mind Mirror:** Thoughts become visible to others
11. **Willpower Drain:** All mental actions cost +1 Mental Fatigue
12. **Clairvoyant Nexus:** All hidden things become partially visible

B.3 Psionic Artifact Generator (d12)

1. **Thought Recorder:** Captures and replays memories of users
2. **Emotion Amplifier:** Intensifies feelings in area
3. **Astral Compass:** Points toward nearest psychic signature
4. **Memory Crystal:** Stores vast amounts of information psionically
5. **Precognition Shard:** Grants brief future visions but marks Echo Traces
6. **Mind Shield Generator:** Creates area of psychic protection
7. **Telepathy Amplifier:** Extends range and power of mental communication
8. **Psychic Battery:** Stores Mental Fatigue for later use
9. **Reality Anchor:** Prevents astral projection and psychic phase-shifting
10. **Contamination Core:** Concentrates psychic corruption effects
11. **Resonance Tuner:** Allows multiple psions to share Mental Resonance benefits
12. **Null Stone:** Temporarily suppresses all psionic abilities in area

B.4 Psychic Complication Generator (d12)

1. **Tracking Signature:** Your psychic use leaves detectable traces
2. **Mental Parasite:** Foreign consciousness shares your mind
3. **Power Instability:** Psionic abilities trigger randomly under stress
4. **Empathic Overflow:** You constantly feel others' emotions
5. **Temporal Echo:** You occasionally glimpse possible futures
6. **Psychic Addiction:** You crave psionic use, suffer penalties without it
7. **Mental Scars:** Past trauma affects current psionic control
8. **Resonance Sensitivity:** You're overwhelmed by other psions' activities
9. **Astral Bleed:** Your physical and astral forms don't align properly
10. **Memory Fragmentation:** Psionic use causes gaps in your memories
11. **Emotional Contagion:** Your emotions strongly affect those nearby
12. **Future Fixation:** Precognition makes you feel trapped in destiny

B.5 Psionic Patron Generator (d8)

1. **The Silent Order:** Ancient psionic brotherhood seeking balance
2. **The Mind Merchants:** Trade in psychic services and information
3. **The Astral Explorers:** Seek knowledge beyond physical reality
4. **The Thought Police:** Enforce laws regarding mental privacy
5. **The Emotion Artists:** Manipulate feelings as creative expression
6. **The Precognition Traders:** Profit from glimpses of the future
7. **The Memory Keepers:** Preserve and protect important knowledge
8. **The Fractured Collective:** Hive-mind seeking to expand consciousness

B.6 Psionic Organization Generator (d8)

1. **The Quiet Schools:** Educational institutions for psionic development
2. **The Mind Merchants Guild:** Commercial organization trading psychic services
3. **The Silent Hunters:** Professional trackers using telepathy
4. **The Astral Guard:** Protectors who fight interdimensional threats
5. **The Thought Police:** Law enforcement specializing in mental crimes
6. **The Emotion Theaters:** Performance groups using empathic manipulation
7. **The Future Traders:** Economic consortium profiting from precognition
8. **The Memory Libraries:** Archives preserving knowledge psionically

C Psionic Encounter Building

C.1 Single Threat Encounter

1. Roll Psychic Threat Generator
2. Roll Psychic Environment Generator for location modifier
3. Roll 1d4 for additional complications (max 2)
4. Roll 1d6 for beneficial environmental effects (1-2 = none, 3-4 = minor, 5-6 = significant)

C.2 Organization Encounter

1. Roll Psychic Organization Generator
2. Roll 2d4 for number of members (2-3 = patrol, 4-5 = squad, 6-8 = strike team)
3. Roll 1d3 for leader type (standard member, enhanced member, psionic specialist)
4. Roll Psychic Environment Generator for operational theater
5. Roll 1d4 for organizational goal (patrol, capture, eliminate, retrieve)

C.3 Artifact Encounter

1. Roll Psionic Artifact Generator
2. Determine artifact's current state (1-4 = dormant, 5-8 = active, 9-12 = malevolent)
3. Roll 1d6 for artifact's guardian (1-2 = none, 3-4 = minor threat, 5 = moderate threat, 6 = major threat)
4. Roll Psychic Environment Generator for artifact's location
5. Roll 1d4 for artifact's effect on users (1 = beneficial, 2 = neutral, 3 = harmful, 4 = transformative)

