

Transfer I.S.P.

Range: Touch.

Duration: Results in one melee round (15 seconds). Last for one hour per level of the psychic's experience or until the I.S.P. are used by the recipient of this generous gift, whichever comes first. The giver of the I.S.P. cannot recover them until the recipient either uses them or gives them back by releasing them through meditation or when the duration time elapses.

After the duration or the recipient expends the I.S.P., whichever comes first, the psychic is able to recover their Inner Strength Points at the usual rate of recovery for that individual. Faster via meditation.

Note: The I.S.P. temporarily given away cannot be taken back prematurely, but the recipient can release them via meditation or by spending them through the use of psionic abilities.

I.S.P.: 4; half that cost and up to a distance of 30 feet (9.1 m) when linked via a Mind Bond, Precognitive Connection, or Shared Experience.

Saving Throw: -2 to save when the recipient is unaware that a transfer of I.S.P. is taking place. +2 to save when the transfer is unwanted or refused. ("No, I can't let you do this for me.")

This bio-manipulation power enables the psychic to temporarily transfer some of their own I.S.P. into another psychic. This is usually done to empower a psychic ally in order to accomplish a shared goal such as helping others or defeating an enemy. This sacrifice, of course, leaves the psychic who is transferring his or her I.S.P. into another psychic, with diminished Inner Strength that may render the individual unable to use his own psionic abilities.

The psychic sacrificing her I.S.P. is the one who determines the amount of I.S.P. they are willing to lend. However, subconscious self-preservation kicks in to prevent the individual from giving up their last 8 I.S.P. In time, I.S.P. lent to another person recover as normal, as if they were spent by the psychic, which in a way, is what happened.