PSYCHIC WARRIOR

PSYCHIC WARRIOR is based on and expanded from the 24 hour game **DUNGEON SQUAD** created by **Jason Morningstar** as posted here. and is covered by the Attribution-NonCommercial-ShareAlike 2.5 Creative Commons license.

Any comments regarding PSYCHIC WARRIOR may be sent to
bal3000@hotmail.com

0 - Introduction

One hundred years from now the world is a wasteland.

Unending armed conflicts have left the earth barren and lifeless.

Unchecked industry has left it's toxic mark on both sea and sky.

Unregulated science has created monsters.

Humanity huddles behind the walls of it's mega cities under the almost feudal domination of it's leaders.

These grim and brutal rulers fight to hold power and their foes are many.

The rampaging horrors of the wastes.

The criminal scum of the under-city.

Rebellious citizens seeking elusive freedoms.

Underlings coveting the seat of power.

The conquering armies of the other cities.

But their servants are the PSYCHIC WARRIORS. Born to serve. Bred to fight .Trained to kill. Awoken amid their closed orders to the terrible powers of the mind….

1 - Required items

A referee, some players, a quiet room with a table, pencils, paper and a dice set from **d4** up to **d20**.

2 - Character generation

All characters are human, can be either gender and unless using the optional characteristics table, can have any description the player and referee can agree on.

Each character has **4** abilities that can be given value by the player. These are BODY, MIND, SOUL and REFLEXES.

Split 4 die values, **d4, d6, d8** and **d10** between the **4** abilities.

BODY is the character's physical strength, endurance and toughness. It is used to determine hand-to-hand combat outcomes and damage inflicted .

MIND is the character's intelligence and ability to learn and use knowledge. It also is the ability that determines how good a character is at using psychic abilities. **ALL CHARACTERS HAVE PSYCHIC ABILITIES.**

SOUL is the character's intuition, wisdom and perception.

REFLEXES measure the character's dexterity, agility and physical reaction. It is used to determine distance weapon attacks and damage inflicted .

Roll **d10** for PERSONA. PERSONA is a measure of a character's looks, charm and personality. A roll of -

1 to **4** gives a **d4** PERSONA.
5 to **7** gives a **d6** PERSONA.
8 or **9** give a **d8** PERSONA.
10 give a **d10** PERSONA.

Each character gets a number of hit points equal to **10** plus the value of their body die. At **0** hit points a monster is dead. A character will die when hit points equal a minus figure equal to their BODY die value - EG *a character with*

*BODY **d4** will die at minus **4** hit points.*

A character with less than **0** hit points but not dead is unconscious and cannot perform any actions unless healed above **0** hit points.

3 - Outfitting the character

All characters each have **1** of the following weapon combos -

1 hand weapon w/ shield
2 hand weapons (ambidextrous characters only)
1 two-handed weapon

Each character also has a laser weapon (normally strapped to the character's wrist or combined with the character's hand weapon) and a suit of body armour.

Each character has **1** additional piece of equipment. Roll **d6**-

1. Mag-glove
2. Power-belt
3. K-boots
4. I-plugs
5. Cam-cloak
6. Med-kit

The use of additional equipment is covered in **5 - Task resolution**

4 - Character characteristics

Character's height is **58" + 3d6"** if male and **52" + 3d6"** if female.

Character's weight is the character's height in inches multiplied by **2.2** lbs if male and multiplied by **1.5** lbs if female.

Character's handedness is decided by rolling **2d6.** On a roll of **2 to 9** the character is right handed, on a roll of **10 to 11** the character is left handed and on a roll of **12** the character is ambidextrous.

Only an ambidextrous Character can use **2** hand weapons at once.

5 - Task Resolution

All tasks are rated as follows -

Easy (**2**)
Normal (**4**)

Hard (**6**)
Very hard (**8**)

And require that number to be rolled in order to succeed at any given task.

BODY is used when attempting tasks such as climbing, jumping, swimming and lifting weight. A character using MAG-GLOVES uses **1** die higher when attempting to climb. A POWER-BELT allows **1** die higher to be used when lifting heavy weights. K-BOOTS gives **1** die higher when jumping.

MIND is used to decipher codes, read scripts and understand languages. Using a MED - KIT requires a MIND die roll a heals the amount rolled. A MED - KIT is good for 2d6 uses.

