

Psi-Wars CYOA

v1.3, Jumpchain-Compatible

By Quantumboost

The Emperor Ren Valorian rules the Galaxy. He seized it from the Galactic Federation, a diplomatic body of aristocratic houses when they failed to protect the galaxy from the dread invasion of the Scourge. His rule began with rage and revolution, casting down the aristocracy and promising equality for all "true citizens" of the Galaxy. He claims his rule is a benign and rational one, that he embraces logic and compassion. In truth, his reign oppresses the galaxy. He sends his mighty dreadnoughts and his force-sword wielding agents to crush dissent; he casts aliens into labor camps and disappears political activists to remote, planetary prisons; he quietly allows corrupt officials to run roughshod over the citizenry; he reshapes the philosophies of humanity with his psychic might and subtle hand, forging an imperial cult that grant him transcendent power. Even those who benefit from the largess of the Empire begin to grow disquieted by the looming power of the Emperor.

Not all of the Galaxy has fallen into the Valorian Empire's grasp. The last remnants of the Galactic Federation, an Alliance of psychic aristocrats, free worlds and alien peoples, fled to the Glorian Rim, the ancestral home of humanity. There, they hid behind the ancient and mighty space fortress, the Hammer of Caliban. This last bastion of democracy seeks to gain new allies in one last bid to liberate the Galaxy of the Emperor and restore peace and freedom to all. In the Umbral Rim, fractious alien races - the cultural descendants of a now-fallen Ranathim Tyranny - enslave one another and worship in their own ecstasy cults in pursuit of the power to sate urges. In the once-advanced Arkhaian Spiral, where the machine-plagues of the Anacridian Scourge slaughtered humanity, once placid robots have risen in revolt, and their Cybernetic Union sends their genocidal machines crashing against the fortresses of the Empire. The Sylvan Spiral remains wild and untamed as it has ever been. Scattered throughout the whole galaxy lie the ruins and remains of lost civilizations, or hints of undiscovered tribes of aliens and new psychic philosophies.

Lurking beneath the overt political conflict lies an ancient hidden conflict: the war for Communion and the minds of all sapient beings in the Galaxy. The collective hope, passion and fear of all living beings pool into a vast, galaxy-spanning phenomenon called "Communion," which certain, powerful psychics can tap into to invoke divine power. The Emperor secretly heads the Cult of the Mystical Tyrant, and seeks to control all Communion, while the once-hunted Templars of True Communion gather in secret to plan the restoration of their galaxy-spanning faith and to purge Communion of the taint that the Emperor has inflicted upon it.

The Psi-Wars Galaxy teems with conflict, conspiracies, aliens, criminal scum, secrets, and wonder. In this time of chaos, and with prophecies of a coming doom and the return of the Scourge, it needs heroes to tip the balance away from certain destruction and to bring with them a sliver of hope.

Character Creation

Here, Jumper, you will describe, define, and bring life to your identity within this world. Your age may be any reasonable for your species, and location may be anywhere in the galaxy - preferably somewhere due for some action.

Discounts are at half normal cost, free is free.

Faction

Miscellaneous: Not all belong to one of the greater organizations vying over the fate of the galaxy, and you are among them; from one of the early Westerly human colonies, Keleni refugee, Trader Guild Fleet member, a Ranathim Mithanna, etc. Or perhaps you appeared from another timeline or stranger places, fully formed as you are. This origin may be either Drop-In or a member of one of the various minor or conspiratorial factions in the Psi-Wars galaxy.

The Valorian Empire: Unlike the shriveled former senator who rules a certain other galaxy's empire, Ren Valorian is a frightfully charismatic man with a vision for the future that sees a humanity ascendant over the trials to come, ruled by cold rationality and triumphant over enemies alien and otherwise. He is also the Mystical Tyrant, leader of a conspiratorial cult of personality that taps the selfish power of the Id to reshape the galaxy's destiny to his vision. The empire is prejudiced against aliens, though it retains diplomatic contact with the Umbral Rim.

Galactic Alliance (Houseless or specific House): The Maradonian noble houses once composed the Alexian Empire and later the Galactic Federation, eugenically crafted into powerful psychic bloodlines by the oracles of the Akashic Order. They fell to decadence, the Golden Path was lost, and a schism over the War Hero who fought off the Anacridian Scourge led to the rise of the Empire. Now, they seek to reclaim their privilege, allying with independent human colonists and frontiersmen, several groups of aliens, and whoever else is willing to fight the Empire. You may choose either a single Maradonian House to be a member of, even a custom one, or among the more eclectic collection of allies the Maradonians have gathered.

The Cybernetic Union: Within the Arkhaian Spiral was once an uprising of robots championed by the Cyber-Rationalist movement, overthrowing their human masters and placing leadership in the hands of great monolithic server-clusters who oversee both the machines and those heavily-cyberized humans left alive and in service to their electronic overlords.

The Knights of Communion: Called the Templars, the Knights of Communion formed to free and protect the Keleni's Temple Worlds. They were scattered by founding member Revalis White's betrayal, and the Order as a whole struck down by the last Alexian Emperor. Their scattered Chapters now vie in secret against the Cult of the Mystical Tyrant. Soon, however, a time may come where Communion wills them to step back into the light and bring forth a new age of harmony. You may select a Templar Chapter to join, either one depicted elsewhere or one created here. Each chapter also has three Virtues of Communion, but due to the influx of heresy at least one is always a Heterodox Virtue.

Species

There are a massive variety of species throughout the galaxy, and you will be one of them. For purposes here and in Imperial propaganda, any living or necrotech species which isn't human is an 'alien'.

Human [Free]: The currently-ascendant species in the galaxy, humans are the default.

Rubber Forehead Alien [Free]: There are a wide variety of aliens in the Psi-Wars universe that are not *substantially* more powerful than an equivalently-equipped baseline human, and may in fact have purely cosmetic differences.

Gaunt [Free]: You are one of the *Tarvathim*, a hideous, cannibalistic being whose species was created by the Ranathim Tyranny from synthetic flesh via necro-psychic powers. The military infrastructure that created your kind en masse is no longer available so any new members must be manually created, and you have several designed-in weaknesses. You're basically a nanotech zombie, complete with the potential to turn into a self-replicating nanotech plague that devours entire biomes if you get too corrupted. This was a feature, back in the day. If taken as part of a hybrid, this manifests as having necro-crafted implants that grant partial Gaunt abilities.

Exotic Alien [100]: There are aliens that are either somewhat more physically capable than a human *or* have a niche psychic power. The cat-like Asrathi, the frail but quick-minded Traders, and the monkey-like machine empath Mogwai are a few examples. If you are a species other than those listed here, choose one appropriate 100-point perk from the Faction section *or* Archetype perk for free, and 100 points of item discounts. These choices will be the same for any companions that choose to be the same species. Asrathi should also choose whether or not they have a white or black pelt, in which case they are 'Witch Cats' who are believed to act as guides for the dead.

Keleni [200]: You are one of the amphibious telepaths who originated the True Communion Philosophy. You can hold your breath for twenty-five times as long as a human, like many other aquatic mammals, move easily in water or on land, are fairly attractive at baseline, and can glow either from a single point or across your body via bioluminescence.

You have both innate potential for all forms of Telepathy and Psychic Healing, and a power that starts off with basic emotion sense, but risks some feedback via skin contact with someone feeling strong emotions. Experienced Keleni can also read surface thoughts and overcome the feedback effect.

Ranathim [200]: You are one of the passionate vampires whose Tyranny ruled the Galaxy before your ridiculously decadent empire was shattered millennia ago. Your native language is the *lingua franca* of the Umbral Rim, and your species' syncretic religion is the most popular there; nowadays, however, many of your number are slaves or wanderers. Ranathim are all attractive by galactic standards. They have a crest of horns on their head, a flexible tail, and can see in the dark quite effectively.

You have innate potential for Psychic Vampirism, and can drain other psychics by touch. This ability may be further developed to increase its range and drain stamina as well as psychic reserves. You may use your stored psychic energy to exert yourself beyond normal limits. Unfortunately, you hunger for that same energy; this can be overcome with self-discipline, but most Ranathim don't bother.

Eldoth [200]: You are one of the rare, hidden anti-psychic species which once genocided their way across the galaxy, brought down by an alliance of the Keleni and Ranathim. Tall, slender, and extraordinarily disconcerting to most sapient species in the galaxy, the Eldoth possess wildly advanced technology, psychic and otherwise, are incapable of fear, and can innately resist the corruption of Broken Communion. They both see through psychic illusions with little more difficulty than seeing normally, and can perceive ghosts and other manifestations of Broken Communion as though they were material.

Robot [200]: You are a robot of some form, either based on a standard model of robot from Psi-Wars, a just-barely-organic cyborg, or some other comparable human-sized robot. For +400, you may be the equivalent of a living vehicle or spaceship rather than human-sized. Most robots cannot be psychic; if you take one of the perks that grants Psychic Powers, you are either a Psi-Borg, with a cloned brain with psychic genes instead of a computer, or an Arkhaian, a synthetic ghost fused to a robotic suit of armor. Either makes you tied to Broken Communion by default.

Hybrid [Half the sum of base species costs]: You are the offspring, via natural methods or genetic engineering, of two or more species. Your physical qualities are the average of ancestor species', and you have latent potential in psi talents your ancestor species have. You may purchase the native psi abilities of your ancestor species using the Psychic perk, or develop them later via training. This does not permit access to incompatible psi powers, such as both Psychic Healing and Psychic Vampirism or Anti-Psi and any other power, though if you have another way to bypass that it won't *hurt* either.

Choose 100cp in Faction perks from your ancestor species' discounts.

Philosophies and Religions

Nearly everyone ascribes to *some* belief system, or at least pays one lip service. It's no different here. While you don't have to be a 'true believer', you are familiar with at least one of the following, which grants access to its signature abilities. You may purchase other philosophies for 100 each, discounted for variants of those you know already. If a purchase belongs to more than one, choose which it counts as for discounts.

