

DUU FY 77 *Continued*

SUMMARY OF KNOWN REMOTE-VIEWING EXPERIMENTS

The following very brief summaries describe those remote viewing experiments, or series of experiments, published (or submitted for publication) to date. Details of these experiments or demonstrations are clearly omitted; methodological problems exist in many of them; technique and experimental control vary considerably; and the small number of such reports probably does not lead to any significant, conclusive overall result. Nonetheless, the following may be of use and is presented in that context. A critical, detailed evaluation of all such studies will be contained in the forthcoming Systemetrics, Inc. report on the subject.

- I. Allen, S., Green, P., Rucker, K., Cohen, R., Goolsby, C., and Morris, R. L. A remote viewing study using a modified version of the SRI procedure. In J. D. Morris, W. G. Roll, and R. L. Morris (Ed.), *Research in parapsychology, 1975*. Metuchen, N. J.: The Scarecrow Press, 1976, pp. 46-48.

A team of 12 persons rotated roles in direct viewing of 12 targets. Each team member served as experimenter, subject, and target person for 4 targets of the 12. The 12 targets were sampled, without replacement, from a pool of 30.

For each target, one author (RLM) selected the target, gave the

Psion

Maybe you were taken by some secret government agency. Deprived of sleep, subjected to mind-stimulating and mind-numbing drugs, kept in a cell as a captive. Forced to go through endless experiments like a rat in maze. Their project needed to develop someone with special abilities. But, they didn't anticipate what would happen when someone finally developed those abilities,...and affected their own escape. That someone was you.

Or, maybe you perused the knowledge of 20th-century and modern paranormal investigators. You researched the works of Rhine, Jung, and others, to feed your vast curiosity. And then, you practiced. All the time. You worked because you understood that the ability could be developed. And, after months and years of practice, you succeeded.

"I don't like to believe in telepathy, because I don't know what to make of it... and I would a whole lot rather give all my time to my muckraking...I don't expect to sell especially large quantities of this book... In short, there isn't a thing in the world that leads me to this act, except the conviction which has been forced upon me that telepathy is real." – Upton Sinclair, *Mental Radio*

Psion

A person who can tap into the direct powers of their mind through talent or training. Your character's recommended highest characteristics are:

*Intelligence, Endurance
(Int, End)*

Experiment in progress

Step 1: Qualifications or Draft

Make the Qualifications check by rolling 2D6 and adding (or subtracting) the modifier for your character's Intelligence. You must roll the indicated number or higher:

Qualifications 9+ (Int)

If you succeed, go to **Step 2: Begin at Rank-0** for Psion, next column.

Your Qualifications roll becomes your Psionic Strength score. Note on your character sheet.

If you fail, roll on the Draft table:

Draft

Roll	Career / School
1	Soldier
2	Chaos Mage
3	Drifter
4	Technician
5	Neo-Pagan
6	Scientist

and then go to **Step 2: Begin at Rank-0** of the playbook for the career or school you were drafted into.



Step 2: Begin at Rank-0

At starting Rank-0 you have the following skills:

- Wheeled Vehicle-0
- Linguistics-0 (your native language and English)
- Carousing-0
- Psionics: Awareness-1

Note these on your character sheet under "Skills."

Step 3: School Term

Proceed through a) Survival, b) Advancement, c) Risky Castings, and d) Aging to complete one school term.

a) Survival

Make the Survival check by rolling 2D6 and adding (or subtracting) the modifier for your character's Endurance. You must roll the indicated number or higher:

Survival 8+ (End)

If you succeed the Survival check, choose one of the Skills Tables on the next page. You may only choose the Advanced Skills table if your character's Education is 8+. Then, roll 1D6 to gain one skill from the table you chose. Note your new skill on your character sheet.

Gaining Skills
 Unless the skill indicates [Skill Name]-0 you receive a new skill at level 1: [Skill Name]-1. If your character already possesses a skill and you roll that skill again, increment that skill higher by one. For example, if you character has Recon-1 and you roll Recon again, your skill is now Recon-2. Gun Combat-0 becomes Gun Combat-1, etc.

If you fail the Survival check, you do not gain a skill, and you may not go to b) Advancement. Instead, proceed directly to c) Risky Castings.

b) Advancement

Make the Advancement check by rolling 2D6 and adding (or subtracting) the modifier for your character's Intelligence. You must roll the indicated number or higher:

Advancement 6+ (Int)

If you succeed the Advancement check, choose one of the Skills Tables (Advanced Skills requires Edu 8+). Then, you may choose the new skill rather than rolling for it. Note your new skill. You also proceed one rank higher on the Rank & Skills table, below. Also note any new skill you receive if you reach Rank-3.

