

The background of the image is a dark, atmospheric scene of a grand, ornate staircase. The staircase is wide and features a central balustrade with a classical statue of a nude female figure. The steps are covered in a patterned carpet with green and gold tones. The walls are dark and feature intricate architectural details, including arched niches and decorative panels. The overall lighting is dim, creating a sense of mystery and grandeur.

The Original Report

A Psi Guide

Important Disclaimers

There are some fairly important decisions you should make when you reach them if you want the proper vendors for crafting psi equipment, so I will list a couple simple choices to make so you don't get screwed over if you are going in either blind or aren't familiar with vendors.

Disclaimer 1: TL;DR Help Abram

Before Tanner sends you to Junkyard to find the drill part you will be asked to talk to Vera on the administration level of the station. Vera will give you a quest to deliver some trade documents to the Protectorate Embassy in Junkyard. Complete this quest and you will be tipped off by a couple Junkyard locals that someone wants to talk to you at Kareem's bar in the main street of Junkyard.

This man is Abram, provide [correct information](#) to him about the embassy and [he will give you a task to complete](#), help him with this also. A while after you do this for him the same local that tipped you off initially will give you Abrams new location and says he has [another job for you](#), complete this also. Abram will ask you to [meet him in Corecity](#) once this third task is completed.

Once the game opens up, go to the Hardcore Bar in Corecity and talk to Abram then Jack Quicksilver and finish his quests "[optimally](#)". At the end of these quests it will open a new area for you to visit with the best psi vendor in the game.

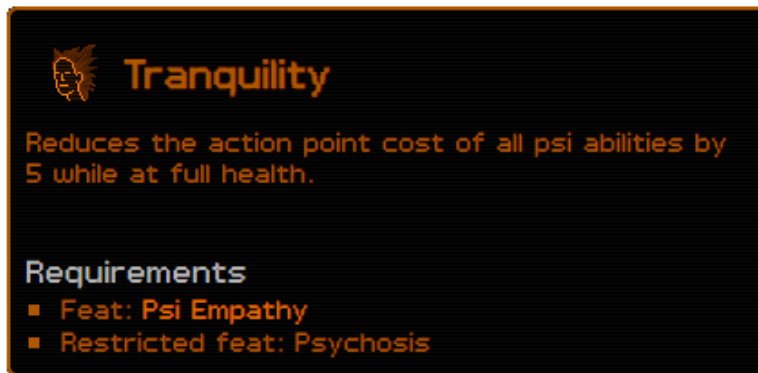
Disclaimer 2: TL;DR Join Coretech

When you reach corecity you will want to join one of three oligarchs, Coretech is the preferred choice for a psi build because of a decent psi vendor named [Harlan](#) which you unlock after completing a couple Coretech quests. He isn't as consistent of a psi vendor compared to the one you get from Abrams quests but having multiple vendors is never bad.

Tranquility VS Psychosis

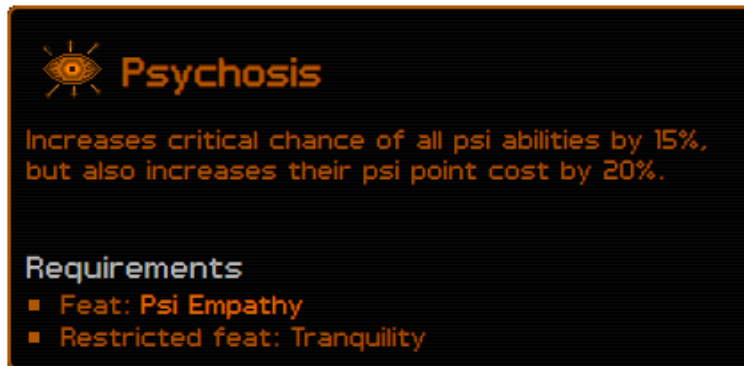
In every pure psi build, there are two indisputably powerful feats that are mutually exclusive from each other, meaning if you take one you can't take the other. These two feats determine the development path of your build and how it will be built from there.