SOUL is used for listening, spotting, searching and determining another's motivation or trustworthiness.

REFLEXES are used for moving quietly, hiding and balancing. I-PLUGS allows **1** die higher when balancing. A CAMO-CLOAK gives **1** die higher when hiding.

PERSONA is used to bribe, befriend, bully or seduce others.

6 - Hand to hand combat

To determine who goes first in hand-to-hand combat, each character rolls his REFLEXES die and the referee rolls **d6** for each monster of group of monsters. The lowest rolls declare their intentions first but actions are taken first by the highest rolls.

The following rolls are required to hit a monster -

Vermin - automatic
Weak - **2**
Normal - **4**
Tough - **6**
Very tough - **8**

Monsters require a **4** to hit a character. A monster uses its ATTACK die to attempt to hit.

A character to hit in hand-to-hand combat uses the BODY die. An ambidextrous character using **2** hand weapons may attack a single creature twice.

Damage rolled for characters is their BODY die. This represents not just the weapon used but also how well it is wielded.

Should a character use a double handed weapon damage is rolled **1** die higher than their body roll. I.E. a character with **d6** BODY rolls **d8** damage with a two handed weapon.

An armour roll is made after damage is inflicted and reduces damage inflicted by the rolled amount.

The armour roll for a character with a two-handed weapon is **d4,** for a character with **2** hand weapons is **d6** and for a character with a hand weapon and shield is **d8.**

7 - Ranged attacks

Ranged attacks use REFLEXES to determine a hit and the following rolls are required to hit -

Short range - **4**
Medium range - **6**
Long range - **8**
Extreme range - **10**

Range in yards is as follows -

Short - **20**
Medium - **50**
Long - **100**
Extreme - **200**

It does not represent maximum range but maximum EFFECTIVE range. This is halved for thrown weapons.

Damage is rolled with the REFLEXES die as this reflects the accuracy of the hit.

Armour rolls apply as normal.

Laser weapon recharge automatically and require no reloading.

8 - Psychic powers

The number of psychic powers a character has depends on his MIND ability.

A character with **d10** MIND rolls **4** times on the power chart.
A character with **d8** MIND rolls **3** times on the power chart.
A character with **d6** MIND rolls **2** times on the power chart.
A character with **d4** MIND rolls **1** time on the power chart.

To roll on the power chart roll **d6** first and then roll **d6** again.

E.G. *- a roll of **2** followed by a **4** is **24** on the power chart. A roll of **1** followed by a **5** is **15** on the power chart etc.*

PSYCHIC POWER CHART

11 - Bio-healing
12 - Bio-kinetics
13 - Blind
14 - Body blade
15 - Clairvoyance
16 - Deafen

21 - Destroy
22 - Energy deflection
23 - Ghost walk
24 - Force bolts
25 - Force field
26 - Force weapon

31 - Fuzz
32 - Iron hand
33 - Iron mind
34 - Mask
35 - Mass illusion
36 - Mass telekinesis

41 - Mind blast
42 - Muscular atrophy
43 - Muscular boost
44 - Neuro disruption
45 - Neuro focus
46 - Possess

51 - Purge
52 - Radar
53 - Raise dead
54 - Read mind
55 - Shockwave
56 - Short circuit

61 - Slam
62 - Suggestion
63 - Telekinesis
64 - Telekinetic hold
65 - Terrify
66 - Wild card

9 - Psychic power use

All psychic powers require a task resolution roll to be successfully used.

The character's MIND die is used.

The task resolution rating needs to be chosen by the player before the roll is made, unless the circumstances are stated in the powers description.

An easy task attempt (2) is failed on a roll of **1.**

A normal task attempt (4) is failed on a roll of **2** or **3** and the use of the power is lost for the rest of the day / adventure on a roll of **1.**

A hard task attempt (6) is failed on a roll of **3** to **5** and the use of the power is lost for the rest of the day / adventure on a roll of **1** or **2.**

A very hard task attempt (8) is failed on a roll of **4** to **7** and the use of the power is lost for the rest of the day / adventure on a roll of **1, 2.**or **3.**

Any saving throw to resist the power's effects requires a roll equal or greater to the successful task attempt roll. Monsters use their ATTACK die for saving throws.

Any time limit of a power using the MIND die as a measure equals a number of rounds equal to the MIND dies numerical value.

