	PSIONIC ABILITIES BY SKILL					
	HYPERCOGNITION					
Cost	Name	Description				
1	Empathy	Sense nearby minds and their mental states.				
2	Telepathy	Communicate mentally with nearby sentient beings through words, images,				
2	Hindsight	View a scene from the history of a place or object at hand.				
3	Hypnotize	Calm and placate a creature, who truthfully answers questions unless threatened.				
3	Mental Fortress	Deflect mental probes or attacks. (May activate automatically.)				
4	Befuddle	Nearby people forget that they have seen you.				
6	Telesthesia	Remotely perceive a person, place, or object that you are personally familiar with.				
6	Inception	Implant an irresistable drive into a person's subconscious mind.				

TELEKINESIS					
Cost	Name	Description			
*	Telekinesis	Book (1), Suitcase (2), Desk (4), Car (6), Bus (8), Aircraft (10), Cargo Ship (12)			
n	Shield	Gain + <i>n</i> Armor against kinetic attacks for a short time.			
2	Heat Object	Gradually increase an object's temperature.			
3	Dampen Vibrations	All vibrations in a nearby area (including sound) are drastically reduced.			
6	Cripple	Force a person to suffer waves of debilitating pain.			

	TRANSLOCATION					
Cost	Name	Description				
2	Recall Object	Summon a small object, as long as you can accurately envision its initial location.				
2	Bend Light	As long as you don't move, light bends around you, making you imperceptible to sight.				
3	Spatial Merge	Join your body to an adequately sized object.				
4	Teleportation	Relocate yourself to another place nearby that you are personally familiar with.				
8	Time Skip	Propel a person or object a short time into the future.				

	BIOGENESIS					
Cost	Name	Description				
1	False Death	Put yourself into undetectable coma. You can murkily perceive your surroundings.				
2	Corpse Speech	Speak briefly with a recently deceased corpse.				
3	Adrenal Boost	Your speed and reflexes are greatly accelerated for a short time, but then crash.				
4	Autometabolize	Heal yourself for 1d6+Margin points over an hour.				
6	Revivify	Animate a corpse within sight (without restoring it to life or sentience).				
8	Binary Fission	Divide yourself into two. You cannot regain attribute points while divided.				
8	Automorph	Alter the shape and function of one of your limbs into another organic configuration.				