These two feats are:



Tranquility, a prerequisite to Meditation, rewards an efficient and calculated player by removing 5 action points (7 with spec) off every spell you cast when at full hp. This rules out tank/armored builds as taking *any* damage will remove your tranquility bonus until you heal again.

This is the preferred choice for builds that cast many spells each turn.



Psychosis, a prerequisite to the Psionic Mania feat which grants a guaranteed crit ability and a passive 15% crit chance increase (25% with spec) with the penalty of having every psi ability (excluding force emission) cost 20% more psi points (reduced to 15% with spec). It Synergises well with a player who wants to see a fight end within a turn or two.

For builds that want insane damage with a penalty to adaptive strategy.

Tranquility Start

Strength	3	
Dexterity	3	
Agility	10	[-]
Constitution	3	
Perception	3	
Will	10	[-]
Intelligence	8	[-]

These are arguably the most optimized starting stats for a tranquility psi build and I'll explain why:

- **Strength** is useless in a full-psi build, no feats or items you use need it. You may suffer with carry capacity but using a [large waist pack](#) as well as decent inventory management should negate your troubles. **Can be useful if you take corporeal projection** which scales PK damage from strength.
- **Dexterity** remains slightly more useful with feats such as escape artist and grenadier however they are not needed and I opt not to take them in exchange for higher will and agility. If DEX is high enough you may take [Trigger Happy](#).
- **Agility** for tranquility remains the best secondary stat. Since you don't want to get hit once good positioning is king, having 100+ movement points and being able to get range on any enemy is key. Having this much agility also allows you to get [Blitz](#) one of the strongest feats in the game and is amazing for adaptation in your strategy.
- **Constitution** for an optimized tranquility build is useless since your whole strategy is to not take damage adding points for surviving damage is wasted. However, you may raise Con to 6 if you want [Fast Metabolism](#) for stronger psi boosters as it's a really strong feat on psi builds. If you want to do that then take the points from agility and not will or intelligence.

- **Perception** is a flat-out useless stat, if it's detection you are worried about, detection goggles do the job for no stat points. With consumables (All-in, super soldier drug, marsh honey, third eye, and juice), you can find **all** the secrets.
- **Will** is your primary stat, it's your damage and psi points, max it at every level. It affects all your psi school's effective skills, your psi regen, and resolve. I usually go up to 18 will by the end for max psion power but you can hover around 16 or even 15 and put the 3 points into constitution for Fast Metabolism if you would like.
- **Intelligence** and how much to invest in it is something I see done wrong often. I argue anything above 8 intelligence for [Psycho-neural Flexibility](#) is overkill. 6 is the lowest you should go, 6 intelligence allows for premeditation (the most potent psi feat in the game)

Tranquility Builds

Thought Control / Temporal Manipulation (TC **TM**)



Thought control with Temporal manipulation remains my favorite tranquility build and the one I have the most playtime with. Thought control excels at killing all living targets whilst Temporal Manipulation serves as the builds utility and robot killer, being able to handle most robot encounters without any trouble. Only patience is required.

I've tried to make this build with **new players** in mind, as such I've eliminated the maximum amount of metaknowledge needed to play it and made skill allocation fairly **simple**. The builds after this will be somewhat more complicated but with this foundation, you should understand it better. If you think you will have trouble **spotting traps** feel free to invest in trap skill throughout the build. I recommend you keep it below 40 as having no dex makes it an expensive investment.



[Levels 1-4](#) <<< (These are hyperlinks)

From start to finish you want to put points into both Thought Control and Temporal Manipulation essentially **MAXing it at every level**. Throwing skill is always useful as throwable utilities are extremely powerful, before doing outposts grab the throwing nets in agronomy where the hunting supplies are. Dodge will perform well with nimble, and

electronics is our main crafting skill as it allows us to craft [powerful psi headbands](#) that amplify our psionic powers.

