

Reaction Drive: Flight (Newtonian Space Flight, +25%; Nuisance Effect, -5%) [48] + Enhanced Move 11.5 (Space; Newtonian, -50%; Nuisance Effect, -5%) [104]. *Notes:* A “realistic” rocket. It gives a voyager with Basic Speed 5 a delta-v of 30,720 – enough to escape from and return to an Earth-like planet, with room to spare for travel and maneuvering. A rocket is noisy and visible; the flyer *can't* use this ability stealthily. 152 points.

Reactionless Drive: Flight (Nuisance Effect, -5%; Space Flight, +50%) [58] + Enhanced Move 10.5 (Space; Nuisance Effect, -5%) [200]. *Notes:* A “reactionless” rocket like those seen in space opera. It can do everything that Reaction Drive can . . . and maneuver *indefinitely*. 258 points.



Stardrive: Warp (Blind Only, -50%; Extra Carrying Capacity, Extra-Heavy, +50%; Hyperjump, 1 LY/day, -25%; No Strain, +25%; Reliable +5, +25%; Tracking, +20%) [145]. *Notes:* A space-opera FTL drive. It lets the user cover a light-year per day, along with anything he can carry. It requires precise coordinates (Reliable cancels the -5 for Blind Only), only works in vacuum, and is useless over short distances. However, it never “burns out,” and can follow other FTL travelers by sensing their “trail.” 145 points.

Tactical Teleport: Warp (Blink, +25%; Extra Carrying Capacity, Extra-Heavy, +50%; No Strain, +25%; Range Limit, 10 yards, -50%; Reliable +10, +50%) [200]. *Notes:* Supers-style teleportation that lets the teleporter cover *short* distances – up to 10 yards – safely and reliably, with all of his gear. This requires no preparation; he can even use his ability to evade attacks in combat. 200 points.

MENTAL ABILITIES

Below are mental abilities from each of the four categories defined in Chapter 1 (see p. 14). Such gifts are popular in fiction – especially as psi abilities – so we provide *many* examples. The GM should review these before allowing them to PCs, to ensure that any assumptions made for the sake of concreteness are valid in *his* setting. For instance, most of these capabilities imply the existence of superscience or the supernatural.

Communications

Culture Sense: Social Chameleon (Accessibility, Must converse with subject, -20%; Exposure Time, 1 minute, -30%) [3] + Xeno-Adaptability (Accessibility, Must converse with subject, -20%; Exposure Time, 1 minute, -30%) [10]. *Notes:* The user *temporarily* adjusts to foreign social norms through careful observation or “psychic osmosis.” After a minute of conversation with a sapient being, he no longer suffers penalties for cultural unfamiliarity or differences in Rank or Status. These benefits last for as long as the user interacts with that person or members of the same culture, and for a minute afterward. 13 points.

Mindshare: Mindlink (10 billion people; Racial, -20%; Vague, -50%) [33] + Telesend (Broadcast, +50%; Racial, -20%; Vague, -50%) [24]. *Notes:* The communication ability of “hive minds” in speculative fiction. Each member of the race sends his emotions and *general* experiences (no details!) to every other member at all times, with no chance of failure. 57 points.

Sampler: Mimicry (Voice Library, +50%) [15] + Photographic Memory

(Accessibility, Sounds only, -80%) [2]. *Notes:* The user stores recordings of everything he hears. He can play back sounds exactly as he heard them, sample them selectively, or just borrow a *voice* to use with his own speech. 17 points.

Tactical Radio: Radio (Burst, 1,000x, +90%; Increased Range, x20, +40%; Secure, +20%) [25]. *Notes:* A long-range (200 miles) radio capable of encrypted bursts. Attempts to intercept it are at -3 *and* require the eavesdropper to win a Quick Contest of interception skill against the sender’s IQ to understand the message. 25 points.

Universal Translator: Mind Reading (Hearing-Based, -20%; Telecommunication, Telesend, -20%; Universal, +50%) [33] + Telesend (Universal, +50%) [45]. *Notes:* The possessor can project his thoughts to make himself understood to anyone, regardless of language. After establishing outgoing contact, he can open full two-way communication. This lets him understand his *subject’s* words and intentions – *if* he can hear that person speak. 78 points.

Influence

Compel Truth: Mind Probe (Accessibility, Must converse with subject, -20%; Vision-Based, -20%) [12]. *Notes:* To use this ability, the user must be close enough to touch his subject, engage his mark in conversation, *and* maintain eye contact. If he satisfies all three requirements, he can compel the subject to give one truthful answer per minute. Roll a Quick Contest of IQ vs. Will for each question. 12 points.

Cyberpsi: Mind Control (Conditioning, +50%; Cybernetic Only, -50%) [50]. *Notes:* The ability to seize control of a computer or other Digital Mind. The controller must see or touch his subject. Success lets him operate it remotely. Once “inside,” he can try to rewrite its programming (Conditioning). Use Computer Operation for rolls to establish control and Computer Hacking for reprogramming attempts, where either is superior to IQ. 50 points.

Data Probe: Mind Probe (Based on HT, +20%; Cybernetic Only, -50%; Invasive, +75%) [29]. *Notes:* A sensitive electromagnetic probe that affects