



An organization book for

CHAMPIONS
THE 1980s ROLE-PLAYING GAME

#402

MIND GAMES™

WIND CRAWLER



by Scott F. Heine

MIND GAMES™

The Secret Files of PSI

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INTRODUCTION



Only the faint sound of water slapping against the dock can be heard over Solitaire's heavy breathing as she ducks behind a stack of crates. She hisses at the chill in the night air while nursing her shoulder. The ambush by the villains had caught her by surprise, and she desperately needs time to hide out until her teammates arrive.

Suddenly a low growl echoes from the fog beyond the crates. Solitaire can barely make out the image of some shadowy nightmare rushing toward her as the creature leaps for her throat. The beast slashes at her face with long, razor-sharp talons.

At the end of the pier, Lady Mirage looks on as her illusionary creation tears at Solitaire's mind. It won't be long now before she will have violently eliminated her first super-powered opponent. Her instructors will be pleased...

OVERVIEW

The Parapsychological Studies Institute, or PSI (pronounced "sigh"), is a complex organization of villainous criminals for use with *Champions* and other Hero System Games. Provided within these pages are detailed descriptions of each of the members of PSI along with their students, agents, and equipment. A section has been devoted to suggestions for using PSI in your campaign along with several possible scenario ideas.

PSI, as an organization, is somewhat different from typical comic book villains. The members are a step closer to reality than most comic book characters; they rarely wear their colorful costumes, avoid battles with heroes, and operate with more realistic goals and reactions. Most of the members of the Institution are psychologically imbalanced to some degree, adding cruelty and madness to their adventures. Additionally, their origins and motivations include some real-life problems of our society: decreased morality, increased greed, lust for power at others' expense, and many other social and ethical disfunctions. These aren't necessarily characters who wish to take over the world; rather they are motivated by their own selfish priorities, sticking together either out of fear or a desire to use their fellow members to obtain their own goals. Their organization is a den of deceit, treachery, lust, and violence.

The GM should read through this entire book carefully, noting how the various members of the Institution interact and what goals and ambitions motivate each one. As always, the GM should feel free to alter the information provided here as he desires to create a more unique, tailored campaign.

OTHER USES FOR PSI

This book presents PSI in terms of a hero campaign. However, with a little adaptation, the Institute can easily work with other campaign themes as well. For super agents, pulp heroes, or exotic spy scenarios, simply reduce the power attacks and defenses of the members of PSI, eliminate their teleportation equipment, and keep the villains in streetclothes. Likewise, by reducing PSI's power level, these villains can be adapted for science fiction campaigns, making them members of an alien culture or secret alliance. These characters can even be used with a post-holocaust campaign as an underground society of mutants hiding in a remote wasteland. Regardless of what genre you intend to play, make PSI a dark and mysterious group, characterized by internal tension and violence.

THE NATURE OF MENTAL POWERS

In 1971, Dr. Sebastian Poe, the founder of PSI, published his findings on cerebellic mutations in a government report. He later came before a senate committee to report his findings. Below are excerpts from this lecture.

"According to the research which we have completed, positive mental mutations can be classified under three distinct categories: psionics, psychokinetics, and psychic manifestations. Psionics are the more ethereal abilities like Telepathic communication or the influencing of another's will. These types of abilities involve the exchange of psionic energy from one mind to another for the purposes of mental communication, mind location, mind control, etc. For example, a telepath might transmit his thought patterns or draw forth the thoughts of others by channeling them through psionic energy. The same link may be used to alter the thought patterns of another individual, producing an effect not unlike hypnosis, though unquestionably more compelling. The energy involved in these exchanges is purely of a mental nature, with no physical manifestations whatsoever. The exchange of this energy is almost always indiscernible to all but the power user and his target.

Psychokinetics, on the other hand, are the more concrete mental abilities, in which an individual's will is manifested physically. These types of abilities involve projecting psychokinetic mental energy in many ways that affect or manipulate the physical environment.

MIND

GAMES™



Somewhere out there, hidden in the shadows of society, *they* are waiting. From the still of the night they strike, stripping away your memories, bringing your worst nightmares to life, slowly melting your brain. They are members of the Parapsychological Studies Institute (PSI), and they are coming to destroy you. Featured in the pages of **Mind Games™** are the treacherous members of PSI — mutants with a talent for manipulating your thoughts. Included are detailed descriptions of more than twenty villains, including members of the Institute, students, agents, and support staff. **Mind Games™** also contains notes and ideas for using PSI with your heroes, or even as part of an all-mentalist campaign. Topping it all off are several adventures designed to lure your heroes into the wicked workings of PSI. Simple pulsar blasts and super strength won't help you now, hero. This is a battle of the mind. Think about it!

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