BIO-HEALING
- This power is used to heal oneself only. The task rating depends on how much damage is to be healed and all damage will be healed or none at all. Up to **5** points of damage is an easy task, up to **10** points of damage is a normal task, up to **20** points of damage is a hard task and greater than **20** points of damage is a very hard task.

BIO - KINETICS
- The character attempts great leaps through the air. The task rating depends on the distance, in yards, attempted for leaping up / backward / forward / down. (See below)

Up / backward / forward / down
Easy (2) - **2 / 4 / 6 / 8**
Normal **(4) - 5 / 10 / 15 / 20**
Hard **(6) - 10 / 20 / 30 / 40**
Very hard **(8) - 20 / 40 / 60 / 80**

EG - *leaping **30** yards forward is a HARD task. Leaping **10** yards backward is a NORMAL task etc.*

BLIND

- The player attempts to blind an opponent that he is aware off within **100** feet of him, for **d6** rounds. A SOUL die roll is used for the saving throw. A blinded being attempts any action that requires sight, regardless of the task's rating with **d10** roll, succeeding only on a roll of **10,** but while blinded this also includes movement of more than a few feet per round.

BODY BLADE

- The character causes his hand and carried weapon to become as one. The damage inflicted by the weapon and the character's armour rolls go up by **1** die. This power cannot be used with two-handed weapons. The power remains in effect for **d6** rounds per rating chosen by the player. **D6** rounds for easy, **2d6** rounds for normal etc.

CLAIRVOYANCE

- At the start of the adventure the player with this power chooses a rating and rolls accordingly. Failure results in nothing. Success gives the player **1** re-roll at an easy rating, **2** re-rolls at a normal rating and so on. These re-rolls may be used to re-roll any task roll during the game. The power may only attempted at the start of each session / game.

DEAFEN

- The player attempts to deafen an opponent that he is aware off within **100** feet of him, for **d6** rounds. A SOUL die roll is used for the saving throw. A deafened being attempts any action that requires hearing, regardless of the task's rating with **d10** roll, succeeding only on a roll of **10.**

DESTROY

- The character can attempt to totally destroy and render unusable an inanimate object at distance of up to **100** feet. The task rating depends on the objects size. It may also be used to destroy an area in a large structure such as a wall of similar size and mass. Should the item be especially fragile or tough, decrease or increase the task rating by **2**.

Easy (**2**) - coin, ring, etc.
Normal (**4**) - pistol, hand weapon etc.
Hard (**6**) - chair, television etc.
Very hard (**8**) - motorbike, fridge etc.

ENERGY DEFLECTION

- This power is an automatic response to hits from laser blasts, energy weapons, force bolts and kinetic missiles such as bullets and arrows. The rating is very hard at short range, hard at normal range, normal at long range and easy at extreme range. All damage is deflected harmlessly away from the target if successful.

GHOST WALK

- the character takes an out of body experience to check out the surrounding

area. The character's physical form stays in a mediative pose while this happens. The character stays out of his body for **d6** rounds for each task rating he rolls for. Each round allows the character to travel up to **100** metres or check out a normal sized room and it's occupants and layout. EG - *the character rolls successfully at a normal rating and rolls 2d6 for 8 rounds. He travels 200 yards to a nearby military base (2 rounds), circles the 400 yard perimeter of the base noting sentries, gates etc.(4 rounds) and gets to check out 2 rooms in a bunker near the bases front gate (2 rounds) before being pulled back into his own body.*

FORCE BOLTS

- bolts of energy shoot from the character and hit a chosen target within range. The rating of the force bolts is easy for short range, normal for medium range, hard for long range and very hard for extreme range. Damage is rolled on MIND die and ignores armour.

FORCE FIELD

- the force field covers all persons within **10** feet of the character per rating making the task roll. The force field cannot be passed through but does effect distance weapons passing back and forth. The force field lasts for **d6** rounds per rating and all damage of distance weapons passing through the force field is reduced by an amount equal to the successful task roll **plus** a REFLEXES roll **plus** an armour roll. The force field does not effect psychic powers and the indirect damage caused by them.

FORCE WEAPON

- This power creates a glowing blade in his hand if he is unarmed or envelopes any weapon carried in his hand, that causes additional damage to any hand-to-hand combat attack equal to the rating chosen by the character to activate the power. The additional damage ignores armour.

