

BRPDG House Rules

Character Creation

Character creation follows the steps provided on pages 16-17 of the core rules, with the following additions, modifications, and exceptions.

Step 1: Ability Scores

Ability Scores and Skill Modifiers

Contrary to the core rules, your ability scores have an impact on your skill percentages. To determine the modifier, simply subtract 10 from the ability score. For example, if you have INT 14, then your INT-based skills have a (14-10) +4% bonus.

Faith

Not all campaigns will use this attribute. To determine Faith, determine your Faith, ranging from 0 – 20. Alternately, you can randomly determine your Faith by rolling 4d6-4. YOU WILL BE HELD TO THIS AS AN ASPECT OF YOUR CHARACTER!

Step 2: Derived Scores

Luck

Contrary to the core rules, your Luck score is not equal to your POW*5. Instead, to determine your Luck score, the player to your right will roll percentile (supervised by the GM). This roll is your Luck score.

Step 4: Investigator Income

Roll 1d100 on the following table and compare the result to the appropriate decade to determine your yearly salary.

| INCOME by DECADE | | | | |
|------------------|-----------|-----------|-----------|-------------|
| 1d100 | 1920s | 1930s | 1940s | 2000s |
| 01 – 07 | \$120 | \$130 | \$140 | \$5,000 |
| 08 – 14 | \$240 | \$260 | \$280 | \$10,000 |
| 15 – 21 | \$360 | \$390 | \$420 | \$15,000 |
| 22 – 28 | \$600 | \$650 | \$700 | \$25,000 |
| 29 – 51 | \$960 | \$1,040 | \$1,120 | \$40,000 |
| 52 – 75 | \$1,200 | \$1,300 | \$1,400 | \$50,000 |
| 76 – 85 | \$1,800 | \$1,950 | \$2,100 | \$75,000 |
| 86 – 95 | \$2,400 | \$2,600 | \$2,800 | \$100,000 |
| 95 | \$3,600 | \$3,900 | \$4,200 | \$150,000 |
| 96 | \$6,000 | \$6,500 | \$7,000 | \$250,000 |
| 97 | \$12,000 | \$13,000 | \$14,000 | \$500,000 |
| 98 | \$18,000 | \$19,500 | \$21,000 | \$750,000 |
| 99 | \$24,000 | \$26,000 | \$28,000 | \$1,000,000 |
| 100 | \$120,000 | \$130,000 | \$140,000 | \$5,000,000 |

Divide the income by 12 to determine monthly pay. Characters begin play with one month's pay on-hand. Characters also begin with 2*income in banked savings, 2*income in stocks, bonds, and other assets that take at least 30 days to liquidate, and 10*income in additional property (real estate, old books, vehicles, and other things appropriate to the character).

Game System and Skills

Movement

In general, a character's movement rate is a maximum of (one-half Dexterity, round up) squares per round. Quadrupeds tend to move at about 3-4 times this rate. Specific creatures have their movement rates listed.

You can move your normal movement and still take actions with no penalty. You can move double this amount, but any actions you take in the round are reduced by one-half. You can move four times this amount (run) in a straight line, but any actions are at one-fifth normal.

Actions

Unless noted otherwise, assume a character can take a maximum number of actions per round as noted on the following table:

| ACTIONS per ROUND | | | |
|-------------------|---------|-----------|---------|
| Dexterity | Actions | Dexterity | Actions |
| 1 – 5 | 1 | 16 – 20 | 4 |
| 6 – 10 | 2 | 21 – 25 | 5 |
| 11 – 15 | 3 | 26 – 30 | 6 |

The first action taken is at your normal skill percentage. The next action is at one-half, then one-fourth, then one-fifth, then one-tenth (all remaining actions are at one-tenth as well).

After you take your actions, you can attempt to take one additional action. This requires making a DEX roll.

The Experience Check

When you make a skill check, if the result is equal to, or less than one-fifth (round down) of your effective skill rating at the time, make a check mark next to the skill. When you accumulate 10 check marks, then you make an experience check as described in the core rules. One-fifth of your skill is noted on the CRS as "Crit".

Alternately, if you roll an 01 on a skill check and your chance of success was 02 or better, you are entitled to an immediate experience check.

If your experience check result is greater than your normal skill percentage, increase your skill percentage by 1d2% (as opposed to the 1d10% of the core rules).

Physical Injury

In this particular system, in addition to general hit points, which follow the rules outlined below, we are using a hit location table for impales.

