

PSYMURAI

Psymurai are attuned to the psychic energies of the universe, and are able to manipulate it to perform mysterious powers that are beyond the reach of normal men. These mysterious warriors wander the universe serving those Noble Houses that can afford to employ their services. Some wander a Masterless "Ronin" serving only themselves and their greed.

A character must have a PSY score of at least 13 to become a Psymurai.

PSYMURAI LEVEL PROGRESSION

Experience	Level	Hit Dice (d6)
0	1	1+6hp
1,251	2	2+6hp
2,501	3	3+6hp
5,001	4	4+6hp
10,001	5	5+6hp
20,001	6	6+6hp
40,001	7	7+6hp
80,001	8	8+6hp
160,001	9	9+6hp
280,001	10	+1hp only

PSYMURAI SKILLS/POWERS SELECTION

(-3) - -5	Choose 2 skills / level 1 powers from among the first 3.
6 - 10	Choose 3 from the first 6.
11 - 14	Choose 4 from the first 7.
15 - 17	Choose 5 from the first 7.
18 - 19	Choose 6 from the first 9.
20+	Choose 7 from the first 10, and one Power from level 2.

PSYMURAI SKILLS POWERS

space swordsman

psy-weapons

pilot

navigator

PSY- luck

empathy

control of self

bio-PK I

suggestion

telekinesis

third eye

psychometry

energy pistol