D Psionic Campaign Threads

D.1 The Resonance War

Two psionic organizations are escalating their conflict

- **Minor Threats:** 3-5 encounters with organization members
- **Moderate Threats:** 2-3 encounters with specialists
- **Major Threat:** 1 encounter with organization leadership
- **Campaign Clock:** [8] tracks escalating conflict
- **Stakes:** Control of psionic resources, civilian safety, political influence

D.2 The Astral Breach

A rift between realms is growing larger

- **Minor Threats:** 4-6 encounters with astral creatures
- **Moderate Threats:** 2-3 encounters with reality distortions
- **Major Threat:** 1 encounter with entity trying to cross over
- **Campaign Clock:** [6] tracks breach expansion
- **Stakes:** Reality stability, psionic safety, dimensional balance

D.3 The Memory Plague

A psychic disease is spreading through telepathic contact

- **Minor Threats:** 3-5 encounters with infected individuals
- **Moderate Threats:** 2-3 encounters with disease vectors
- **Major Threat:** 1 encounter with plague origin/source
- **Campaign Clock:** [6] tracks disease spread
- **Stakes:** Mental health, social stability, psionic community survival

D.4 The Precognition Paradox

Future visions are becoming contradictory and dangerous

- **Minor Threats:** 2-4 encounters with time-displaced effects
- **Moderate Threats:** 2-3 encounters with fate manipulation
- **Major Threat:** 1 encounter with entity controlling temporal flow
- **Campaign Clock:** [8] tracks timeline instability
- **Stakes:** Free will, destiny, causality itself

E Psionic Adventure Seeds

E.1 "The Silent Auction"

A black market auction for psionic artifacts and services

- **Hook:** PCs need rare component/service only available at auction
- **Location:** Secret venue with psychic security
- **Complications:** Multiple bidders, artifact activation, betrayal
- **Threats:** Corrupted psions, psychic predators, law enforcement
- **Reward:** Unique artifact, valuable information, powerful contact

E.2 "The Mind Prison Break"

Dangerous psychic criminals are escaping from specialized facility

- **Hook:** PCs hired to recapture escapees or prevent breakout
- **Location:** High-security psionic prison with mental wards
- **Complications:** Guards compromised, reality distortion, public panic
- **Threats:** Escaped prisoners, facility malfunction, competing interests
- **Reward:** Substantial payment, criminal network disruption, public safety

E.3 "The Astral Investigation"

Mysterious events require investigation in non-physical realms

- **Hook:** Physical world problem with astral root cause
- **Location:** Various planes of existence, psychic landscapes
- **Complications:** Different rules, time distortion, identity confusion
- **Threats:** Astral predators, trapped souls, reality anchors
- **Reward:** Unique knowledge, interdimensional contacts, reality stability

E.4 "The Emotion Plague"

Contagious emotional state is spreading through population

- **Hook:** PCs immune or need to stop spread for personal reasons
- **Location:** Urban environment with high population density
- **Complications:** Mass hysteria, social breakdown, economic impact
- **Threats:** Empathic manipulators, infected crowds, authority response
- **Reward:** Social influence, economic opportunities, emotional mastery

Conclusion

This bestiary and generator system provides flexible tools for creating diverse psionic encounters that maintain the unique flavor and mechanical identity of the Fate's Edge psionics system while offering GMs quick, customizable options for campaign play. The integration of consequence tracks, SB generation, and psionic-specific mechanics ensures that every encounter reinforces the core themes of mental discipline and its inherent risks.

Use these generators to populate your campaigns with memorable psychic threats, create dynamic environments that challenge psionic characters in unique ways, and develop ongoing story threads that explore the deeper implications of mental power in your game world.

Remember that the true strength of psionics lies not just in its mechanical benefits, but in the narrative possibilities it creates. Every psychic encounter should ask questions about the nature of consciousness, the responsibility of power, and the thin line between mastery and madness.