Hit Points: As a break from the core rules, we are using a version of subdual damage.

When you are reduced to less than 0 hit points in subdual damage, you are knocked unconscious for 10d10 rounds. Otherwise, subdual damage follows the same rules as normal damage.

Stun: Instead of 1d6 rounds, various attacks will stun character for an amount of time listed in the description.

Shock: You must roll CON*5 if you take damage exceeding your Constitution score from a single attack. Unconsciousness lasts for 1d6 rounds. This applies to general attacks, subdual attacks, and hit location attacks.

Unconsciousness: When you are reduced to +2 hit points, you must make a POW*5 roll to remain conscious. You must make this roll every round in which you attempt to take an action or movement.

When your hit points reach +1, you must make a POW*2 roll to remain conscious. You must make this roll every round in which you attempt to take actions or movement.

When your hit points hit 0, you must make a POW roll to remain conscious, and you must continue to make this roll every round that attempt any action or movement.

Death/Dying: At less than 0 hit points you are dying. You can attempt to remain conscious with a POW roll every round. While dying, your skill percentages are reduced to one-fifth normal. When you are dying, you will make a CON roll. You get to determine the multiplier. If the roll fails, you will die in 1d10 rounds. If the roll is successful, consult the following to determine how long you have until you die:

- **CON*1:** 1d10 hours.
- **CON*2:** 10d10 minutes.
- **CON*3:** 2d10 minutes.
- **CON*4:** 5d10 rounds.
- **CON*5:** 2d10 rounds.

Catastrophic Damage: If you take general damage from a single attack that would reduce you to negative hit points in an amount exceeding your CON*2, you are instantly killed. For example, if you have a CON of 13, and you take a hit from a creature that deals enough damage to effectively reduce you to -27 hit points, you are killed.

Hit Locations

When a lethal attack scores an impale, roll 1d100 to determine the hit location. The hit point multiplier is applied to your base hit points to determine the hit points for the specific hit location.

| HIT LOCATION | |
|--------------|-------------------------------------|
| 1d100 | Hit Location (Hit Point Multiplier) |
| 01 – 15 | Right Leg (0.5) |
| 16 – 30 | Left Leg (0.5) |
| 31 – 75 | Torso (1) |
| 76 – 85 | Right Arm (0.4) |
| 86 – 95 | Left Arm (0.4) |
| 96 – 100 | Head (0.4) |

- **Leg:** If you have a leg wound, then skills requiring your legs (such as melee, or riding) take a -10% penalty (cumulative). If a leg is reduced to 0 hit points, your speed is reduced by 50%.
- **Torso:** If you have a torso wound, you take a -10% penalty to all non-mental skills. If your torso is reduced to 0 hit point, you are dying (see above).
- **Arm:** If you have an arm wound, then all skills requiring your arms (such as melee, or driving) take a -10% penalty

(cumulative). If an arm is reduced to 0 hit points, it is crippled.

- **Head:** If you have a head wound, you take a -10% penalty to all skills. If your head is reduced to 0 hit point, you are dying (see above).

Catastrophic Damage: Catastrophic damage functions as described above, except the amount only has to exceed your CON, instead of CON*2. Instant death occurs only if you suffer catastrophic head or torso damage. If you suffer catastrophic limb damage, the limb is severed.

Healing

Healing functions as described, except that a character can effectively benefit only from one First Aid roll (1 point) and one Medicine roll (1 point) per day for general hit points. When dealing with hit location damage, each hit location can benefit from one roll per day from each skill.

Subdual damage heals in daily increments instead of weekly increments.

Hit location damage heals at the same rate, but divide any healing between damaged areas. Excess points go first to the torso, then the head. Otherwise, they are lost.

Combat

The Combat Round: A combat round is six seconds.

Dexterity and the Order of Attack: To determine who goes in what order in a round, roll 1d10 and add your Dexterity score. High roll goes first – equal rolls act simultaneously (in some situations, the GM may call for equal rolls to roll 1d100, with the lowest result actually going first).

As with d20, you can ready an action, delay your initiative, or refocus, to improve your initiative order.

Spot Rules for Combat

Armor: For a change, worn armor converts damage to subdual instead of simply negating it. Natural armor negates the damage as normal. See Equipment for more information on worn armor.

Knock-Out Attacks: When dealing blunt damage, you can attempt a knock-out attack. This imposes a -20% penalty to your attack skill. If successful, you deal damage as normal, plus the victim must roll CON versus damage on the resistance table. If this fails, he is knocked unconscious for 10d10 rounds.

