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Warhammer 40,000: Rogue Trader > General Discussions > Topic Details Psy rating, how high does it go and are there other ways to increase it other than the talents ? Currently playing a pyromance psyker (currently at chapter 1 just recruited the inquisitor and also at psy rating 1), and I'm wondering if my psyker will be able to keep up with the harder enemies, will it get better ? Because it seems I have done little to no damage with my psy abilities. Should I utilise the talent that increases my psy rating by 1 when I'm on fire ? Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. Warhammer 40,000: Rogue Trader > General Discussions > Topic Details No psy power until lvl 10? I feel like I am missing something with my sanctioned psyker. I have psy rating 0 and I do not see any option to select any psy powers on level up. There's the psy power 1 feat that opens up psy powers but i cannot select it until level 10. Is there a stat threshold that I didn't hit when creating a character, something else I missed, or is that by design? Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. Warhammer 40,000: Rogue Trader > General Discussions > Topic Details Psy Rating Why does it start at 0? I mean, is a ZERO Psyker actually a Psyker? That seems very odd to me. Not only that, but it forces picking up a garbage feat(Psyker Minoris) which does nothing except increase PSY by 1. Other ranks of Psyker progression at the very least enable increasingly more powerful abilities or effects. Minoris is ... garbage.Should we start as a Psyker Minoris? Note: then Idira would have 2 PSY from the get go. Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. Warhammer 40,000: Rogue Trader > General Discussions > Topic Details Idira psy power question. Hi. I'm just starting Chapter II and noticed I can't learn ability that requires lvl 2 psy power, even tho on Idiras panel number 2 is written near her portrait. What does that number mean exactly?Somewhere in Chapter I I remember taking Psy Power 1 talent, and I know that for psy power 2 talent you need to be lvl 20 which I'm not. Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. S.T.A.L.K.E.R. 2: Heart of Chornobyl > General Discussions > Topic Details Psy dog is ridiculous I hate that this game currently has no A-life, blood sucker just appeared out of nowhere, and not even oneSpeaking of psi dogs, they can continuously spawn shadows, an absurd number of them. Although each one only needs 1 hit to be cleared, but when in the chaos, you can't even tell which one is real. You can only switch to an automatic rifle and indiscriminately spray bullets.Except for the part where the illusions cause damage. The fakes in the original games couldn't lower your health; they only simulated pain as a distraction. Only the real ones could hurt the player. That's the part of the new psi-dogs I don't like. Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. Now a spiritual successor of @XeINigma's Psy-Eltex, made with his permission.Increases the potential of Eltex gear by making quality have a bigger impact.Also introduces compatibility patches and integration between Vanilla Psycasts Expanded and prestige/eltex gear added by other mods.All changes can be toggled off via mod settings with XML Extensions.A personal mod, it straight up buffs all the psycast-related stats from equipment/gear in the game to increase and/or add the quality factor: Quality Vanilla Psy Ultra That means a Legendary quality Eltex Skullcap, which has a base Psychic Sensitivity bonus of 40%, in Vanilla will have 60%, and with this mod, 200%.Check out the screenshots above: notice how the Neural Heat recovery rate in vanilla isn't at all affected by quality.Affected Stats: Neural Heat recovery rate, Neural Heat limit, Neural Heat Gain (unused stat), Meditation Psyfocus gain, Psychic Sensitivity and Psychic Sensitivity Offset.Furthermore, there's a toggle for a Meditation Psyfocus gain stat to be added, in the same style of the Psy-Eltex mod (which will also be affected by the factors above), to all Prestige/Eltex/Anima gear from:Lastly, it'll also add the Eltex crafting requirement if you are using Vanilla Psycasts Expanded to gear found in the mods above.This is an OP mod, I wanted to make these expensive gear be worthwhile, but I decided to upload it because I want to know what others think, so if you have any suggestions, feel free to make them!Big thanks to @XeINigma for his Psy-Eltex mod, and@AD627 for his AnimaGearPsyfocusGain, which inspired me to make this mod.The art was made by me[en.uncyclopedia.co] with MidJourney[www.midjourney.com] PROGRESSION THERE'S A HANDY OFFICIAL PROGRESSION CHART. IT'S FROM 2 YEARS AGO AND SOME OF IT MIGHT BE OUTDATED, BUT MOSTLY IT STILL CHECKS.Progression in GAMMA is tied mainly to your TOOLS: BASIC TOOLS - early game (light armor, type A weapons, basic equipment) ADVANCED TOOLS - midgame (medium/heavy armor, type B & C weapons, intermediate equipmen) EXPERT TOOLS - endgame (heavy armor, type D weapons, advanced equipment)NOTES: You can craft Heavy Armor Repair Kits with Advanced tools, it's just super expensive. By equipment I mean backpacks, night vision goggles, detectors...JWEAPON TYPES: A (pistols, SMGs), B (shotguns), C (assault rifles), D (heavy rifles)Parallel to that you need to upgrade your gear, but I'll touch on that later.HOW TO GET TOOLSTASHES, my friend. You gotta get as many stashes as you can. EVERY 7 STASHES YOU GET A RARE GOLDEN STASH WHICH CAN HAVE TOOLS. Here's a chart for you with the actual chances:As you can see, in general the further North you go the better TOOLS you can find. In order to find better tools you can't stay in the South - but going North requires better gear. It's a balancing act.HOW DO I GET STASHES?You'll usually get stash coordinates as rewards for missions, but also by looting other stalkers and viewing PDAs.Mission to