FUZZ

- the character creates an anti-psychic area with a radius of **10** feet of then character per rating chosen. Any psychic powers attempted within this area or with an effect that occurs within this area has it's task roll reduced by a MIND die roll of that character. The effect lasts for MIND die rounds.

IRON HAND

- The character can attempt to totally destroy and render unusable an inanimate object he can touch. The task rating depends on the objects size. It may also be used to destroy an area in a large structure such as a wall of similar size and mass. Should the item be especially fragile or tough, decrease or increase the task rating by **2**. He may attempt to destroy inanimate objects and materials for MIND die rounds.

Easy (**2**) - coin, ring, etc.
Normal (**4**) - pistol, hand weapon etc.
Hard (**6**) - chair, television etc.
Very hard (**8**) - motorbike, fridge etc.

IRON MIND

- any psychic effect or attack that requires a saving throw to avoid its effects gets another saving throw to avoid it's effects should the first saving throw fail. This is automatic and continues until a **1** is rolled.

MASK

- the character attempts to change his appearance with a mental illusion. The rating depends on the complexity of the illusion.
An easy rating allows the character to change the colour of his skin, eyes and hair. EG - *blue hair and purple skin*
A normal rating allows him to change the colour of his clothes and the texture of his skin, shape of his eyes and the length and texture of his hair. EG - *skin covered in tattoos, "elf" eyes, dreadlocks etc.*
A hard roll is required to change the character's basic shape, form ,clothing and size up to twice as big or half as small as the character, while keeping within a basic humanoid form. EG - *a mutant, seven feet tall with a tail, ape like arms, tusks and scaly skin.*
 A very hard roll is required to make a character appear as something totally unhuman up to four times lager. EG - *a giant cockroach, a small dog, a statue of a bronze demon or a specific person.*
Another being only gets a saving throw to see through the illusion if it the illusion would raise suspicions in such circumstances. The characters can only attempt a saving throw if they can articulate on this.
The illusion lasts for **1d6** minutes.

MASS ILLUSION

- the character creates an illusion within a area with a **20** feet radius up to **100** yards away. For each sense involved the rating of the attempt goes up by **1.**
EG - *a sound of footsteps in the distance or a bad smell or a misty blue cloud is an easy task roll. A desk falling over would be a normal task as it requires both a visual and a crashing sound to be convincing. An explosion would require a hard task roll as the explosion would have to be seen, heard and felt.*
A saving throw is always allowed although groups roll as individuals, IE - in a group everyone is fooled or no one is fooled. Individuals such as the characters and important non-player characters roll individual saving throws.
An illusion lasts for **1d6** minutes.

MASS TELEKINESIS

- the character can attempt to lift and move heavy, large objects. The rating for each attempt depends on the objects weight.

<div align="center">

Easy - up to **1** ton.
Normal - up to **3** tons.
Hard - up to **10** tons.
Very hard - up to **20** tons

</div>

The objects are lifted slowly and can be moved at a rate of **10** feet per round. They cannot be flung about or dropped suddenly. The object may be moved about for **1d6** minutes.

MIND BLAST

- the character sends a mentally attacks another being within 100 feet . The damage inflicted equals the rating plus a MIND die roll. A successful SOUL saving throw against the rating of the attempt totally negates the damage. The damage ignores armour.

MUSCULAR ATROPHY

- the character attempts to reduce another being's, within **100** feet, BODY die (ATTACK die for monsters) for **1d6** rounds. To reduce it by **1** die is an easy task , to reduce it by **2** die is a normal task etc. Should the BODY die be reduced to less than **d4** the being can do nothing at all for the powers duration. A BODY saving throw avoids the effects.

MUSCULAR BOOST

- the character attempts to increase his BODY die for **1d6** rounds. To boost it to **d8** is an easy rating, to **d10** a normal rating, to **d12** a hard rating and to **d20** (!!!!!) a very hard rating.

NEURO DISRUPTION

- the character attempts to reduce another being's, within **100** feet, REFLEXES die (ATTACK die for monsters) for **1d6** rounds. To reduce it by **1** die is an easy task , to reduce it by **2** die is a normal task etc. Should the REFLEXES die be reduced to less than **d4** the being can do nothing at all for the powers duration. A REFLEXES saving throw avoids the effects.