Impale: Contrary to the core rules, all attacks can effectively impale on a Crit roll. An impale deals double damage to a specific hit location. Subdual impales deal maximum damage, plus a damage roll.

Parry: You gain one free parry every round, and, as noted, you declare who you are going to parry at the beginning of the round. Additionally, if you so desire, you can forego one (or more) of your actions to perform additional parries in the round.

Two Weapons: You can use two weapons in melee combat if you desire. When fighting with two weapons, your primary hand attack is at a -15%, and your off-hand attack is at -30%. This assumes properly sized weapons (i.e., one large, one small). If inappropriately sized, double the penalties.

Fighting with two weapons allows you to make a free attack with the off-hand weapon. Alternately, when using two weapons, you can use the secondary weapon to gain a second free parry in the round.

Personal Attacks

Unarmed attacks (but not natural weapon attacks) deal subdual damage by default. You can attempt to deal normal damage with these attacks by making a successful Martial Arts roll after the attack roll. This is not counted as a separate action, but is treated as part of the attack roll.

Using Firearms

When using a firearm, the listed value for Attacks per Round is actually the number of attacks you can make with each of your actions. For example, if you have 3 attacks per round, you can make the following:

Colt 1911A1 (ApR 1) – 1 shot per attack, for a total of 3 shots.

9mm Automatic (ApR 3) – 3 shots per attack, for a total of 9 shots. The first three are at your base percentage, then 3 at one-half, etc.

.30-06 Bolt-action Rifle (ApR ½) – 1 shot per 2 attacks, for a total of 1 shot, and one reload to be ready for the next round.

Spot Rules for Firearms

Automatic Weapons, Bursts: To determine the maximum number of bullets fired in a burst, simply divide the cyclic rate of the weapon by 10. This provides the maximum number of bullets used to determine the bonus to the attack roll (up to double skill). Use one-half this amount to determine the number of bullets that strike the target.

If firing against multiple targets, divide the full number of bullets (not half) between the targets.

For example, if you are using a SMG with a cyclic rate of 600 rpm, your burst can have as many as 60 bullets in it. If firing at a single target, up to (1d30) 30 of those bullets can potentially strike the target.

If you are not firing the maximum burst size, then you are effectively limited to a number of rounds in the burst equal to 20% of your skill rating, or the actual rate, whichever is lower.

For example, if you have Submachine Guns at 75%, then when firing smaller bursts, the most rounds you can use in the burst equals $(75 \times 0.2) 15$.

Point-Blank Fire: Point-blank range is not determined by your Dexterity; instead, point-blank range equals one-tenth of the weapons' base range.

Precision Aim, Telescopic Sights: If you spend a round aiming your weapon at a target (reducing your initiative position to one-half normal), you gain a +20% bonus to your attack skill. When using telescopic sights, divide the range to the target by the multiplier of the sight to determine range modifiers. For example, if you are using a .30-06 (base range 110 yards / 330 ft.), with a 50% skill chance, and firing at a target 200 yards away (one-half base chance, or 25%), but using a x4 telescopic sight, you treat the target as $(200/4=) 50$ yards away, increasing your chance to 50% again. When using a telescopic sight, you must use precision aim.

Two Handguns: You can use two handguns at the same time. When doing so, and firing at a single target, the firearm in your primary hand takes a -20% penalty, and the firearm in your off-hand takes a -40% penalty.

If firing at two different targets, double the penalties.

If using weapons larger than handguns, double the penalties.

If using burst fire and dual weapons, you do not get a bonus to hit, but may still strike with multiple bullets.

Unaimed Shots: If firing wild, at one-fifth your chance, you can essentially double the number of shots you can make per action.

Skill Definitions

Dodge: On the CRS, Dodge has an additional column, with one column marked "*4", and one column marked "*2". In the *1 column, put a number equal to your Dexterity score. In the *2 column, put a number equal to your Dexterity*2.

In combat, it is assumed that you are always making at least a token attempt to avoid attacks. This is dodging – attackers subtract the *1 value from their attack skills. When you are actively dodging, as per the core rules, you make a roll against the *2 percentage. If you score a crit, this is the rating that improves with experience checks.

First Aid: Contrary to the core rules, First Aid can restore only 1 hit point (not 1d3) when used to treat a wound. When performing First Aid on a torso wound, you take a -10% penalty. When performing First Aid on a head wound, you take a -20% penalty. First aid cannot restore hit points to a hit location that is reduced to 0 hit points. That requires the Medicine skill.