recover documents/PDAs *always* spawn stashes that contain those items, so they're your best bet.GUARANTEED WAYS TO GET TOOLSBASIC TOOLSHIP'S QUEST FOR TOZ-194 (CORDON)GIVE SPIRIT BOOZE (YANTAR) - if you give him 20 shots (7 bottles) of Nemiroff Vodka (the red one) [vodka is a common mission reward, just do small jobs and you should get enough]ADVANCED TOOLSE 5 BASIC TOOLS TO CRAFT ONE - a bit expensive, but if you're not having any luck, it's an optionGUNSMITHING KIT (crafts ammo)FINISH CLEAR SKY'S RETAKE THE SWAMP QUESTLINE - talk to Cold at the Clear Sky base to start. It's a human combat heavy questline and the last mission is against the military, so prepare accordingly (AP rounds, healing items)PSY-PROTECTION HELMETUnless you're playing as Monolith/Sin, you can't access the Red Forest and further north until you disable both the Miracle Machine (Yantar) and Brain Scorcher (Radar). And to do that you'll need to buy a PSY-PROTECTION HELMET from Sakharov in Yantar.This is midgame, so not a initial priority! BASIC TOOLS and some decent gear comes before.ALL THE OTHER STUFF YOU NEED GUNS IN GOOD CONDITION - here you'll be at the mercy of RNGesus if you didn't pick any weapons at the start screen. You want both a pistol (9x18 or 9x19) and a shotgun (pump is better) or SMG (9.18 and 9x19). Get them to as close to 100% on all parts for full damage and not jamming all the time. ARMOR/HEADGEAR IN GOOD CONDITION - same thing, including the starting gear. Without a good mask radiation will be a constant problem. You want damage denial since you won't have good ways to kill enemies before they notice you HEADLAMP - this game is dark, you won't be able to play at night without some light. You "can" use flashlights/glowsticks, but you'll only be able to use pistols with them DETECTOR - start hunting artefacts, but mostly anomalies will be too risky/costly to access until you have medium gear and some artefacts to increase resistances. With a Grizzly Detector (requires Advanced Tools) you can detect *all* artefacts. BINOCULARS - you want to avoid useless fights or at least be prepared for them, this allows you to scout ahead SCOPED RIFLE - until you get a 5.45 (Warsaw Pact) or 5.56 (NATO) rifle with a decent scope, any serious fights against humans will be a lot more challenging (you'll waste lots of money with repairs/healing) MONEY - for repairs, healing items, the PSY-PROTECTION HELMET, recipe books and crafting ingredientsHOW TO MAKE MONEYBE EFFICIENT / A SCUMBAGGAMMA has a slow progression and the economy is tight. That means you need to efficient. Every time you shoot a weapons, that's money spent - keep this in mind if you have the urge to kill everything in sight. Every time you get damaged, that's money down the drain - so avoid damage as much as possible.TLDR: always make sure you stand to gain something when fighting or going into anomalies.You don't need to kill everything that crosses your path. If you spend 2 stacks of pistol ammo to kill a random bloodsucker and get a single piece of meat, that's some 3.5K in the waste bin and it would have been cheaper to buy food. So unless its for a mission or you really need to get somewhere guarded by mutants, avoid them or just run away.Humans are a different story because you need their weapons and armor. If there's a chance to have a mutant do the work for you, take it. If you don't care about reputation or want to roleplay a scumbag, you can shoot neutral enemies (or use disguises for infiltration kills) or take package missions and just open the packages for their contents (pretty good for the artefact retrieval missions).Check the AMMO and TRADING sections of this guide. Use HP rounds against mutants (it might be more cost effective if you don't miss a lot), AP against humans (except bandits, they don't wear heavy armor), but if you're broke make do with FMJ rounds. Butcher in Garbage sells AP/shotgun ammo at the lowest price in the game, so stock up there.GIG ECONOMY (WHAT JOBS TO TAKE)Every time you're near a hub with friendly/neutral stalkers, check the Taskboard in you PDA and take all missions that make sense.RETRIEVE DOCUMENTS/PDA are your best friends, since they spawn stashes that can contain TOOLS and weapons/armor.ANY KILL MISSIONS are good choices mostly, since they frequently *complete themselves* thanks to A-Life or emissions.FETCH QUESTS FOR BADGES since you shouldn't use them for anything else (apart from Aslan's lottery in Dead City, but that's a niche scenario) and they don't weight anything. You'll accumulate them naturally and should cash them whenever possible.FETCH QUEST FOR RANDOM ITEMS can be worth it if the items are not rare or especially needed at the moment. You get more from those mission than from selling them.SELL MUTANT PARTS TO BUTCHER/SCIENTISTS. They're used for Artefact crafting, but that at least for midgame and the money will make more difference now than having a ton of parts later. Save the meat to prepare food (check the COOKING section of this guide). Sell Rodent/Snork meat, it's useless.NEED A GUIDE / UNDERCOVER / ESCORT SCIENTISTS MISSIONS are a good way to get free temporary Companions. If they kill anything, you can loot it. At least they're extra targets and you want every edge you can get.INTERDICT ENEMY FORCES / DEFEND POSITION missions are ONLY ONCE YOU HAVE A SCOPED RIFLE AND SOME AMMO FOR IT. They pay well, mostly, and are a good way of acquiring a pile of human loot.OTHER POINTERSThere's ARTEFACT CRAFTING in this game, check the ARTEFACT section. It's only for midgame and beyond. If you won't use the artefact, sell it to the scientists. If you do, you get better prices if they're in 100% efficiency.Don't sleep on RF Packages! They give a fair amount of ammo and meds. You'll need a RF Receiver. I know they can be a pain, that's why there are a couple sections in this guide with tips and locations!

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