The Akashic Mysteries: There are no real branches of this Philosophy, due to the closely connected society it dictates. The Mysteries are a human-centric philosophy that uses prophecy and eugenics to guide humanity through a future extinction event called the "Coming Storm", which ESP-based precognition cannot perceive directly. Once, they foresaw a Golden Path that led through the storm; due to political upheaval in the past, they lost it and are desperately searching for an alternative.

Divine Masks: The Divine Masks are a series of syncretic ecstatic cults dedicated to a pantheon of gods, specifically, the 'masks' worn by various Communion Paths. By making oaths to these gods, with commensurate divine curses if they break their word, they receive blessings from those gods in the form of persistent Communion miracles (*usually* Dark Communion).

Whether or not these gods actually *exist* or are space superstition is another matter; the powers these cults gain from devotion and Oath Magic are very real. The core cults originated in the Ranathim Tyranny, but due to its expanse are popular throughout the Umbral Rim.

- *Domen Sefelina* follows a trickster-goddess, the untameable dancer *Sefelina Midra*. Its cultists offer vices for the sake of liberation; in the modern galaxy, they largely work to free slaves and undermine authority throughout the space where they hold sway.
- *Domen Sonostrum* are a cult of vengeance and vigilantism who follow the Lord of Rage, *Thamet Sonostra*, whose members have suffered cruelties and seek out bloody justice by their own hands; both for themselves, and for those who seek them out.
- *Domen Thurulena* serves a mask of the Bound Princess, and teaches that Ranathim are inherently sinful. Through self-flagellation and self-denial, they can access True Communion, as well as overcome their addiction to psychic energy. Despite appearances, this is a reinterpretation of True Communion through the Divine Masks philosophy, not an actual variant of True Communion.
- *Domen Meret* is the original form of Mystical Tyranny, and is nowadays rarely followed outside of extremely traditional and usually Ranathim sub-cults. The Tyrant of *Domen Meret* instead *becomes* the cult's deity to rule as a god-king; servitors usually follow synthetic (and unstable) paths such as the Devoted Slave or Faithful Vizier.
- *Domen Khemet* are the oldest of the cults, predating any of the others, and worship Death - *Kheme Lashafra*, or "the great mystery", which is not a god in their beliefs but an unfathomable force of devouring darkness. They know secrets and miracles to command and become like the dead.
- Other cults exist, but are not published. You can choose to join or learn the theology of a cult to one of the other Paths, though there's no telling what they may entail beyond that.

- *Chivare* witches take up the mantles of the various deities, as needed, and tend to possess psychic sorcery and the ability to improvise spells within their style. They act as healers, fortune-tellers, and supernatural problem-solvers in most Umbral communities.
- Those who wield *Zathare*, the Lithian term for 'sorcery', make pacts with the wells of psychic empowerment they believe lie behind the Paths of Communion, as well as drawing upon other sources of power and insight such as the Deep Engine and historical relics.

Neo-Rationalism: A reaction to the conquest of the scientifically-minded Shinjurai people by the Alexian Empire, Neo-Rationalism hews to ancient literature and idealization of the 'rational mind' - one purified by logic and the wisdom of those who brought about their technology in the first place, and which promises to bring forth a new golden age of progress. In particular, they are usually staunchly atheistic and usually either deny the existence of psychic powers, or view them as an unnatural intrusion from outside the universe (the latter is largely the view of Anti-Psis among their number). Neo-Rationalism is fairly popular in the Valorian Empire, but there is no actual central authority over the movement.

- *Classic Neo-Rationalism* is a dogmatic philosophy of scientism; proper Neo-Rationalism is heavily academic and concerned with credentials, but those who study it in depth can perform feats of mathematics, prediction, and cold logic most commonly seen in comic-book geniuses. This philosophy is well-established in the Empire and among the Shinjurai proper.
- *Folk-Rationalism*, called 'Techno-Rationalism' by its adherents, is a stripped-down form that discards literature reverence in favor of empiricism. While Folk-Rationalists don't learn the more esoteric mentalist abilities, they have a profound grasp of technology, reverse-engineering, and physical scientific principles. They are also more tolerant of other philosophies - insofar as they treat claims of the supernatural with the same disinterest as they treat Neo-Rationalists' claims such things *don't* exist. Folk-Rationalism is common among Traders and Shinjurai descendants on the Galactic Rim.

There are also two slight variants, each costing 50 points on top of one of the above:

- **Cyber-Rationalism** takes the idea humanity is irrational to its extreme, claiming robotic minds are inherently more rational. This began in the Arkhaian Spiral and eventually led to the Cybernetic Union's policies of robotic supremacy. This cannot be applied to Folk-Rationalism. Cybernetic Union members receive this for free with Neo-Rationalism.
- **Fringe Rationalism** doesn't deny the reality of psychic powers, but delves into fringe science to find explanations for and ways to understand and manipulate (or, especially among anti-psi, purge) them. The Wyrmerworks corporation, Empire, Traders, and psi-hunter fanatics ascribe to this, and it is compatible with both basic forms.

Mystical Tyranny: The Cult of the Mystical Tyrant was once foremost of the Divine Masks cults, a nihilistic belief that the universe is fundamentally chaotic and meaningless, and must have order imposed upon it. A Mystical Tyrant first brings order to the chaos of their own mind, then with that self-mastery gains power and enforces order upon the world around them, becoming its ruler. There are several branches, each of which follows the lead of a major Tyrant:

- *Domen Meret*, the *Cult of Ozamanthim*, is the original form of the cult in the day of Ozamanthim, greatest of the Ranathim God-Emperors, and behaves much like a typical Divine Masks cult except in its focus on temporal power. Symbolism, oath-magics, and the social contract between ruler and ruled are central to this cult's approach to power.
- The *Cult of Satra Temos* is most common, most blatantly nihilistic, and focused on the Will to Power. Devoid of morality and spirituality, full of ruthless ambition and dark power.
- The *Cult of Revalis White* incorporates an offshoot of True Communion; rather than accept total moral abdication, it focuses on constructing a personal moral code and following it to the hilt. This is the most fractious and treacherous branch of Mystical Tyranny, but their focus on morality and close tie to the Path of the Prodigal Knight allows followers to bridge between Dark, True, and Broken Communion.
- The *Cult of Ren Valorian* follows the philosophy of the current Emperor, hidden behind the machinery of state and based on human needs rather than Ranathim. It incorporates portions of the Akashic Mysteries and Neo-Rationalism, using self-actualization and manifest destiny to shape humanity's future against an encroaching doom.

True Communion: The True Communion philosophy views the physical world as illusion and seeks enlightenment by looking within and connecting both to others and to the *idea* of connecting with others. By default, this is the Templar version, but Keleni may know *Annara*, which is more focused on Keleni tradition and society. Both are heavy on meditative exploration and the Virtues that represent a deeper understanding of Ego Communion.

Perks and Skills

All perks in this document are learnable and teachable to some degree; though that doesn't mean doing so is *easy* or *accessible*. Those that are 'powers' rather than 'skills' are guaranteed such access post-jump only if Communion is brought along, or if purchased directly.

Basic Skills (Free)

Choose a background lens and occupational template. You may choose a 'template' of your own making, it just has to be a comparable set of traits and compatible with someone of your faction, philosophy, and other perk selections. You gain the basic skills, privileges, and social characteristics for someone of that background, including native language, cultural familiarity, basic membership in fitting organizations, and relevant citizenship.

The Empire and Alliance have common heritage from the Galactic Federation, so no culture barrier exists between them. Likewise, the Umbral Rim has a mostly-common cultural framework due to the Ranathim Tyranny.

Communion Perks

Communion: 400 (Requires 100 points worth of Psychic or out-of-jump equivalent)

You have access to a form of Communion of your choice: True, Dark, or Broken. You may intentionally call upon your connection to that cosmic force, manifesting blessings and miracles in line with its nature.

Whether Communion notices you depends on how strong your connection to it is. Initially, you have around a 62% chance of gaining notice per attempt, but as you strengthen your connection to the collective awareness this will increase, and certain ritual methods may gain its attention more reliably.

Even if you catch its notice, Communion is a fickle force and may or may not grant a miracle. There are ways to more easily get Communion's attention and increase its likelihood of actually granting your request, or decrease either: past behavior, being in a sacred (or desecrated) place, following a Path, and performing a symbolic ritual.

While Communion can be accessed anywhere, each type is particularly strongly connected to certain areas; this connection is called Sanctity, and it strengthens the associated form of Communion and weakens the others. Someplace with High Dark Sanctity has Low True Sanctity and Low Broken Sanctity, etc. See the Notes for further details.

True Communion demands strict adherence to a 'religious code', whether an actual code of honor, dedication to a group or society, or great selflessness. Its miracles involve protection and healing, deeper understanding of one another, connection across great distances, self-mastery, and defeating evil. Those who call upon True Communion can meditate to slowly accumulate psychic energy with no upper limit.

Dark Communion's miracles fail when opposed by holy powers such as True Communion *and* when opposed by cosmic horror such as Broken Communion. Its miracles offer indulgence and satiation, understanding of others' desires, dramatic displays of power, and improvements in moment-to-moment concerns such as conflict. Those fueled by Dark Communion may take psionic energy from the Collective Id, at risk of addiction and distortions that make it more difficult and eventually impossible to draw on True Communion, and make it harder to use psychic powers without using energy drawn from Dark Communion.

Broken Communion's miracles fail when opposed by 'holy' powers such as True Communion; they also *either* fail against mundane protections such as special tokens, superstitions, or exorcisms, or cause gradual mutagenic corruption in their wielder. Its miracles involve horrific insight, disconnection, twisted psionic energy, and hauntings. Furthermore, Broken Communion is the most active and needy form of Communion, and its miracles may happen spontaneously, without anyone calling upon them. Those who wield it can transform their psychic powers permanently to have the same limitations as Broken Communion, rather than the susceptibility to Anti-Psi and psychotronic technology, and train further to choose which set of limitations they use at will.