Rank & Skills

Rank	Rank & Skills
0	<i>The Experiment</i> Wheeled Vehicle-0 Linguistics-0 Carousing-0 Psionics: Awareness-1
1	<i>Level 1</i>
2	<i>Level 2</i>
3	<i>Level 3</i> Psionics: Clairvoyance-1
4	<i>Level 4</i>
5	<i>Level 5</i>
6	<i>Level 6</i>

Regardless of whether you succeed the Advancement check, proceed to c) Risky Castings.

c) Risky Castings

Make the Risky Castings check by rolling 2D6. You must roll the indicated number or higher:

Risky Castings 4+

If you succeed, choose one of the Skills Tables (Advanced Skills requires Edu 8+). Then, roll 1D6 to gain one skill from the table you chose. Note your new skill.

Skills Tables*Personal Skills*

Roll	Skill / Characteristic
1	+1 Dex
2	+1 End
3	+1 Int
4	+1 Edu
5	Gun Combat
6	Carousing

Service Skills

Roll	Skill
1	Psionics: Clairvoyance
2	Gambling
3	Gun Combat
4	Psionics: Awareness
5	Wheeled Vehicle
6	Computer

Specialist Skills

Roll	Skill
1	Psionics: Telepathy
2	Investigation
3	Linguistics
4	Melee Combat
5	Psionics: Telekinesis
6	Bureaucracy

Advanced Skills (requires Edu 8+)

Roll	Skill
1	Sciences
2	Security
3	Medical: Human
4	Broker
5	Aircraft
6	Psionics: Teleportation

Cascade skills are shown in **bold**. Cascade skills are made up of two or more component skills. When your character receives a cascade skill, you must select one component skill of the cascade skill from the "Skills List."

d) Aging

Note your character's age. The character begins at age 18, but each school term lasts 4 years, so upon first completing this step your character is age 22.

Experiment in progress

You may either go to Step 4: Graduate or enter a new school term by repeating a) Survival, b) Advancement, c) Risky Castings, and d) Aging.

The maximum number of school terms you may attend without penalty is four. For the fifth term you may subtract your Strength score by 1 or lose 1 level in a skill. For the sixth term you may subtract your Dexterity score by 1 or lose 1 level in a skill. For the seventh term you may subtract your Strength and Dexterity scores each by 1 or lose 2 levels in any two skills. The absolute maximum number of school terms is seven.

Step 4: Graduate

For each term attended, you receive one roll of 1D6 on the Cash Benefits table. If your character is rank 4 or higher, add +1 to the roll. These credits may then be spent to purchase equipment for your character.

Cash Benefits

Roll	Credits
1	2,000
2	5,000
3	5,000
4	10,000
5	20,000
6	50,000
7	50,000

Also, for each term attended, you may choose one benefit from the Material Benefits table. It helps to choose something for which your character has the correct skill. For instance, a Calligraphy Kit may only be used if the character has the Magic: Calligraphy skill. Choosing a weapon makes the most sense if the character possesses a skill in Melee or Gun Combat.

Material Benefits

Dextran-Air Model-1 Laptop
Psi-Drug, Standard
Forensics Toolkit-1
Melee Weapon
Shieldbreaker-5
Wheeled Vehicle
Ranged Weapon (full ammo)

Material benefits shown in **bold** are a category in "Equipment." Choose one item from that category in the "Equipment" chapter.

Step 5: Equipment & Encumbrance

Purchase any items you think your character might need for the adventure from "Equipment."

Calculate your character's Encumbrance Limit. This is 10+ your character's Strength DM. For instance, a character with a Strength of 9 has a Str DM of +1, for an Encumbrance Limit of 11. A character with a Strength of 5 has a Str DM of -1, for an Encumbrance Limit of 9. Note the Encumbrance Limit on the character sheet.

On the character sheet jot down the equipment's name, its encumbrance, and any notes about its use. If you have an Encumbrance Limit of 10, and your equipment totals up to an Encumbrance of 11 or higher, your character must take a -2 DM to all skill rolls.

Step 6: Combat Power

Calculate your character's Combat Power. Combat Power is an indication of how lethal your character is in combat. To calculate it, add up the following values:

- Characteristic DM's for: Str + Dex + End + Psi
- +
- Skill Level/DM's for: Gun Combat + Melee Combat + all Psionic Talents
- +
- # of dice of the single weapon possessed by the character which does the most damage + armor

Note your character's Combat Power on the character sheet.

Step 7: Psionics

Go to "Psionics" and learn how to use the abilities and powers for the Psionic Talents you possess.

Multiple Careers & Schools

After you Graduate, you may make a Qualifications check for another career or school. But, there is a -2 DM to the roll. Also, aging effects and term limit rules as stated above apply to the new terms gained in the new career or school.