# **Heart PSI (HPSI) and Physical Recoil 1.1.**

Heart PSI represents psychic power channeled through raw emotion, conviction, and physical endurance, bypassing the mental stress of traditional Brain PSI (BPSI) by brute-forcing the effect through the body.

## I. HPSI Access and Focus

### A. Access Requirements and Stat Focus

* **Access Requirement:** A character must have both **GUTS 4** and **VIT 4.**
* **Check Modifiers:** All HPSI effects are modified by the character's **GUTS Stat**.
* **Drawback Focus:** HPSI is **immune** to **Mental Strain** and Psychic Break.

### B. Sensory Difference (Visual Cue)

* **HPSI is Visibly Destructive:** During activation, the user's **heart and veins begin to warm and glow** visibly. The effects are kinetic and obvious (fire, explosions, hardening flesh).

## II. The Drawback: Physical Recoil

The cost of Heart PSI is paid immediately by the user's body. **Recoil Damage now begins at Gamma rank** and is mitigated by the user's physical defenses.

### A. Heart PSI Recoil Damage Table (Negatable Damage)

When a character uses an HPSI move of **Gamma rank or higher**, they must roll Recoil Damage immediately upon activation.

This damage is **negatable** (reduced by the user's **DEF Stat** and any **Damage Reduction** traits from armor/gear) and is non-lethal (cannot reduce HP below 1).

| **PSI Rank Used** | **PP Cost** | **Recoil Damage** | **Recoil Flavor** |
| --- | --- | --- | --- |
| **Gamma** | 8 PP | **1d4 damage** | Minor strain, blood vessel burst. |
| **Delta** | 12 PP | **1d6 damage** | Muscles seize up from the exertion. |
| **Epsilon** | 16 PP | **1d8 damage** | Small internal bleeding, major bruise. |
| **Zeta** | 20 PP | **2d6 damage** | Joint pain, temporary minor stat penalties. |
| **Omega** | 40 PP | **2d8 damage** | Temporary paralysis of one limb, potential permanent scarring. |

## III. HPSI Example Moves

A handful of examples demonstrating the raw power and kinetic nature of Heart PSI.

| **Category** | **PSI Move** | **Rank** | **PP Cost** | **Effect Summary (GUTS Mod)** |
| --- | --- | --- | --- | --- |
| **OFFENSIVE** | **PK Smash** | Beta | 5 PP | **Explosion on Melee Hit.** Self-buff. The next successful melee attack deals an additional **1d8 + GUTS Mod** Area damage, with a 10 ft splash. |
| **DEFENSIVE** | **PK Steel** | Gamma | 8 PP | Self-only. Character's body hardens. Gain +4 DEF and DMG reduct by 5 for 1 round. *(Note: This rank now incurs negatable 1d4 Recoil Damage).* |
| **SUPPORTIVE** | **LifeDrain** | Beta | 5 PP | **Siphoning Heal.** Heal the user for **2d4 + GUTS Mod**, but must deal **1d4** damage to up to two adjacent enemies. |
| **UTILITY** | **PK Rush** | Delta | 12 PP | Take an additional **Standard Action** this turn. *(This rank incurs negatable 1d6 Recoil Damage).* |