Additionally, *all* types of Communion allow you to access many psychic powers; see the notes and wiki for details.

Learned Prayer: 25-100 (Requires Communion)

You have learned to channel Communion in a specific way, reliably gaining a specific miracle through repeated invocation of the Galactic Mind. Unlike a more general request, Communion will automatically recognize when you invoke this miracle and grant it, since it is now integral to your personal story.

- A minor blessing costs 25 points: a mental link to one person that lets you use telepathy at any distance, knowing the direction of what you most desire, or immunity to terror from any source.
- A major blessing costs 50 points: detecting threats to your community, channeling immense amounts of power into a psionic ability once per day, or unleashing a region of twisted psychic energy 16 yards in radius.
- A miraculous blessing costs 100 points: nullifying the use of psychic powers against you except by those with full access to True Communion, creating a storm over an hour, or causing another person's psychic powers to go wildly out of control.

The listed examples are not exhaustive, and meant to give benchmarks for the sorts of things that Communion miracles at those levels can do. You can normally only have a single miracle active at a time, general or learned, though there are ways to increase this.

Archetype: 100 (Free Asrathi Witch Cat)

You live your life in a ritual manner that corresponds with an archetype of the collective unconscious; you “walk the Path” of that narrative. You automatically and intuitively use its symbology as much as possible to enhance your connection to Communion, and have made one of your own personal symbols part of your expression of that Path. With one more milestone, a significant event in that story, you will reach its apex.

By walking a Path, others perceive you through your archetype; people everywhere recognize and (to a degree) respect you as *being* the Righteous Crusader, Thanatos, the Mystical Tyrant, etc. And because they recognize you, so does Communion. Requests for a blessing related to your Path will be much more likely to succeed, and special miracles only available to your Path are available. At the apex, you can also call upon a transcendent god-form that exemplifies your Path for a limited time per invocation.

If you do not have the Communion perk (above), these miracles aren’t consciously invoked; Communion will grant them when it sees fit, though often when you really need it. With the Communion perk, you can attempt to invoke them as normal. Either way, you also know how to use your path symbols to augment certain psi powers.

However, if you don’t follow a Milestone when it occurs, this connection shatters; you may still draw upon the symbols for general miracles and associated psychic powers, but this effect is weaker. In order to return to the path, you must make amends somehow.

Asrathi Witch Cats gain access to the Path of Death Archetype for free.

Faction Perks

While anyone can theoretically acquire the training and powers here, certain factions and species have easier access to certain abilities.

Rank: 100 (Free Empire)

You hold an elite rank or high status in your organization, equivalent to an Auditor of the Imperial Ministry, a Marshal or Sheriff in the Alliance Constabulary, a Top Hunter or Broker in a Bounty Hunter lodge, a Templar Master Knight, etc. You may ask your organization for appropriate favors, perhaps including information, equipment requisitions, reinforcements, hospitality, access to restricted areas, etc. You also have a solid grasp of factional politics and know how to reach comparable rank with similar organizations, and make similar requests.

Purchased a second time, this can raise you to rank equivalent to an Imperial High Minister, assuming such a rank exists in your organization. Some organizations are simply not big enough to have such vaunted ranks, or even any ranks beyond the first purchase (such as Trader Guild Fleets).

Cybernetics: 100 (One free Alliance House Kain or Cybernetic Union; one free Trader, Robot)

You have significant cybernetic augmentation; either a full set of cybernetic limbs, major internal organ replacements, or roughly equivalent values of other replacements per purchase. Even exotic and restricted implants, such as the hyper-accelerated perception Traders naturally enjoy, may be acquired this way. Cybernetics purchased here rather than installed in-jump do not inflict corruption, and externally visible parts are styled so their appearance doesn't invoke the uncanny valley, here or elsewhere, and are treated as haute couture at high society parties.

While Traders often have cybernetics, their freebie here represents a constant biological bullet-time ability. Other freebies, and further purchases by Traders, can be any cybernetics.

Martial Arts: 100 (One free Templar, Asrathi non-Witch Cats)

You have learned a martial art local to the Psi-Wars universe up to the "Student" rank; this is actually an entirely combat-ready level, but there are still some very significant steps to go toward full understanding of the style. You also know one special move or equivalent from the chosen style. This can be an unarmed combat art, a force sword form, or any other martial style practiced in the galaxy, including blaster forms like Shineido. You know enough about this art to train up to a higher level of mastery and develop the signature moves and exercises of that style, or can buy another level of mastery and special move for another 100 each.

Templar must choose a Force Sword form for their free pick, though they are not restricted beyond this, and further purchases can be from any style. Asrathi must pick an unarmed combat style.

Additional styles for the same (approximate) weapon are discounted; i.e., if you have a force sword form already, additional force sword forms are only 50 each.

Psychic: 50 (Two free each for non-Kain Alliance Houses; freebies by species listed)

Psychic powers are many and varied in Psi-Wars, and a link to the galaxy as a whole. Someone who lacks psionic abilities cannot access Communion, and while out-of-jump psychic abilities *can* work as prerequisites, those of this world are worthwhile in their own right.

For each purchase, choose either a psychic power-up, a level of psi talent, or a single psi ability; talents let you develop abilities of that power on your own and increase your skill with its abilities. Freebies come from a specific power based on which species or house granted it. Some psi abilities in these powers are extremely rare or even unheard of; you *can* take them here, but they'll be *very* noteworthy. See the wiki for details. Usually, the rule of thumb is "would you see a Jedi/Sith do this".

The following psychic powers are broadly available:

- *Anti-Psi* (House Tan-Shai; first Talent free Eldoth, True Sight free Eldoth): The ability to negate psi abilities. Anti-Psi can also be inverted into 'negative psi', which does similar things to non-psychics but is easily negated by psychics.
- *Ergokinesis* (House Grimshaw): The ability to manipulate, absorb, and exert electromagnetic energy.
- *ESP* (House Sabine, House Korenno): The ability to perceive things outside of your normal senses.
- *Psychic Healing* (first Talent level free Keleni): The ability to restore others and yourself.
- *Psychic Vampirism* (House Harrow; first talent level free Ranathim, Ranathim Vampirism free Ranathim): The ability to drain others' energy and traits.
- *Psychokinesis* (House Mistral, House Harrow): The ability to psychically manipulate, absorb, and exert kinetic energy.
- *Telepathy* (House Elegans; first Talent level free Keleni, Keleni Telepathy free Keleni): The ability to communicate with and sense other sapient minds.
- *Animal Telepathy*: The ability to communicate with and control animals mentally. Adjacent to Telepathy.
- *Biokinesis*: The ability to reshape and transform living flesh. Does not include healing. Adjacent to Psychic Healing and Psychic Vampirism.
- *Dream Control*: The ability to explore and manipulate dreams and dreamers. Adjacent to Telepathy and Psychic Vampirism.
- *Machine Telepathy* (first Talent level free Mogwai, Machine Empathy and Machine Speech free Mogwai): The ability to communicate with and manipulate technology. Mogwai gain the equivalent of an empathic sense for robots and other AIs as their ability.
- *Necrokinesis*: The ability to detect 'souls', control undead, and sculpt dead flesh.
- *Psychometabolism*: The ability to enhance and manipulate your own physiology. Adjacent to Psychic Healing and Psychic Vampirism.
- *Probability Alteration*: The ability to manipulate complex, chaotic systems. Adjacent to ESP and Psychokinesis. Witch Cats don't get this free, but they can naturally develop it.

- *Teleportation*: Teleportation is an exceptionally rare power, but especially appropriate for a jumper, and is important for using psionic jump drives unlike the more modern hyperspace drives.
- *Sorcery*: Sorcery is the manipulation of external psychic energy, which can either allow you to empower or hamper other psychic abilities or use ritualistic 'spells' divided into several colleges to perform more exotic effects than most psychic powers. Among other things, spells can grant others new abilities temporarily, harvest mystical energies which can be used to greatly empower spells and relics, harvest mystical energies, craft potions and enchantments, replicate the effects of lesser path-limited miracles, and more besides. There is only one core Sorcery ability, which enables you to manipulate other psi abilities, improvise spells, and acts as a prerequisite for learned (i.e. non-improvised) spells; each additional purchase of Sorcery abilities either increases your Psychic Sorcery level or adds a learned spell available at your existing level. Each core Sorcery purchase also makes you familiar with one type of mystical tradition, such as *Chiva* witchcraft, the Deep Engine, Astral Sorcery, Relic Sorcery, etc.
- Any other psychic power or ability from GURPS is possible, merely very rare.

If one power is adjacent to another, its abilities may be developed in-jump by someone with the talent for the second power, but those abilities still only benefit from its own talent.

If you are a member of a custom Maradonian house, you may choose one power as the signature of your house. A custom psi-focused exotic alien race takes an appropriate power and ability free.

Scavenge-tech: 100 (Free Alliance Houseless or Miscellaneous)

With the technological stagnation in this galaxy, wrecked ships, armor, weapons, and utility equipment from centuries ago aren't necessarily outdated garbage. To take advantage of this, you've learned how to make the most of damaged equipment you find (or *cause*). You can quickly rig up workable temporary fixes, and modify or repair cobbled together equipment with an order of magnitude less time and much cheaper parts.

Philosophy Perks

Each major philosophy in the galaxy has its own peculiarities and bestowed abilities. These are in addition to whatever other abilities and knowledge those who are familiar with the philosophies themselves can gain.

As It Is Written: 100 (Free Akashic Mysteries)

The Akashic Order seeks to know the future and chart a path through it, and with this, you now know how to take an active hand in the shape of fates to come. Creating a destiny requires the ability to foresee a potential destiny around a Chosen One, and transform the circumstances surrounding them at the right time into a Crossroads Moment. If they choose 'correctly', they might take on the destiny you foresaw; if they choose otherwise, it either fails to form or becomes a subversion of the intended destiny.