NEURO FOCUS

- the character attempts to increase his REFLEXES die for **1d6** rounds. To boost it to **d8** is an easy rating, to **d10** a normal rating, to **d12** a hard rating and to **d20** (!!!!!) a very hard rating.

POSSESS

- the character attempts to take over the mind and actions of another being within **100** feet. A rating is chosen and if successful the being is allowed a SOUL saving throw to resist it's effects. Otherwise the character is aware of the possessed being's experiences and can make the being do anything for **1d6** rounds. Should the action cause harm another saving throw is allowed. The possessed being has no recollection of anything unless he makes his saving throw.

PURGE

- the character makes his body immune to the effects of poison for a number of rounds equal to the rating chosen. This power kicks in automatically when the player suffers a poisonous attack.

RADAR

- the character attempts to mentally count the number of beings in a given area. This is an easy rating within a 50 feet radius, a normal rating within a 50 feet radius and so on. This power only counts sentient beings and animals

and their general position. It gives no indication of their looks, abilities (psychic or otherwise), equipment or intentions.

RAISE DEAD

- the character can cause corpses to be risen as mindless killing machines. This is a rating for every **1d6** corpses the character wishes to raise. Zombies may be given **1** command before becoming immune to any psychic power requiring a saving throw. The command must be kept simple with no more than **1** condition. I.E. - " go and kill all the men in the swamp", "stay here and kill anyone not wearing a helmet who enters this room " etc.

READ MIND

- the character attempts to get at information inside another beings mind. The other being must be within **100** feet of the character and is aware of the attempt. The rating of the task depends on the beings SOUL die. D12 SOUL is a very hard task, **d10** a hard task, **d8** a normal task and **d6 or d4** SOUL is an easy task. The being is allowed a saving throw.

SHOCK WAVE

- the character unleashes a blast of mental energy that effects everybody within a **100** feet radius. All beings within the radius are knocked down for **1d6** rounds and takes **1d6** damage unless they make a BODY saving throw against the power's rating. All actions taken while knocked down are attempted at 1 die lower and movement is restricted to **5** feet crawls.

SLAM

- the character unleashes a blast of mental energy that effects everybody within a **100** feet radius. All beings within the radius are knocked down for **1d6** rounds and takes **1d6** damage unless they make a REFLEXES saving throw against the power's rating. All actions taken while knocked down are attempted at 1 die lower and movement is restricted to **5** feet crawls.

SUGGESTION

- the character effects the actions of another being that he has engaged in conversation for **1d6** rounds for **1d6** rounds. The rating of the task depends on the beings SOUL die. D12 SOUL is a very hard task, **d10** a hard task, **d8** a normal task and **d6 or d4** SOUL is an easy task. The being is fully aware of the actions he is taking and can only make a SOUL saving throw if any action would direct harm him or others he cares for.

TELEKINESIS

- the character can move small objects up to about **10**lbs weight about and use them as missile weapons. The rating depends on the distance the missile is thrown. Easy for short range, normal for medium range, hard for long range and very hard for extreme range. The missiles hit for MIND die damage but this is reduced by armour.

TELEKINETIC HOLD

- the character attempts to pin another being with a mental grip. The other being is allowed a SOUL saving throw against the powers rating. Failure

means the being cannot perform any actions physical actions for **1d6** rounds and the character can inflict **1d6** damage per round in a mental crush if desired.

TERRIFY

- the character conjures up another being worst fears. The being must make a SOUL saving throw against the power's rating or cower helplessly, unable to do anything but run or hide for **1d6** rounds.

WILD CARD

- at the start of each adventure re-roll all the character's psychic powers except this power.

10 - Monsters and opponents

Vermin - All vermin have a **d4** ATTACK die.

Insect or spider swarm
hit points **4d6 -** damage **1** point (bites and stings)
Insidious - ignores armour or shields.

Rat swarm
hit points **6d6** - damage **d4** (bites).

Living slime
hit points **6d6** - damage **1** point (slimy tentacles)
Acidic existence - each hit against it will rot and destroy the weapon on the roll of **6 on a d6**. Each hit against a character will rot and destroy either the character's weapon or shield on a roll of **6 on a d6**.

Weak monsters -
weak monsters have a **d6** ATTACK die.

