

Mind Bolt, Revisited

Range: 20 feet (6.09 m) per level of experience. Line of sight required.

Duration: Instant.

I.S.P.: Varies; 6, 9, 12, 20, or 40 I.S.P. depending on damage amount.

The psychic focuses his psionic energy and unleashes it as a nearly invisible bolt of mental force and hurls it at a target with amazing accuracy and varying amounts of damage depending on the I.S.P. spent. Though the Mind Bolt is invisible to the naked eye, it can be seen by those with optic systems or abilities to see different spectrums of light. This includes infrared, ultraviolet, and passive nightvision mechanical systems as well as beings able to See the Invisible via psychic ability, magic, or natural ability. As you might expect, it appears as a bolt of white energy.

Note: If it can be seen, a person can *try* to dodge or parry the blast, but suffers the usual penalties for dodging any gunfire or energy blasts (none of the character's usual dodge bonuses and an additional -10 to dodge).

This is a physical energy bolt created by psychic energy and force of will. As such, it inflicts physical damage upon whatever it strikes, whether it is a human being or a physical object like a computer, table, body armor, vehicle, wall, tree, and so on. Since people tend to be physically oriented and are used to using their hands, most psychics point with their hand or finger at the target they want to strike. Some even make a throwing motion. However, the energy appears in front of the psychic and is instantaneously launched at the target. If the individual is pointing with a finger or hand, the bolt seems to come from it. However, this means with practice and focus, the psychic can fire a Mind Bolt by simply staring at the target!

Line of sight is required in order to strike a target with any measure of accuracy. Firing off a Mind Bolt blind means no bonuses apply and, in addition, is -10 to strike. This applies whether the psychic cannot see due to darkness, fog, blindfolded, or any reason. Firing blind is dangerous because the energy will hit something and that might be a friend, ally, innocent bystander, or valuable piece of equipment. However, if the blinded psychic knows his target is directly in front of him, or to his side, especially if the target is touching him (this might include objects like a rope or chain that binds the characters), the additional penalty for being blind is reduced to only -3, not -10.

Bonus to Strike: All Mind Bolts are +4 to strike, but adding an additional 10 I.S.P. increases the strike bonus to +6 to strike! Must be able to see the target for these bonuses to apply.

The amount of damage the Mind Bolt inflicts depends on the amount of I.S.P. spent on the blast, and what the target is. This is a *physical attack* that inflicts physical damage. It does not affect the mind of its victim and will strike the armor of anybody wearing body armor, or the natural armor of supernatural beings.

6 I.S.P.: 1D6 damage to supernatural beings (including Astral Beings, Entities, and energy beings), 1 point of damage to humans, animals, or physical objects.

9 I.S.P.: 2D6 damage to supernatural beings, 3 points of damage to humans, animals, or physical objects.

12 I.S.P.: 3D6 damage to supernatural beings, 1D4+2 point of damage to humans, animals, or physical objects.

20 I.S.P.: 6D6 damage to supernatural beings, 1D6+3 point of damage to humans, animals, or physical objects.

40 I.S.P.: 1D6x10+4 damage to supernatural beings, 2D6+6 point of damage to humans, animals, or physical objects.

Ley Lines: Ley Lines increase the range by 50% and adds one additional die of damage (note that this means spending 6 or 9 I.S.P. does no extra damage against mortals, animals, or physical objects).

Nexus Points: Doubles the range and adds two extra damage dice. See page 169 for more details on Ley Lines and Nexus Points.

A.R. (Armor Rating): A.R. applies as usual.

Special: 1. Ghost Buster: The nature of the Mind Bolt energy is such that it does damage to ghosts, Entities, Elementals, and energy beings!

2. Astral Beings & Travelers: A Mind Bolt can be used in the Astral Plane against Astral Beings, Astral Travelers, and other things located in the Astral Plane. HOWEVER, an Astral Being/Traveler or psychic in Astral Form can NOT use Mind Bolt against a person or any target located in the physical world while he is in the Astral Plane or in Astral form.

3. Available to Psychic Healers for the cost of 2 Healing Powers: A Psychic Healer may select Mind Bolt as a means of psychic defense against the supernatural, but it counts as 2 of the Psi-Healer's psionic ability selections. Just as Psychic Healers are able to battle the supernatural by performing an Exorcism, they are also able to select and use the Mind Bolt Psionic power. However, a Psi-Healer's Mind Bolt is ONLY effective against supernatural beings. No damage to humans, animals, or physical objects.

Note: Allowing a Psychic Healer to select Mind Bolt is entirely up to the G.M. If you think it will interfere with or unbalance your game, do not allow it.