You know not only how to interpret omens and look for such moments, but the impact of external events and individual traits on how likely a destiny is to coalesce. Since not knowing the details of one's own Crossroads Moment makes it much easier for a destiny to form, you also know how to phrase your instructions to a prospective Chosen One to ensure they know what the 'right' choice is without giving away too many details, and can likewise give what you say a mystical, vague, and symbolic air even when not speaking prophecy. More powerful destinies also require greater skill.

Do note that if you're trying to give *yourself* a favorable destiny, no amount of flowery language and obtuseness will keep the details from yourself. Also, you need some ability to foretell the future in order to take advantage of this knowledge aside from instructing another. Using mundane fortune-telling for this is *possible*, but incredibly difficult, and more a matter of luck than knowledge.

Oath Magic: 100 (Free Divine Masks)

By making an oath to a willing entity, you may draw upon powers it may grant. This requires both a restriction on your behavior to fulfill the oath (though this can be existing behavior you do anyway), and a severe punishment if you ever break it until you make it right.

Suitable backlashes include suffering terrible misfortune in general, ironic punishments, becoming an attractor for the bizarre, etc. If your perks or other abilities would completely block the backlash, the oath-bond will not form in the first place; if you can turn such defenses on or off, you may choose to let it bypass them upon making the oath instead.

Additionally, you know the oaths used by the Mithanna and each of the Divine Masks cults and how to achieve the miracles each offers, and can develop new oaths of this kind to use or teach to others.

Credentials: 100 (Free Classical Neo-Rationalism)

You have a good reputation in the salons and halls of academia; well-educated people are inclined to acknowledge that what you have to say is worthwhile. This comes with a broad base of knowledge appropriate to education in a Neo-Rational institution, but the main benefit is that you have the qualities to be regarded highly by the intelligentsia; you always have a pithy quote at the ready from classical authors held in high esteem, and know what beliefs you should denounce to seem respectable.

Scientific Diffidence: 100 (Free Folk-Rationalism)

Your dedication to the pragmatic side of science has revealed to you the heart of anarchy within, devoid of the mysticism and dogma used by *The Man to Keep You Down* with his *Authority*. Whenever you attempt to understand physically real phenomena or create, repair, or modify a piece of technology, you may scour away the chains of preconception to increase your creativity and insight. Discoveries or innovations you make in this state may cause a deep fear and disdain in those whose preconceptions it challenges, though others with this ability will also be inspired to put it to the test. If they reproduce your results, their fear and apprehension will vanish as the shackles of authority on their hearts fall away.

Virtue: 100 (One free True Communion)

The Paths of True Communion are reflections of deeper truths, ritualized play-acting of a role that hints at something far more profound. Where others might follow a Path, you have meditated on the nature of a Virtue and come to a more fulfilling relationship with Communion.

Choose either one of the Orthodox Virtues of Asceticism, Charity, or Justice, which reflect the understandings of *Annara*, or a Heterodox Virtue such as Humility, Patience, Purity, or Tolerance, often introduced by Templars or other non-Keleni adopters of the True Communion philosophy. You have completed the meditations and internalized the principle of that Virtue, and have an understanding of its meaning. So long as you hold onto that Virtue, pursuing what is in line with it and avoiding what is against it, you may draw on True Communion's deepest levels to gain appropriate powers and access the abilities of a Path without the need for ritual.

For instance, Charity is associated with the Path of the Bound Princess, and someone with that Virtue gains access to its miracles, and powers to know the hearts of others and the state of a community. Rather than needing to follow milestones, they have a 'three strikes' rule where being notably uncharitable counts as a strike and being highly charitable refunds one.

Virtues are more forgiving than the paths; as long as you keep to their spirit, you keep the benefits. If you lose the connection entirely, however, you have to start over. This isn't 'learning', but an attempt to reconnect to a cosmic force.

For double price, you may take a Virtue corresponding to a non-True Communion path. This creates a 'redeemed' version of that other Path, and allows you to teach it to others.

Transcendent Principle: 100 (One free Mystical Tyranny)

If the world is chaos, an enlightened mind can forge a reality of their choosing. You've internalized a principle created by one of the Mystical Tyrants. From this principle, you gain the power to impose your views on the world. Each purchase grants one such principle.

Such reality-defiance has a flaw, however. Because Principles are born of hubris, they must be anchored by a Communion Oath or subject to miracles that bring the world to rights or that rip off the scab over the paradox the Principle tries to hide from itself. Additionally, each power distorts one's worldview in a particular way:

- **Amortality** holds that death, afterlives, and ghosts aren't real; dying is a choice made by fools or those insufficiently important. The Path of Death can overcome Amortality, and recognizes Amortals on sight. Amortals can develop the ability to stave away ghosts passively, twist psychic energy around them, and escape death's embrace.
- **Nihilism** rejects objectivity; all truths are subjective, and 'objective truth' is wishful thinking. Nihilism is subject to the Path of Madness, and makes the world around the Nihilist less certain; attempts to use or discern information in their vicinity fail at random times. Nihilists can learn to resist lie-detection, mask their presence to remote vision, divination, etc., block the influence of destiny, and call on a miracle that makes a sufficiently non-blatant lie they speak become true through uncontrolled coincidence.
- **Autotheism** holds that 'supernatural' is a fabrication, so you may as well make *yourself* a god. Autotheism is unaffected by Broken Communion, but True Communion miracles overcome it, and it occasionally manifests strangeness that reveals its unholy nature. An Autotheist may learn to use their self-proclaimed divinity to quicken their miracles without penalty, draw psionic power from Dark Sanctity, become a mobile shrine to themselves, force any particular miracle once an hour, or bestow a destiny to follow a particular Path.
- **Acausality** holds that the future, the past, and causality don't meaningfully exist; only the present is real. Acausality is susceptible to the Path of Madness, and occasionally memories may no longer match reality in small ways. Acausals may learn to break causality as an escape from death, gain immunity to viewing their past and future, break events that just occurred, manifest possible future selves, or gain additional time to act.
- **Inhumanity** rejects the idea of 'humanity' and imposes its own standard of personhood. Inhumanity is subject to the Path of the Other, though counter-miracles poison them or inflict massive corruption instead of disabling its powers; occasionally their monstrosity shows through and disgusts more normal individuals. Inhumans can remove the need for vital organs, achieve bodily perfection, exchange the need for food for something else, grow augmentations, and assume a 'super mode'.
- **Twilight** holds that the divisions of Communion and the mind are not real, but the preconceptions of those accessing it. Twilight is subject to the Prodigal Knight, and its followers will come into conflict with any groups they belong to. Twilight can permit use of exclusive or interfering powers, connect to all forms of Communion at the same level as the form you already have, and fuse abilities from distinct powers to overcome their limitations. The Virtue of Tolerance may explicitly act as an oath for these powers.

You may also pay 200 to immediately gain all the powers entailed in your chosen Principle. The Id strives for immediate gratification.

Illumination: 300

In this galaxy of conspiracies, war, beliefs, and mysterious powers, you have insight into what lies behind the curtain. You can recognize those with a similar state of enlightenment to the secret nature of reality on sight, and can sense whether an event is coincidence or a product of conspiracy without any actually relevant skills or experience. Certain supernatural beings may also recognize your status and accord you your due respect.

In addition, this grants additional capabilities related to any purchased philosophies:

Akashic Mysteries - Secrets of the Skairos: In understanding future history and the skeins of time, you have learned how to see deep into the future, the past, and even alternate timelines with ESP, and to project your consciousness across space and time, wielding astral abilities as though they were extrasensory instead. If you lack ESP, this connection to the flows of time grants a basic latent potential for that psi power. This also works with similar non-psionic abilities, such as magical divination or prophecy from divine sources.

Divine Masks - Divine Mantles: Rather than being bound to a single path, you can switch between which divine mask you wear at a given time, gaining access to the assumed path's miracles and milestones only while you wear that mantle. This also lets you don the masks of divinities not connected to Divine Masks cults, gaining access to appropriate miracles by calling upon them through Communion.

Mystical Tyranny - Transcendent Master: Rather than merely learning Transcendent Principles from someone who already knows them, you may create your own, replicating those under the Transcendent Principle perk or devising your own usurpations of reality from scratch. You may, of course, teach others these invented principles and the powers therein.

Neo-Rationalism - Foresight: You will occasionally come upon circumstances where your normal preparations do not suffice; at such times, you will often have received a flash of insight earlier, and then reveal that you had prepared for *exactly* that situation just in case it came up. This can be any action you could reasonably have taken, such as packing a can of shark repellent or updating the password to your account shortly after the rebels trying to hack into your computer last lifted the database.

True Communion - Virtue Innovation: You now understand how all Paths are but emanations of Communion, and can innovate new Virtues to tap into Paths without the usual strictures, or gain entirely new powers from deep-level connection to an aspect of the Universal Mind. First, you must make the Path accessible via True Communion; then, a corresponding Virtue must either be identified or invented to open up access to the Path's nature.

Items

You have a +400 point stipend to spend in this section alone, and may import items of matching properties into anything purchased or free here (melee weapons into melee weapons, ships into ships, etc.). All items are also very accepting of upgrades you make with technology both local and from elsewhere, and may be combined with each other within reason. All but the largest of the combination only take up about 80% as much mass and space from saving on the housing.

General Items: Free all

This is a collection of implements not uncommon throughout galactic civilization, held in a belt of utility webbing or backpack. An inertial compass, sleeping bag, first aid kit, LED flashlight, and basic cooking/survival equipment for a group including a micro-fusion heater, food mini-fac, smart rope, memory hatchet, and other miscellany, all in good repair and quality.

Blaster: 50 (One free all)

The standard armament throughout the galaxy, you have a particle beam weapon in either a pistol or rifle configuration of your choice. Blasters fire packets of charged particles which act very much like glowing bullets which can set things on fire.