Sprint and **Nimble** are powerful starting feats giving a lot of maneuverability, **Tranquility** of course on the second level after getting psi empathy, remember it only works when on max hp so position carefully.

Cerebral Trauma is almost required on TC builds as a 20% damage bonus is huge, ignore its psi-point-reducing ability as this is very niche and most of the time useless.

Levels 4-8

Premeditation is a feat every psi build takes, it reduces the ap cost of your next spell to 0AP and its psi cost by half. This allows for combinations that use what would be really expensive spells such as mental breakdown or fear. For example, with premeditation, you can now use Mental Breakdown and then Fear in the same turn. It also allows for door cheese as you can open and close a door whilst casting a 0AP spell in the middle. It also increases your spell range by 3 which is quite a lot, use it when out of range.

Sure Step will be useful from 8 onwards as you will start encountering acid puddles from mutants in Depot-A, not taking damage mid-fight from these puddles is nice to have and will often allow your Tranquility to stay active throughout a fight.

For skills keep maxing your psi schools, and take hacking and lockpicking for Depot-A consoles and ventilation ducts as well as Abrams quest. Feel free to craft a Taser when you get to junkyard and buy a pair of black cloth tabis if you see any.

Levels 8-12

Meditation is a unique feat exclusive to Tranquility which gives a 25 psi point bonus, it's all-around useful for every fight and will save you from running out of psi in many cases going forward.

Psycho-Neural Flexibility will ignore 1 school when calculating the multiple school innervation penalty. Essentially when using both TC and TM and you will be the whole build, it will lower your psi cost by 10%. Once again a passive -10% psi cost for the whole game is pretty good.

For skills take 5 mechanics and 20 in both bio and chemistry, you will want gas grenades for the beast quest as well as being fairly useful in general. Maxing stealth will prove useful for getting close to enemies or circumventing battles you can't win yet. Hacking will always prove useful, especially once you get to Core Cit

Levels 12-16

Locus of Control is thought control's *legendary feat*, it allows any thought control ability to be cast in a large area similar to a grenade's radius, casting on multiple targets. It can enrage a group of enemies to fight each other or cast a powerful neural overload on a group for a 1-shot on multiple people. Locus also removes all incapacitation, stun, or fear effects on you upon activation. You can cast this whilst under these effects and will last 3 turns or until you use it to cast an AOE TC ability. This should always be taken at lv 14.

Psycho-Temporal Acceleration is once again a very powerful feat, increasing the spell [psycho-temporal contractions](#) duration by 1 turn and giving it an extra 5ap boost. This is an invaluable boost and makes an already insane spell even stronger.

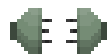
Keep leveling electronics, you now have enough electronics and biology skill to **craft a decent psi headband**, you can find a blueprint in Ezra's shop in SGS as well as components.

For your [headband](#) the components you want are;



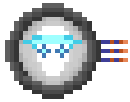
Thought Control Modulator

Fairly self-explanatory increases your TC skill and allows you to use the Neural-Overload filter component



Psionic Mufflers

Reduce the psi cost of your spells by a percentage amount, very useful on a Tranquility build as you are usually restricted by your psi points and not your action points.



Magnifying Neuroscopic Filter: Neural Overload

The best component for Thought Control builds.
This component increases the damage of the
Neural Overload ability by a percentage amount.
A good quality one of these increases your power by a lot.

All the values are dependent on the quality of the component so finding good components is key.

You can begin to level evasion. Nimble will empower it to be more valuable the more you invest and now we have some breathing room after Depot-A to invest in different things.

At level 15 you will start getting **Specialization points**, these allow you to invest in making feats in your build stronger. It's always a sound investment to spec into premeditation cooldown as it's an ability you use every fight.

Now that you are in Core City you may get asked by a Tchortist to visit **Minister Percival**. This is a Tchortist with a **special robe** which is very good for this build and allows you to skip tailoring altogether. You can find the minister at the top level of Core City, west of the Coretech headquarters. These Tchortists are technically a separate faction from the main Tchortists you will encounter later so feel free to kill the minister and take **his robe**.