Martial Arts: Unarmed attacks are DEX-based. When fighting unarmed, you may attempt to deal lethal damage with an attack. To do so, you must make a successful Martial Arts roll after you make your attack roll. If this is successful, you deal lethal damage; if it fails, you deal only subdual damage.

If your Martial Arts skill is 51% or better, you can declare a parry just before an attack instead of at the beginning of the round.

Medicine: Contrary to the core rules, Medicine can restore only 1 hit point (not 1d3) when used to treat a wound.

Signals (NEW) (05%): This skill covers the use and operation of semaphore, heliograph, Aldis lamp, telegraph, field telephone, radio, telecommunications, and satellite communications equipment. Proficiency at 25% also confers basic knowledge of Semaphore and Morse codes, while proficiency at 40% includes military and digital systems.

Tradecraft (NEW) (05%): This skill confers knowledge about the procedures, techniques, and equipment used in clandestine intelligence operations. Tradecraft is used in conjunction with other skills so the desired task is completed covertly. If you successfully use the appropriate skill and tradecraft with the same percentage roll, you complete the task as desired. If the skill is successful, but the Tradecraft skill is not, you complete the task, but the result may be detected by observers. If the skill is unsuccessful, but Tradecraft is successful, you fail in the task, but the failure may not be observable.

You can use Tradecraft to perform the following and more:

- Covert tailing of a target on foot (Sneak & Tradecraft) or by car (Drive Auto & Tradecraft)
- Lose a tail
- Establish ongoing surveillance on a target
- Perform spot surveillance
- Open a letter surreptitiously
- Concealing items or documents on your person or in an object
- Create a dead-letter drop
- Conduct a hand-over
- Create microdots (Photography & Tradecraft)
- Set up or spot search markers
- Search for concealed items
- Place listening devices (Electronics & Tradecraft), etc.

Vehicles

Vehicular Sequence per Game Round: (1) speed changes of vehicles; (2) vehicles maneuver and check for crashes; (3) individual characters move on DEX rank.

Concepts

Rated speed: The maximum sustainable speed of the vehicle. A vehicle may travel at top speed or any lower speed. Vehicles start at 0 speed and must accelerate.

Range: The relative interval between vehicles. There are five ranges, measured for convenience in 1-inch squares. For every Speed faster than an opponent, a vehicle can move one Range closer to or further away from the other vehicle per game round. The five ranges are:

- *Side-by-Side*: firearms at normal skills
- *2 Car-Lengths*: half firearms skill
- *Close*: one-quarter firearms skills
- *In Sight*: allow 1% chance to hit with firearms
- *Out-of-Sight*: no chance to hit

Accelerate/Decelerate: A vehicle can accelerate or decelerate x Speeds per round – for example, a Mercedes-Benz SSK with 4X, can increase or decrease by 4 Speeds per round.

Handling: Apply this modifier to the driver's Drive Auto skill.

Maneuvers: A failed maneuver requires a roll on the Trouble table.

Turn: A Turn may require a vehicle to decelerate by 1 Speed or more. A U-turn always requires a vehicle to slow to Speed 1. Success is automatic, a part of normal driving.

High-Speed Turn: Drive at -10; if successful, the turn may be performed without slowing.

Bootlegger Reverse: Drive at -25; Success sets the vehicle in a skid that concludes with the vehicle facing the opposite direction. The vehicle is then moving forward at Speed 2 in the next round. Cannot be performed with horse-drawn vehicles.

Ram, Collide: Collisions deal damage to the involved vehicles equal to 1d6 x the relative Speeds. Occupants suffer 1d3 damage per Speed.

Swerve, Evade: With a successful Drive Auto roll, the driver can evade any single Ram, Throw, Climb, Jump, firearm attack, etc., but not more than once per round.

Vehicle Damage

When a vehicle has lost more than 50% of its hit points, its top speed is reduced by 50%. At 5 hit points or less, the vehicle ceases to function. Mechanical Repair can restore 1d6+4 hit points, taking one hour per point. If a vehicle takes damage, there may be a roll on the Trouble table.

Individual Actions

When Side-by-Side, characters can climb around on vehicles and even attempt to cross to the other vehicle. Reduce most physical skills (Climb, Grapple, Jump, etc) by one-half in such situations. In case of a missed movement, allow a Luck roll to catch onto something.