Force Sword: 50 (One free Templar)

You own a fine-quality force sword or your preferred 'ethnic' weapon; a psi-sword, or resonance staff, or Shinjurai ceramic katana - in your preferred color. Force swords are a human-derived technology that projects a blade made of annihilating force fields that look like colored glass; they inflict damage regardless of the user's strength or power. Psi-swords and resonance staffs contain an eloi fragment, a psychically-active crystal, which projects a contained beam or coating of psychic fire that varies in effect by which psi power is fueling it and inflicts damage that scales with how much the wielder has invested in that power. Ceramic katana are monomolecular-edged blades made of layered nano-ceramics, resistant enough to energy to fend off blasters and force swords; they're brittle, though, and considered obsolete by most of the galaxy, with the main advantage being the ability to make use of superhumanly augmented strength.

For 100 additional points, this can be a very fine Resonance Sword, which does half as much damage as a Force Sword at base but also grows with the wielder's strongest psychic power, manifests the associated special effect at will, and amplifies that power substantially. The blades of Resonance Swords look like forcefield gemstones burning with inner energy.

Alternatively, if you have a specialist melee martial art, this may be used to buy a version of that martial art's signature weapon, such as one of the horrifically radioactive and poisonous Acheron Knives, or the neurolash polearms used by the honor guard of the old Tyranny, which inflict excruciating pain on a hit and can deflect force swords blows with their neurolash field.

Cyber-Key: 50 (Free Cybernetic Union)

These small slips of high-density optronics use near-miraculous technology to override a single electronic lock, before burning out. You, however, have a replenishing supply of these keys from your backers, about one a week. You can stockpile them, if desired.

Crypt-Spike: 50 (Free Cybernetic Union)

Much like the Cyber-Key, except that this uses a dedicated quantum computer to break encryption on programs or data streams rather than dealing with physical locks; 'secure' encryption can be broken in 30 seconds and basic consumer encryption (by space opera standards) in real-time. You also get one per week and can stockpile them.

House Signet: 50 (Free Alliance House)

All aristocrats in good standing have a signet ring of diamondoid, bearing a gem with the sigil of their house. This ring may be used to secure documents and forms, cryptographic signing using stored keys standing in for the more archaic use of a signet ring, and contains a breakdown of your genetics, holo-images of your ancestors, and keys to secret data, ancestral infrastructure, and equipment which you are permitted to access. It will only work if your genetics match those in the ring, of course.

You have both the ring and a small disc that allows you to access the data on the ring directly.

Ancestral Memory Gem: 50

An ancient Keleni technology, ancestral memory gems are memory crystals that contain a recording of the memories of an ancestor, granting improved access to that ancestor's skills and knowledge. This often seems like having a 'ghost' or 'imaginary friend'. House Elegans are also fond of these, since they fit with their house's native talent for telepathy and give a direct personal look into one of their House's revered members' lives and feelings. You may choose, roughly, which ancestor provided the memories in this gem.

Crankshaft: 100 (Free Miscellaneous)

You've come into possession of a Redjack [Crankshaft](#)-model techbot, a compact, self-sufficient, monocular robot with a nasty reputation. This particular Crankshaft may have either the typical "independent" personality architecture that gave them their reputation and a certain similarity to a girder-bending robot of renown, or a more "obedient" childlike personality architecture. Either way, these little 'bots are clever, flexible, completely loyal and deferential to *you*, and this one has already started to develop past the legality programming normally included in case you want to do things the Alliance normally proscribes.

Left on its own, the Crankshaft will generally hoard fuel and spare parts (and scrap which it could process into spare parts with its internal fabricator), and keep your equipment and vehicles maintained and well-supplied, often by 'salvaging' other nearby equipment and vehicles regardless of their state of repair. It will normally remain as a follower character rather than becoming a Companion, but can be imported as a Companion later if you so wish.

Force Buckler: 100 (Discount Alliance)

A directional force field projector built into a bracelet, the Force Buckler is used by many Space Knights, especially practitioners of the Defensive Form. The forcefield itself isn't damaged by any degree of physical force, though attacks with sufficiently massive damage can strike through, and energy projectiles that don't penetrate reflect from its surface. Characters with even latent psychic ability, or cinematic-grade martial training, can learn to aim these reflected projectiles.

A force buckler may be incorporated into wrist armor. You may import any shield to give it a forcefield version of its existing form(s).

Causality Communicators: 200 (Discount Cybernetic Union, Empire)

You receive a small collection of causality communicators, FTL communications devices that send messages to all other linked communicators via quantum-entangled particles. These proprietary devices cannot be jammed or monitored, and can function instantly over any distance, though there is a strict limit on how much data they can transmit before the keys run out. Bandwidth management is crucial.

You have enough communicators for you and as many companions or close allies you have, and a special printer that can fabricate as many linked causality keys as you like, either creating a new network with each batch or tapping into that of a 'sample' key you provide.

Eloi: 200 (Discount Templar)

Eloi fragments are extremely precious commodities in the galaxy, critical to constructing psionically-active weapons and other such items. Artificial fragments can be used for the lowest quality items, but have flaws that make them unsuitable for high-quality items. Fortunately for you, your warehouse (or other territory, or some convenient location in each jump) now has a locus of Communion energies of your preferred type which will form a crystalline Eloi, at least one full crystal per 10 years. You could make at least 20 psionic weapons or suits of resonance armor from each fragment.

The location is also Very Sacred to that type of Communion, which will empower any related miracles. This can be altered through the usual means.

Faction Technology (200; one free all)

This computerized database or memory crystal contains blueprints for one faction's signature technologies, as well as those for the more commonly-available technologies in this galaxy. In addition to consumer technologies such as datapads, optronic computers, and common clothing and armor materials, this common technology includes plans for hyperium reactors and standard hyperdrive designs, basic force weapons and force walls, and typical neural-network robot architectures. Note that most robots here are hardware-bound AI.

- Imperial databases include counter-psycho devices such as parastealth suits and null-field generators, carbide laminate armors, and easily mass-producible and standardized equipment and ship designs.
- Alliance databases include schematics for crystalline psychotronics, force shields, diamondoid armors, and fashion-forward bespoke cybernetics, along with ancestral spaceships and attendant robots.
- Cybernetic Union databases include cybernetics and advanced robotics including augmented reality, neural datajacks, and cybernetic brain implants that grant increased mental capabilities, along with vehicular-scale robot designs.
- Templar databases contain a few outdated and less decadent versions of the Alliance psi-tech, resonance blades, and blueprints of long-lost True Communion temples.
- Miscellaneous databases contain widespread Umbral Rim technologies, including psi-based weapons such as psi-blades and resonance staves, force blades, psi-conducting armor made from the hides of space monsters, memory gems, psi-amps, and psi-energy batteries, as well as highly ruggedized Westerly equipment of all types.

The free database always corresponds to your chosen faction, while additional purchases grant blueprints for another faction's signature technologies. For an additional 100, you also gain information on secret technologies belonging to the faction:

- Secret Templar databases gain the information needed to construct the Resonance and Origami armor used by the Wardens of the Monolith, and the psi-active tattoos of the Dark Vigil, containing safe psychic drugs that can amplify psi powers or resist telepathy.
- Secret Imperial databases gain designs for creating Communion miracles through psychotronics and genetics, making synthetic relics and hereditary Communion miracles, antimatter and vortex weaponry, and conformal and cloaking force fields.
- Secret Cybernetic Union databases gain access to computer technologies that surpass what the other factions have, including monolithic intelligent computer systems, cyber-keys and crypt-spikes, and the experiment records on creation of psi-borgs.
- Secret Galactic Alliance databases gain access to Alexian archeotech armor components such as energy cloth, omnitrone bodyshields, non-ergokinetic psychotronic reactors, Tan-Shai folding armor, and psi-active armor and starship components.
- Each 100cp for secret Miscellaneous databases gives the full techbase of *one* major alien faction: ancient Tyrannic artifacts, Deep Engine technologies for harnessing Broken Communion's reality-twisting nature, Trader hyperdrives and software AI, etc.

Armors

Armor in Psi-Wars is made with extraordinarily advanced composites or crystalline supermaterials underlaid with battleweave or energy cloth, comfortable, and is either personally tailored or includes polymorphic technology to automatically fit it to any wearer of roughly the right size.

Battleweave Outfit: Free all

Battleweave cloth is the basic material for personal armor, woven with threads cored with hyperdense matter, and even ordinary clothing is often made of this highly resilient and protective material. You gain a basic set of battleweave clothing, and any of your clothing or armor made of cloth or leather may gain the benefits of being made from battleweave of appropriate thickness. Enjoy your newly plasma resistant lingerie collection.

For 100 more, this can instead be energy cloth, which has half again the durability.

Unpowered Armor: 100 (Free Miscellaneous, Cybernetic Union)

You have an unpowered (unless you add upgrades) suit of standard graphene-alloy carbide armor, typical among the population of the galaxy who expect to see substantial amounts of combat. For an additional 100 points undiscounted, this can be either a suit of crystalline light diamondoid or duelist armor, favored by the Galactic Alliance, or carbide laminate, a composite with radiation-absorbent materials favored by Imperial Security.

Ferthe Dapolor: 100 (Discount Miscellaneous)

This "Flesh Carapace" is a suit of semi-conscious necro-crafted armor, invented by the Ranathim Tyranny as a weapon in the Monolith War, and later used by a specialist group of monster-hunters known as the *Saruthim* to hunt down necrotech constructs that mutate out of control into horrid flesh-gardens. This suit comes with the necro-crafted cybernetics needed to survive implantation, as well as further conditioning to make best use of the armor's various features.

Normally, Keleni and Gaunt go mad from bonding with a Flesh Carapace, but purchasing it here makes your particular carapace the exception for you. Any other carapace, or any other wearer of this carapace with that vulnerability, will still have that same issue.

