# **Brain PSI (BPSI) and Mental Strain**

This document details the mechanics for the standard psychic discipline, governed by Intelligence (IQ). It defines the PSI ranks, costs, and the psychological consequences (**Mental Strain**) for pushing mental limits.

## I. Brain PSI (BPSI) Access and Focus

### A. Access Requirements and Stat Focus

Brain PSI is the traditional psychic discipline, requiring mental focus and IQ.

* **Access Requirement:** A character must have IQ 1}
* **Check Modifiers:** All BPSI effects (attacks, healing, defense) are modified by the character's **IQ Stat** for power, and may use the **GUTS Mod** for resistance or healing effects
* **Drawback Focus:** High-rank BPSI incurs **Mental Strain**

### B. Sensory Difference (Visual Cue)

BPSI is internal and subtle, allowing it to be used discreetly.

* **BPSI is Invisible/Subtle:** Only sensed by others who are **Tapped In** (e.g., psychics or those with special gear). The effects are often invisible (e.g., mental damage, invisible shields)
* **HPSI Contrast:** Heart PSI effects are visibly destructive (glowing heart and veins)

## II. BPSI Rank and PP Cost System

The strength of a BPSI move is determined by its rank, ranging from the basic Alpha to the catastrophic Omega.

### A. PSI Ranks and Risk Checks

Using a Delta rank move or higher requires a **Risk Check** (a **PSI Control (IQ+GUTS)** check) against the listed DC. Failure results in accumulating **Mental Strain.**

| **PSI Rank** | **Rank Description** | **PP Cost** | **Risk Check (DC) for Mental Strain** |
| --- | --- | --- | --- |
| **Alpha** | Basic | **3 PP** | N/A |
| **Beta** | Improved | **5 PP** | N/A |
| **Gamma** | Strong, often adds a twist | **8 PP** | N/A |
| **Delta** | Situational upgrades | **12 PP** | DC 12 |
| **Epsilon** | Specialized, rare | **16 PP** | DC 14 |
| **Zeta** | Experimental, unstable effects | **20 PP** | DC 16 |
| **Lambda** | Advanced mastery | **25 PP** | DC 18 |
| **Sigma** | Elite-level psychic focus | **30 PP** | DC 20 |
| **Omega** | Catastrophic apex | **40 PP** | DC 22 |

### B. Sample Alpha and Beta BPSI Effects

| **PSI Move (Category)** | **Rank** | **PP Cost** | **Effect / Mechanics** |
| --- | --- | --- | --- |
| **PK Flash** (Offensive) | Alpha | 3 PP | Single target. Deal **1d4 + IQ Mod** psychic damage18. |
|  | Beta | 5 PP | Single target. Deal **1d6 + IQ Mod** psychic damage. Target suffers -1 to attacks for 1 round19. |
| **LifeUp** (Supportive) | Alpha | 3 PP | Restore **1d6 + GUTS Mod** HP to self or 1 ally within 10 ft20. |
|  | Beta | 5 PP | Restore **2d4 + GUTS Mod** HP to self or 1 ally within 10 ft21. |

## III. Mental Strain Consequences

Failure on a PSI Risk Check or other narrative triggers causes immediate psychological negative effects22.

| **Strain Result** | **Mechanical Effect** |
| --- | --- |
| **Minor Strain** | -1 Luck for the rest of the scene. |
| **Moderate Strain** | Suffer **Disadvantage** on their next **IQ** check. |
| **Crisis Strain** | Lose **1 GUTS** permanently. Gain a **Permanent Psychological Quirk** (e.g., phobia, altered perception). |
| **Psychic Break** | The character is **Stunned** for 1d4 rounds. Permanently lose access to **one alpha or beta rank PSI move** (their mind burned it out). |