A Note about Roads

In the 1920s, city and town streets are still two lanes, on in each direction. Major intersections are controlled by traffic officers. Back streets are still unpaved, single car-width tracks. Main country roads are very narrow, and frequently curving. Shoulders are unclear and unmarked. Turnouts are rare. Directions and crossroads are unmarked. Farm animals and farm machinery are often encountered.

Trouble Table

Roll 1d10

1 = Flat tire or cracked wheel: slows vehicle to Speed one until changed or repaired.

2 = Engine damaged or broken harness: slows vehicle by 2 additional Speeds each round until stopped. Cannot restart without a Mechanical Repair roll.

3 = Gas tank punctured or dead horse: no effect until second hit. Requires replacement.

4-6 = Skid: -20 Drive skill in the next round.

7 = Fishtail: -10 Drive skill in the next round.

8 = Fishtail: -15 Drive skill in the next round; roll again on table at +2.

9 = Bad fishtail: -30 Drive skill in the next round; roll again on table at +4.

10 = Roll: vehicle careens off road, rolling once per current Speed. Each roll deals 2d3 damage to vehicle, 1d3 to each passenger (1d6 if horse-drawn, where passengers are thrown free on first roll). Automobiles have a 10% chance of the gas tank exploding.

Drive Roll Modifiers

| Situation | Modifier |
|---------------------|-------------|
| Bootlegger reverse | -25 |
| Dirt road | -20 |
| Heavy rain | -20 |
| Limbs, rocks | -20 |
| Oily, icy | -20 |
| Snow | -20 |
| Long downhill grade | -10 |
| Flat tire | -10 |
| High-speed turn | -10 |
| Night | -10 |
| Rain | -10 |
| Wind | -10 |
| At max Speed | -10 |
| Handling | per vehicle |
| At Speed 1 or 2 | +10 |

Vehicle Table

| Vehicle | Max Spd | HP | Hand | Driver & pass | Acc/Dec |
|-------------------|---------|----|------|---------------|---------|
| Saddle horse | 2 | 20 | 20 | 1 | 2X |
| 1-horse shay | 2 | 20 | 15 | 1+1+RBs | 1X |
| 4-horse carriage | 2 | 30 | -1 | 2+4 | 1X |
| 4-horse wagon | 1 | 35 | 1 | 1+some | 1X |
| Hispano-Suiza H6 | 8 | 30 | 7 | 4+RBs | 3X |
| Mercedes-Benz SSK | 10 | 20 | 12 | 2+RBs | 4X |
| Model A Ford | 5 | 25 | 4 | 5+RBs | 2X |
| Model T Ford | 5 | 25 | 2 | 5+RBs | 1 X |
| Packard Str. Six | 7 | 40 | 0 | 5+RBs | 2X |

Monster Speeds

Speed 0 = Abthoth, Azathoth, Cthugha.

Speed 1 = Byakhee (ground), Cthonian, Daoloth, Dark young, Deep one, Father Dagon & Mother Hydra, Dhole (burrowing), Dimensional shambler, Fire vampire, Elder Thing (ground and flying), Flying polyp (ground and air), Formless spawn, Ghast, Ghatanothoa, Ghoul, Glaaki, Glaaki (servants of), Gnoph-keh, Great Race of Yith, Gug, Hound of Tindalos (ground), Hunting horror (ground and flying), Ithaqua (ground), Lesser Other God, Iloigor, Mi-go (ground and flying), Moon beast, Nightgaunt (ground and flying), Nodens, Nyarlothotep (human), Nyogtha, Sand dweller, Serpent person, Servitor of the Outer Gods, Insects from Shaggai (ground), Shantak (ground), Shoggoth, Shudde M'ell, Star vampire, Being from Xiclotl, Y'golonac, Yig.

Speed 2 = Atlach-Nacha, Byakhee (flying), Cthulhu (swimming, flying), Dhole (ground), Hastur (ground), Nyarlothotep (monstrous), ,Shub-Niggurath, Star spawn of Cthulhu, Tsathoggua, Zhar (ground).

Speed 3 = Cthulhu (striding), Cyaegeha (flying), Shantak (flying).

Speed 4 = Bast, Hound of Tindalos (flying), Insect from Shaggai (flying).

Speed 5 = Hastur (flying), Zhar (flying), Zoth-Ommog.

Speed 10 = Ithaqua (flying), Yog-Sothoth.

Psychic Powers

Do you have The Gift?