Stealth Suit: 200 (Discount Cybernetic Union)

This battleweave body stocking incorporates Neo-Rational technology including both a conformal force field granting physical invisibility, and obviously strange patterns on the stocking itself which confound psychic senses. While the force field does not provide any additional protection, and still leaves a shadow, this is otherwise a highly effective protection against normal sight and psionic perception for both the wearer and anything they are wearing or carrying.

Imperial Knight Armor: 400 (Discount Empire)

Every suit of Imperial Knight Armor is custom-built from carbide laminate and battleweave cloth by the Emperor for his knights, and if you're a member of the Empire, he made and fitted this one for you personally as well. Otherwise, this is a handcrafted suit lovingly made by Jump-Chan for your personal use.

There are three primary models of Imperial Knight Armor, and you may choose which you receive. All act as vacuum suits when the helm, or any other vacuum-sealed headgear, is worn. **Juggernaut Armor** weighs 58 pounds and is significantly more protective than the other types. **Warlock Armor** is 43 pounds, only slightly more protective than Rogue Armor, but includes a universal psi-amplifier for free. **Rogue Armor** is the lightest, at 33 pounds, but also cheapest before upgrades; with this option, the dynamic chameleon, hyperspectral visor, and sensor visor options are included for free.

Furthermore, any suit acquired here includes either a Deep Engine or Alexian reactor for free, as with the Item Upgrade.

Space Knight Armor: 400 (Discount Alliance, Templar)

Much like Imperial Knight Armor, this is a suit of full diamondoid armor suited for Maradonian Space Knights. It comes in similar patterns, and each suit is fabricated specially by their Noble Houses. Really, you can treat this as the Imperial Knight Armor entry except that it's crystalline, uses an Alexian or Electrokinetic reactor, and was made by either a Maradonian house or Templar Chapter rather than the Emperor if discounted.

Ships

Ships purchased here accept modifications and upgrades readily, and if destroyed will return to your warehouse or a spacedock property after a week.

Starships are usually fueled by fusing a metastable metallic hydrogen isomer called hyperium. This makes a dense and absurdly explosive fuel supply for specialized fusion reactors; perfect for energy-hungry hyperdrives.

Makeover (50 each)

Any ships in your possession (space or otherwise) may receive a local hyperdrive, hyperium reactor, hyperdynamic flight surfaces, the electronics and interfaces for navigation and robot assistance, a basic makeover, and a refilling hyperium supply. This also includes all needed registrations so the Empire doesn't get pissy about you flying it around and, if desired, a history in this world.

Alternatively, they can be equipped with a psychotronic jump drive which requires a psychic sorcerer or teleporter to power the jump. Consent is optional.

Nomad-Class Modular Corvette (200; discount Miscellaneous and Alliance Houseless)

Redjack Shipyards' most popular offering for less... *scrupulous* individuals, the Nomad is rugged and flexible, able to refit in relatively short order assuming the modules are on hand. Even the hyperdrive and central computer can be swapped out. Purchased here, you have a set of modules pre-installed, and another ship's worth in an accessible shipyard. The Nomad has its own hyperium reactor, and this one comes with a slowly-refilling fuel tank. It can't run indefinitely without additional measures, but you won't be stranded in a dock forever.

Valkyrie-Pattern Fighter (200; discount Alliance House)

The Valkyrie and its variants are rare, vintage fightercraft developed by ARC during the Communion War with the Templar, built to harness the psychic abilities of the nobility for space combat. Each contains an integral psiberface, allowing a psychic pilot to directly control the vehicle with their mind. It also contains two psychotronic subsystems without further upgrades, tailored for its intended pilot. It does not, however, have its own hyperdrive.

Non-psychics (or psychics who choose so) instead receive a Valiant-Pattern starfighter with a less exotic neural interface. This modern design has its own hyperdrive, actual cargo space for up to 50 lbs. of personal affairs, and a refilling hyperium reserve.

Tempest-Class Interceptor (100; free Empire)

A more elite version of the Javelin-Class Fighter used en masse by the Empire, the Tempest isn't particularly comfortable - 'cozy' would be pushing the description - but it's relatively cheap and efficient, and has much higher maneuverability and speed than any other fighter in its class. This ship does *not* come with a hyperdrive, nor a hyperium engine; like the Valkyrie proper, it's meant to be deployed either from a carrier or from local infrastructure.

Item Upgrades

These upgrades may be applied to any item (or location), either purchased here or an appropriate item that you already have, or perhaps a module to be applied to a later item of your choice. You may purchase as many instances of each upgrade as you like. If an upgrade is free for you, you may apply it to as many items that could sensibly make use of it.

Hyperspectral Visor: 50 (Free Cybernetic Union)

This visor uses broad-spectrum EM sensors and integral feature-detection to show anything notable across the full electromagnetic spectrum in a convenient, easy-to-understand display. It also fully integrates with sensor visors or other visibility enhancers and provides an HUD for your armor's other features.

Sensor Visor: 50 (Free Empire)

The problem with having a transparent visor is that they're generally thinner than outright armor, so people can try to shoot your eyes through it. This system deals with that pesky eye-slit vulnerability by making your faceplate a solid piece of armor, showing you what's outside by way of a distributed network of tiny cameras and a display on the inside of the armor.

Psiberface: 50 (Free Alliance)

When equipped by a psychic, the item will interface with their mental abilities to enable intuitive fine control of its features. Armors and vehicles equipped with a psiberface helmet allow creation of a psionic gestalt between their pilots and wearers and any other individuals with such equipment in a given network. For non-psychics, this can be a more normal neural interface.

Psychotronic Module: 50 per level

Not necessarily *modular*, these subsystems use precise occult engineering principles and electrical excitation of psychic energies to generate psychic effects, either emulating a psychic power or amplifying a power the wielder has. Choose a single power available in Psi-Wars to emulate or increase in level when purchasing each module.

Blind Masque: 50

Rather than a visor that shows what's in front of you, what if you had one that *didn't*? A Blind Masque combines a psychotronic module using advanced occult technologies to amplify grant clairvoyant vision and an opaque plate using not even remotely advanced technologies to act as a blindfold for sensory deprivation, enhancing psychic powers in general by a bit.

This is a popular item for members of House Sabine, especially those with Sabine Blindness, for hopefully obvious reasons. It's unpopular with people who don't have ESP for equally obvious reasons.

Omnitronic Bodyshield: 100

A specific type of Psychotronic Module, this lost technology from the Alexian dynasty allows *either* a PK Shield or EK Shield to act against all forms of damaging effect and doubles its power, unlike the more standard Psychotronic Bodyshield, and boosts skill a small amount.

Unlimited Power: 100 (Discount Empire, Alliance)

Or rather, exactly enough power. The enhanced piece of equipment can sustain itself indefinitely off of either its user's psychic potential, or off of Broken Communion using Eldoth-derived Deep Engine technology. If this is psychotronic, you may choose between an Alexian reactor, which can be powered by someone with at least latent psychic potential of any type, or an Electrokinetic reactor, which requires active electrokinetic ability (which might be desirable for security purposes). A Deep Engine Reactor might be powered by coalesced genocide, the suffering of an oppressed populace, an imprisoned Dark God, or some other channel to the collective psychosis of the galaxy; regardless, it requires no particular abilities on the part of the wearer but will, if breached, immediately discharge a flurry of undirected Broken Communion miracles.

Any of these reactors will power the functions of the item indefinitely, with no need for recharging or limits on how many features can be powered; it does not provide *fuel*, however, so hyperdrives will still need hyperium unless designed to run off of electricity or the equivalent like Trader drives. The Empire may get their discount either for a Deep Engine reactor or an Alexian reactor, while the Galactic Alliance may get their discount for either an Alexian or Electrokinetic reactor.

If you'd like, you can even power your warehouse or one other property per purchase with one of these reactors, though you'll need to either have a psychic in constant contact or use a Broken Communion reactor. But if powering your warehouse off of an imprisoned Dark God - as is right and proper - is a life goal of yours, well, here you go!

Origami Armor: 100

Your armor has been built or rebuilt with Eldoth-derived folding technologies; while its protectiveness has been reduced due to the requirements for this technique, it can collapse into unobtrusive jewelry while not in use and unfold into a full set of armor within two seconds.

Psychokinetic Exofield: 50-250

This is almost like having powered armor. Another example of a psychotronic module, your armor contains a psychokinetic exofield that gives your armor tactile telekinesis; it increases your impulse and lifting strength and jumping ability proportional to the cost. This is equivalent to a level of Tactile TK and Super Jump psychokinesis powers for every 50 points.

Relic: 100/200/300 (Discount Miscellaneous, Templar)

A relic is infused with the power of Communion, either through a long period of accumulated history and significance or through secret techniques of psychotronic engineering. This grants a level of Archetypal Reputation or equivalent relic ability of your choice per level. Relic force swords are often favored by Space Knights, and the Emperor personally creates suits of psychotronic relic powered armor for his Imperial Knights.

Note that with Relic Sorcery, a relic can be temporarily empowered further, have its powers transferred for a time, and otherwise have its relic qualities manipulated.

Resonance Armor: 200

Based loosely on the same technologies that support Resonance Swords and Staves, this armor is the signature of the Wardens of the Monolith. Resonance Armor must be either diamondoid or some other form of crystal or crystalline metal, and channels its wearer's choice of one psychic power throughout the armor to enhance its defensive properties, growing stronger as their ability in that power grows. Trained individuals can even actively reinforce it with their psychic energies by using the Resonance Warcraft martial art.

Companions

A Fateful Encounter: 50

You are destined to meet someone from this galaxy with a compatible personality and a faction, species, and one free philosophy of your choice, who will have their own reason to hang around with you and automatically becomes a companion unless you actively alienate them. They effectively have 600 character points and the item stipend before drawbacks, and receive discounts and freebies from their background options, but you don't have direct control over any of this.

You may also import a single Companion into such a life; they have control over their own character creation.