Giant rat
Hit points - **4** , damage - **d4** (bite)

Wolf (or wild dog, wild cat etc.)
Hit points - **6** , damage - **d6** (bite)

Under-city Mutant
Hit points - **8** , damage - **d6** (weapon), armour - **d4**
Gun - runs out of ammo on **d6** roll of **6**

Normal monsters -
normal monsters have a **d8** ATTACK die.

Mutated beast (under-city)

Hit points - **10**, damage (tusks, claws etc.) - **d8**

Soldier
Hit points - **10 ,** damage - **d8** (weapon), armour - **d6**
Laser weapon

Soldier, squad leader
Hit points - **12,** damage - **d10** (2 handed weapon) , armour - **d8**
Laser weapon

Giant spider (or scorpion, centipede etc.)
Hit points - **12**, damage **d4** , armour (natural) - **d4**
Poisonous - Poison bite inflicts **d4** damage for **d6** rounds

Ghoul
Hit points - **12** , damage **d6** (claws)
Paralysis - Hit paralyses for 1d6 rounds unless **4** is rolled on a BODY die.

Wasteland mutant
Hit points - **10 ,** damage - **d8** (weapon), armour - **d6**
Gun - runs out of ammo on **d6** roll of **6**

Brain eater
Hit points - **14** , damage - **d6** , armour (natural) - **d6**
Eat brain - a successful hit that penetrates armour requires successful MIND
saving throw of **6+** or the reduction of MIND by **1** die. The brain eater holds on
until a saving throw is made.
*BRAIN EATERS resemble bloated humans with translucent skin and stinging
tentacles on their bodies, arms and around their mouths.*

Tough monsters -
tough monsters have a **d10** ATTACK die.

Mutated beast (wastelands)
Hit points - **16**, damage - **d10**

Thrug (soldier)
Hit points - **16** , damage (weapon)- **d12** , armour - **d6**

Thrug (assault)
Hit points - **18** , damage (claws) - **d10** , armour (natural) - **d6**
Fast healing - Heals **d4** hit points at start of each round
*Genetically designed and created as the ultimate close combat troops,
THRUGS are the forgotten soldiers of a bygone age. Many still roam the
wastelands willing to fight alongside anyone for any reason .Many THRUGS
carry old assault guns which count as thrown weapons.*

Wraith
Hit points - **16** , damage -(chill touch) **d8** , armour (natural) - **d6**

Morbid touch - Hits cause the reduction of BODY die by **1** die unless a **4** is rolled on a BODY die.

Android
Hit points - **20**, damage - **d12**, armour - **d8**
Laser weapon
Robotic - immune to any psychic power requiring a SOUL saving throw.
ANDROIDS resemble humans until they receive damage and their robotic nature is revealed.

Mind killer
Hit points - **20** , damage - **d10** , armour - **d10**
Laser weapon.
Nullify - mind killers are immune to all psychic powers requiring a SOUL saving throw and all psychic powers attempted within **100** feet of a mind killer require a **10+** roll to be successful, are reduced by **1** rating in power if successful and are lost for the game / session if roll is failed.
MIND KILLERS are cyborgs, androids with a psychics living brain, programmed to hunt down and destroy psychic warriors.

Very tough monsters -
very tough monsters have a **d12** ATTACK die.

Huge mutated beast
Hit points - **24**, damage -(Claws) - **d10**, armour (natural) - **d6**
Poisonous - poison tail sting cause **d6** damage for **d8** rounds

Gargantuan mutated beast
Hit points - **40,** damage -(teeth and claws) **d12**, flame (or acid or lightning) burst - **d12**
Armour (natural) - **d10**
Terrifying presence - to first appearance of a dragon causes terror which prevents a character from taking any actions for **d6** rounds unless a **6** is rolled with the SOUL die.

11 - campaign play

At the end of each adventure/session -

Increase each character's hit points by **1** point.

Give each a character a Hero Point (HP). Hero points may be spent to improve abilities and reflect a character becoming more experienced and getting better with his abilities, equipment and weapons.

2 HP increases a **d4** ability to **d6**.
4 HP increases a **d6** ability to **d8**.

6 HP increases a **d8** ability to **d10**.
8 HP increases a **d10** ability to **d12**.

Each character rolls for a new power at the end of the adventure / session. If the power rolled is one the character already has, the character gains no new power.