In some cases, the GM may simply assign psychic powers. In most cases, however, this will be determined randomly. To randomly determine if you have psychic powers, make a roll against one-fifth of your Luck. If successful, you have some measure of psychic ability.

If you have psychic powers, the GM will let you know if you can select your powers or if they are randomly determined. If you can select your powers, then you have a number of points equal to your Luck to spend on acquiring and improving powers, using the following numbers:

- **Clairaudience**: 20
- **Clairvoyance**: 20
- **Dermo-Optical Perception**: 15
- **Levitation**: 50
- **Precognition**: 20
- **Psychic Surgery**: 30
- **Psychometry**: 20
- **Second Sight**: 20
- **Telekinesis**: 35
- **Telepathy**: 40
- **Thoughtography**: 15
- **Each +1% above base**: 1
- **Each +1% above 60%**: 2
- **Each +1% above 80%**: 3

If your powers are determined randomly, consult the table appropriate for the campaign model.

Using Psychic Powers

Using a psychic power typically requires a psychic power skill roll. Additionally, using these powers is taxing, causing you to suffer subdual damage (noted below).

- **Clairaudience**: 1 point per minute.
- **Clairvoyance**: 1 point per minute.
- **Dermo-Optical Perception**: 1 point per minute.
- **Levitation**: 1 point per round.
- **Precognition**: 5 points per active use; 0 for spontaneous use.
- **Psychic Surgery**: 1 point to activate, plus a number of points equal to the rating of the affliction.
- **Psychometry**: 1 point for active use; 0 points for spontaneous use.
- **Second Sight**: 1 point per minute.
- **Telekinesis**: 1 point per pound per round; double for an attack use.
- **Telepathy**: 1 point per round.
- **Thoughtography**: 2 points per image.

Psychic Powers

Clairaudience (POW): The ability to perceive sounds of an event or location far away from your actual location. Sounds may be garbled, with the skill roll frequently determining sound quality. Generally, this is a power that requires concentration to use, although in some cases, it may manifest spontaneously (sometimes with a secret POW*5 roll).

Clairvoyance (POW): This is simply a visual version of Clairaudience – instead of hearing at a location, you “see” the location.

Dermo-Optical Perception (POW): Also known as *biointroscopy*, this is the ability to view objects, such as printed writing, through the skin – most often, through the hands. You can “read” at your normal rate.

Levitation (POW * 0.5): This ability to lift yourself vertically through the air. This requires 1d10 rounds of concentration. Movement speed if typically about one-half your normal rate.

Precognition (POW): This is the ability to see the (possible) future through dreams and visions.

Psychic Surgery (POW * 0.5): This allows you to remove harmful materials or matter from patients (frequently used to remove tumors). Using psychic surgery takes at least 10 minutes. You must make a successful skill roll to initiate the power; then, divide your skill by 5 (round down), and compare this against a rating based on the malady on the resistance table. For example, mild skin cancer might have a rating of 3, while an advanced, aggressive liver tumor might have a rating of 15 or more. If successful, you remove the affliction. This can be used in a pinch to repair damage as with the Medicine skill.

Psychometry (POW): This power essentially allows you to “view” the past of a person, object, or location. You can typically only see events connected with strong emotions. A psychometric incident typically lasts for 1d10 rounds in real time, although the time of the vision may be more or less. You may also suffer from spontaneously psychometric events.

Second Sight (POW): This power allows you to “see” outside of the real world – effectively allowing you to see ghosts, spirits, and other creatures out-of-phase with reality.

Telekinesis (POW * 0.5): This allows you to move objects with your mind. The range is about 10% of your skill (round down) in feet. Telekinesis generally takes a full round to use. You can attempt to use TK as an attack, flinging an object rapidly. This requires a skill roll at -50%, and an attack roll (using Throw, modified by INT). Typical damage is determined by using POW + object SIZ on the Damage bonus table, modified by the object (a dagger will deal more than an equally sized piece of paper).

Telepathy (POW): This is the ability to communicate with another living creature with direct mind-to-mind contact. The range is effectively unlimited, though every 100 miles imposes a -10% penalty. If the target is asleep, you gain a +20% bonus. If the target is close (a best pal, beloved spouse, etc), you gain a +20% bonus. If the target is another telepath, you gain a +50% bonus. If you are in flesh-to-flesh contact with the target, you gain a +25% bonus.

Thoughtography (POW): This is the ability to place an image on a photographic plate or film using only your mind.