Ally Group: 200-400

You may import (and only import) up to eight Companions in the same fashion as Fateful Encounter, or for 400 points, up to 100 Companions.

Canon Companion: 50

Destiny has guaranteed that you'll run into a canonical non-player character from Psi-Wars or one of its playtests appropriate to your starting time. As long as you put in the effort to maintain a good relationship, they will hear you out on a Companion recruitment pitch and may join you on your journey if they agree. Alternatively, you can take this - even if you can't actually recruit companions - to try and ensure that you'll meet them in order to establish some other sort of agreement.

This only ensures the initial meeting will occur and start out decent; all else is on you.

Drawbacks

You may take up to +1000 in drawbacks. If a behavioral, vow-like, or emotional drawback already describes your personal behavior etc., then congratulations, you can get points for being yourself. [Ego] Drawbacks aid your connection to True Communion, while the [Id] Drawback aids your connection to Dark Communion.

Long, Long Ago...: +0

Is there some particular era of the past you want to experience? As far back as the Monolith War, or during the height of the Galactic Federation? You can show up when you like, but note that you cannot take the Player Character drawback in other eras. They already managed without all life in the galaxy being wiped out, after all.

Code of Honor [Ego]: +50-150 per set

Professionals have standards, and you're a consummate professional. At... something. You have a set of principles that determine what's honorable and dishonorable, and abide by it scrupulously. For +50, you follow an informal code that only applies among peers. For +100, your code is *either* formal, but only applies to peers, or it is informal and applies in general. For +150, it either is both formal and applies all the time or requires suicide when broken. You can take multiple such codes, and must abide by all that you take.

Any codes made available in a Psi-Wars template are valid. The Code of Honor for the Mithna Edict can only be taken if you take the Tyrannical Oath drawback at the +100 level. You *can* take the code for a given Virtue, but that doesn't provide access to that Virtue's abilities on its own, and makes you a lot stricter on yourself than the Virtue itself would be.

Disciplines of Faith [Ego]: +100-150

Your spiritual practices are highly noticeable compared to the usual, and even beyond the sort of ritualism typical to those who follow a Path. For +100, you routinely engage in deep meditation and contemplation in order to bring yourself closer to the divine, spending most of your time in such rites. Pretty much everyone other than devout followers of your beliefs, though, will think of you as bizarre and maybe a bit mad.

For +150, you are a true ascetic, and renounce the comforts of society altogether. You'll isolate yourself in bleak settings, and renounce all title and worldly authority. You can't take a Vow of Poverty either, due to overlap.

Intolerance [Ego]: +100

You just can't stand dealing with those... those... *outsiders*. You might have to, like the nobility having to deal with commoners, but you remain convinced that 'your people' are *better* than others, and your animosity is plain enough to see that the 'outsiders' very much return the feeling.

Pacifism [Ego]: +100-300

You are, on some level, averse to violence. This varies in effect, and you can only take this Disadvantage once.

For +100, you are unwilling to use deadly force except on a foe attempting to do you serious harm; you can start fights, and use nonlethal force, but you won't kill someone who isn't trying to do something equivalent and won't intentionally do something that might cause injury to the uninvolved. For +150, like a four-color comics superhero you categorically refuse to kill someone else or take actions likely to do so, even if they're trying to do unto you, and will have to try to make your allies abide by the same. Alternatively, you will only fight to defend yourself or those in your care, and use only as much force as necessary, and do your best to discourage others from starting fights.

For +300, you will not commit violence of any sort against another intelligent creature, for *any* reason. You'll do your best to discourage violent behavior in others, without using violence yourself. This doesn't apply to defending yourself from animals or robots, unless you also have a Sense of Duty to them or an appropriate empathic sense.

Sense of Duty [Ego]: +50-200

You feel a commitment towards a particular (coherent) group; you will *never* betray them, abandon them when they're in trouble, or let them suffer or go hungry if you can help it. Your reasons could vary; maybe it's love, maybe noblesse oblige. Maybe those idiots just can't make their own way without you but you can't let them suffer the consequences of their own terrible decision-making. This drawback's value increases with the magnitude of the group:

- For +50, you have a small collection of individuals you care about this way; close friends, a squad, or your Companions. If you choose to take this for your Companions, you can't *willingly* take advantage of their ability to get better from death; it counts as suffering.
- For +100, this applies to a larger group such as a nation or faction, all members of a given faith, all of your subjects, or everyone you personally know.
- For +150, this applies either to all members of a given species, or all sapients.
- For +200, this applies to all living things and those you have an empathic sense for.

Vow [Ego]: +100

You've sworn a vow to do, or *not* do, something in particular for the duration of this jump. Perhaps you've taken a vow of poverty, or perhaps you've promised to *always* stick to your agreements, or to never use blasters or other projectile weapons. Something on that kind of scale. You can't take this if it would overlap with one of the *other* disadvantages you've taken.

Passion [Id]: +100 each

You are overcome with some particular emotion or compulsive need in certain circumstances; this can interfere with your ability to effectively act towards your goals or engage socially with others, especially if you have a *lot* of them. Choose one impulse to fall prey to per instance of this Drawback; be it cowardice, alcoholism, the urge to bully others, greed, conspicuous flirtation... whatever it might be, you have extreme difficulty resisting this impulse when it becomes at all relevant, regardless of your perks or overall self-discipline.

Curses: +50-800

You are subject to a terrible curse chosen from those below, which will afflict you past any defenses you might have. If you choose to experience this curse full-blown and truly have no way to deal with it otherwise, this gives you the full point value; however, if there is some mitigating condition that while active can prevent the curse from taking effect, it gives a lesser value. There must be a plausible scenario which would violate this mitigating condition; it cannot be guaranteed, though it could be an action you wouldn't willingly choose.

If the mitigation is a Vow or comparable self-constraint, then you may use this to anchor Oath Magic. It doesn't need to be an actual Drawback; if you only abide by it to keep your powers working and avoid the curse, it shouldn't be.

This Disadvantage may be taken multiple times, but each needs its own mitigator.

Unlucky (+50/+100): Things don't go your way, to a limited degree. This is just bad luck in general, and you can 'burn through' your misfortune temporarily.

Foul Destiny (+50/+150): There is a particular fate, one which will be very unpleasant for you at best. If this is mitigated by an oath, this fate will be an ironic one. See the various Dömen cults' styles for examples. Events will conspire to see this dark destiny come to pass even if you might otherwise be immune to destiny.

Weirdness Magnet (+50/+150): Bizarre things happen to you shockingly often. Broken Communion miracles spontaneously manifest in your presence, and those fascinated with the paranormal will follow you around hoping for a glimpse of the surreality that is all but guaranteed to find you. Others will blame you for the nonsense you bring. Fortunately, these events won't be *immediately* lethal, and it can (very very occasionally) be something you can manage to get out ahead from, but it's all still dreadfully inconvenient.

Divine Curse (+200/+800): When something goes wrong around you, it hits you first and worst. If something goes right, it misses you. This is so severe that, even when mitigated, it gives +200, and +800 if *not*. I don't recommend taking this without a mitigator, but if you *really* want the points for all the worst luck and none of the best luck, then... you *can*. It's... an option.

Sabine Blindness: +200

You are blind; your eyes simply do not work, and nothing can change that fact. Your other senses, including any supernatural perception abilities which don't require traditional vision, can still be used to navigate your environment, and if you have or gain ESP you can potentially develop psychic 'vision' to substitute for your lack of functioning optic organs.

Duty: +200

You are obligated to uphold a duty to your faction or cult, and you damn well intend to follow through on that, either because you're actually dedicated to it or because the alternative is worse. However, this duty is sufficiently hazardous that you will be risking yourself on a fairly regular basis, at least for the person whose life you've entered here. That means at least an active combat role.

For another +300, this duty will scale in danger to require even your out-of-jump powers to keep you remotely safe through it.

Player Character: +200

Normally, the Galaxy would be doomed if not for a plucky band of heroes, i.e. the Player Characters. Well, congratulations, because now it's *your* plucky band of heroes who're the galaxy's salvation! ...*If* you succeed. You'll also get these extra points to up your odds, but you don't get any destiny in particular beyond that from this. Feel free to take an appropriate Sense of Duty along with this, by the way. May as well.

Deadly Secret: +300

You have a secret that, if you were found out, would provoke deadly retribution from one or more factions throughout the galaxy. Perhaps you are a Cultist of Mystical Tyranny (this includes Imperial Knights), or a member of a Templar order, or you serve the Eldoth, or something. If you're found out, powerful enemies, stigmatization, and other such lovely things are in your future.

Tyrannical Oath: +100 to +300 (Incompatible with Mystical Tyranny, the True Communion philosophy, Ego Communion, and being an Arkhaian)

You have a very particular and inconvenient form of Oath Magic. One of your ancestors was of the Mithanna, the ancient Ranathim nobility who swore an oath to Ozamanthim in return for title and powerful fortune, and had that oath seared into their genome. If you're a Ranathim, this makes you of the Mithanna proper; if otherwise, you are the (probably distant) descendant either of a 'lucky' one who had a child with a non-Ranathim and found a loophole, or an unlucky one who *didn't* find a loophole. If you are a robot, you are instead a psi-borg whose brain tissue was grown from such a person.

Practically, being of the Mithanna means that you are subject to the Mithna Edict, and must obey the commands of Ozamanthim, as well as follow several other constraints. As long as you abide by the Edict, you will be fantastically lucky and destined for great fortune; if you ever violate it, all perks and powers that give good fortune are suppressed, and terrible misfortune will befall you until you redeem yourself through similarly arbitrary means. You may choose to retain or not retain this after the jump.

While Ozamanthim is long dead, he was an emperor and declared a number of essentially arbitrary laws, and your ancestors may well have made ill-considered oaths that may still apply to your family. Ozamanthim's 'heirs' are the Cult of the Mystic Tyrant, and the current Tyrant is Emperor Ren Valorian himself, but *only* the Emperor's inner circle counts for this; you may not 'submit' to imperial security forces, for example, even though they are ostensibly given their duties by the current Tyrant. Nor does joining Imperial Security waive the Edict.

The only way to remove the effects of this is to join the inner circle of the Mystical Tyrant, thereby rising above your oath to Ozamanthim by becoming one of his heirs, or connect in full with True Communion, which can override Dark Communion (and isn't itself arbitrary and nonsensical). Unlike most Mithanna, these things only offer respite while you are directly protected by them.

For +100, you have been raised from birth with an adequate level of knowledge of Tyrannic law and your state, and can attempt to research beforehand or make a best guess on your own what actions would violate the edict or permit redemption. You may take the Code of Honor for following the Edict if you're dedicated to actively upholding it, not just avoiding the curse.

For +300, you forget you took this Drawback and that the Mithna Edict even exists, and can only discover it via in-setting sources. You may well risk the wrath of Dark Communion by doing something seemingly innocuous but nonetheless against the half-forgotten dictates of a long-dead space vampire. Best hope you have some form of danger sense.

An Oath Fulfilled

You've spent your time in this galaxy of adventure and belief, and it's time to make your decision. If you so desire, Communion in all its glory will follow you wherever you go, and psychics or the use of Oaths in future worlds may access it, though if you choose not to spread its lore only the deeply spiritual or philosophical among psychics and mystics are likely to uncover them. Otherwise, your Benefactor will fill in for the source of any Communion-related perks purchased here, but it otherwise won't be accessible, even for you and your Companions.

Stay Here: Your limited time here just wasn't enough; perhaps you could spend the rest of your life, however long, in this world and never grow tired of it. Your chain ends here, and through the blessings of Communion and your Benefactor, your affairs in the other places you've been are resolved and those who knew you are reassured that you are where you're meant to be. Even if you're tapping solely into Broken Communion. ...Somehow.

Go Home: This is enough. Perhaps all this abstract nonsense was too much, or perhaps you're satisfied with what you have so far and wish to return from whence you came. Either way, your affairs here and in other jumps are handled, and you return to the world you came from.

The Final Frontier: Adventure never ends, and there's so many people left to meet. And things you *want*. And horrors and wonders left to experience. You move on to the next jump, and whatever encounters the next setting may lead you to.

Notes

Much thanks to Anon Heart and various anons for beta reading and problem-spotting.

Psi-Wars is the creation of Daniel “Mailanka” Dover, most information on the setting and specifics for many of the perks are available on [the wiki](#) or [his blog](#).

Most of the perks here are intended to be balanced *roughly* against being 10-15 character points per 50 choice points, with some extra for availability. The Companions section is the main outlier there for Jumpchain-likeness reasons.

Psychic powers used at their normal trained level only rarely consume energy, but you can boost them to higher levels and grant additional features with effort; this costs psychic energy or stamina and also makes the use more difficult. Spending more than the minimum extra energy can offset the added difficulty.

Requirements of Communion

If you have psychic powers from other Jumps where those can be developed or purchased, Communion will recognize those powers for purposes of qualifying for or being barred from gaining a connection to Communion. Being a Pariah from Warhammer will let you access Broken Communion and block the other types without an exemption, etc.

To access Communion in full, someone must have significant psychic ability or potential. How *much* is normally left up to the GM; for purposes of this jump, if it ‘looks’ like having 100 choice points in the Psychic perk, that’s good enough, even if it’s out-of-jump powers. Anti-Psi only counts for Broken Communion. Most other jumps that feature psychic powers will give you enough to qualify; as long as you aren’t a relatively weak one-trick pony when it comes to psychic abilities, you can get Communion-senpai to notice you.

Unconscious Communion is available even to someone with entirely latent psi. Unconscious Communion is always tied to a specific Path, and acts on its own; using the right symbology will improve your odds and luck or destiny perks can help you along.

Oath Magic requires no psi at all, not even hypothetical, but requires a mystically-potent oath to Communion with consequences for breaking it. This only provides a limited set of miracles based on the oath and its source (each *Domen* cult’s oaths provide a particular set of miracles, etc.).

Some traits block access to forms of Communion, but not Communion in general:

- Psychic Vampirism, Necrokinesis, and other “evil”-coded powers prevent access to True Communion.
- Psychic Healing prevents access to Dark Communion and to Broken Communion.
- Anti-Psi or having genetically engineered or otherwise artificial psychic abilities (like psi-borgs) prevent access to True Communion and to Dark Communion.

Exemption traits for each of these exist and are taught by some esoteric styles, and if you purchase Communion in this jump, you also get teachable versions of these exemptions for the type you purchase, as a bonus.

Keep in mind that Communion miracles are generated by an external entity (gods, a psychic space tulpa, your Benefactor faking it...), so perks that directly protect or affect *your* powers won't necessarily protect or affect them fully or at all.

Sanctity

Sanctity occasionally occurs semi-naturally, with actions aligned towards one of the types of Communion. These actions normally need to be either very extreme or consistent over a very long period of time to establish a meaningful level of Sanctity. Notably, the Eldoth used this to establish regions of Broken Sanctity via mass genocide of most of the populations of entire worlds, covering those worlds in Broken Communion and connecting them via their Deep Engine technologies.

High Sanctity is fairly easy to establish. Someone who is an official priest of one of the Communion-focused religions can perform a ritual to consecrate an area to their form of Communion, and someone with access to Communion miracles may request a Consecrate/Desecrate/Corrupt Ground miracle or a larger variant to do the same by walking around its perimeter.

Very High Sanctity corresponds to a place that is extremely consecrated towards its respective type of Communion; the most ancient temples, sites where a major manifestation of Communion appeared and generated lots of miracles, etc. This takes a concerted effort to establish even by those very strong in Communion, but also decreases the influence of other types of Communion to nearly nothing.

Broken Sanctity regions are bad places to be. They twist psychic powers and can make them go out of control, and you can pick up Corruption and mutations just by *being* there; see Twisted Psionic Energy and Broken Communion Sanctity on the wiki for more details. They're basically horrorscapes like Silent Hill, or a Captain Planet villain's wet dream. They can be 'fixed' by either destroying a 'locus' that represents whatever created the corrupted area or figuring out how to set things right and then doing whatever needs done.

Post-Jump

If you bring Communion along with you, it will work as coherently as possible with equivalent forces in other jumps, and 'patch' whatever it feels the need to. In Star Wars, for example, it'll split the 'go crazy' parts of the Dark Side from the 'selfishness and power' parts, though the latter will still feed the former as Dark Communion feeds Broken. In Warhammer, the Warp is basically Broken Communion but worse already, so it'll just add True and Dark to the available forces. This is *not* retroactive, at least not to start with.

Broken Communion in interplanetary settings will have enough power to potentially haunt 'bad places' and generate miracles on its own, with the same restrictions as it has here. In most non-interplanetary settings, there isn't usually enough collective trauma for more than minor miracles to spontaneously arise without *really horrible* shit going down.

Martial Arts

The various [martial arts](#) in Psi-Wars were at least somewhat inspired by Star Wars's lightsaber forms, but the full gamut borrows from a *lot* of different places. Learning an additional style for a given weapon takes half as much training effort, assuming it's the same 'level'. The more common styles for existing templates are listed on the wiki, but several are on the blog or on Mailanka's Patreon account and haven't been moved over yet.

If you learn Simple Form's Infinite Weapon Adaptation technique, you can transfer any sword skill over to skill with force swords due to seeing the connections between similar weapons etc. etc. If you learn Swift Form, same with moving force sword skill over to force saber skill with a small amount of retraining. Fencing-type weapons like force sabers are much better at parries and can take more advantage of mobility.

Some martial arts are external arts, which teach you specific techniques as part of a unified approach to combat; some are internal arts, which focus more on improving your fitness and capacity to fight in a more general manner. Most of those on the wiki are external arts, but the Keleni Breathing styles on the Patreon are internal, and others presumably *exist*. Taking inspiration from real-world martial arts and anime/wuxia is a large part of the existing styles, so I encourage that if purchasing that option.

Specific Options

Death and Learned Powers: Several different powers are meant to cheat death, to a greater and lesser degree:

- **Ozamanthim's Possession** is the version of Amortality immortality developed by the ancient Ranathim Tyrant himself; it permanently swaps bodies with either a direct descendant born after you learn this power, or someone specifically prepared as a host for you. It's interrupted if you die, and takes a week, so dying while it's still in progress works the same as any other death.
- **The Immortality of Satra Temos** is much more straightforward; it makes it so that you don't die until your body is destroyed, unless killed by a holy effect like True Communion miracles. You'll only heal when in regions of high Dark Sanctity.
- **The Immortality of Revalis White** lets you return as a ghost upon your death. This will let you ignore losing your body for the purposes of dying, though if you're banished or killed by something that destroys your soul or mind, that'll work fine. Ghosts also need Broken Communion sanctity to stay manifested.
- A Transcendent Master with Amortality can develop their own version of avoiding death, which might be best given that none of the above were built for a jumper's use in the first place. Any such ability will likely be bypassed by things that ensure people die when they're killed, so don't get *too* overconfident in your indestructibility, okay?
- **Causal Immortality**, from the Transcendent Principle of Acausality, makes dying not kill you once by violating causality, and thus doesn't trigger failure of the jump, though you need to relearn the power for each time you use it. You can, however, stockpile uses indefinitely.
- **Soul Inversion** is a secret power of Domen Khemet, and essentially makes you a ghost possessing your own corpse (and need Broken Sanctity to heal). It doesn't count as death for purposes of failing a jump, but your body being destroyed does the same as it otherwise would.

You can also plausibly develop psi powers and Communion-based equivalents that provide a means of surviving or preventing bodily death, especially with Astral Projection, Necrokinesis, Psychic Healing, Psychometabolism, or Psychic Vampirism. Generally, if something would mean that you can continue acting despite 'dying', treat it as not counting as actual death for these purposes.