Levels 16-22

Blitz is once again another amazing feat, it allows you to convert your movement points into action points at a reduced ratio. With contraction, sprint, and adrenaline you will have a very large amount of movement points each turn at your disposal. If you are close to finishing a fight, activate Blitz and squeeze out some action points.

Neurology is a good feat for more psi points, at level 22 or so feel free to craft another higher quality psi headband when you take the neurology feat. This will allow your crafted psi headbands to give you an additional 15 psi points essentially being a miniature meditation. Keep in mind this **doesn't work retrograde** so crafting a **new psi headband is required**.

Future Orientation is a little weaker than its Psycho-temporal acceleration counterpart but still fairly strong, it reduces the cooldown of stasis, limited-temporal increment, and contraction as well as the other spells. Allows for insane cooldown reduction combos such as

Limited temporal increment > Stasis (essentially 2 free turns) > *play 1 turn* > Limited temporal increment.

That's **5 turns of cooldown reduction** for 1 turn of yours significantly reducing cooldowns of game-changing items such as psi boosters, health hypos, grenades, and other utility items.

[Levels 22-30](#)

Continuum Ripple is useful for larger amounts of robots. For example, in the final stage of the game, you will encounter a lot of robots in one area, this should help mitigate any troubles you may have. What this ability does is whenever a temporal distortion does its damage it has a chance to cast itself again onto a nearby target, when multiple distortions are cast this effect can exponentially start dealing huge **free** damage to large groups of enemies, and in this build, robots.

Increased Will is our first veteran feat, this will help us deal more damage with all our psi abilities in general. Getting 2 base stat points at a point in the game where we have already taken all essential feats is priceless.

At lv28 it's really up to you what you would like to take, I usually take **Advanced Psi Empathy** however for a new player the health decrease could prove challenging. Another good choice is paranoia for increased detection and initiative.

For skills, you want to bring your dodge and evasion up as well as your stealth. There are free points here for you to use at your leisure however if you want to craft high-tier drugs then feel free to take biology skill.

The build is essentially done at this point, make sure to stock up on psi inhalants and boosters before heading to the final area of the game. This is a video of this build 1 shooting the final boss of the game with this build ([Spoilers](#))

Psychokinesis / Temporal Manipulation (PK TM)

[The build will expand soon](#) <<< link to lv 30



Metathermics / Temporal Manipulation (MT TM)

[The build will expand soon](#) <<< link to lv 30



Psychosis Start

Strength	3	
Dexterity	7	[-]
Agility	3	
Constitution	7	[-]
Perception	3	
Will	9	[-]
Intelligence	8	[-]

These are optimized starting stats for a Psychosis psi build and I'll explain why:

- **Strength** is once again useless, especially due to the addition of the large waist pack **unless** you take corporeal projection for an str PK build.
- **Dexterity** proves far better for a higher constitution build, having 7 allows you to take [Escape Artist](#) so that any root or entanglement isn't a death sentence. For 3 con builds it isn't particularly useful because most of the time if you are in a position to be rooted you are probably going to die anyway due to having abysmally low health. Higher dex also gives your throwing skills a boost as well as your lockpicking should you choose to take it. If you don't care for either of these things then **taking 9 con for [Survival Instincts](#)** is the way to go.
- **Agility** provides far less value to a high constitution Psychosis build since you can now survive both taking damage and being rooted. This means that the ability to perform some insane repositioning is no longer paramount to staying alive. Despite having low agility your movement points will still be high due to the [contraction spell](#) and adrenaline combo.
- **Constitution** is far more useful for Psychosis, having 7 con allows us to pick up the [Hemopsychosis](#) feat. This feat when activated means that instead of spending psi points for spells you use health points instead. It's an extremely powerful feat, especially considering that Psychosis increases passive psi cost

by 20% so having an extra option for when you inevitably run out of points is essential.

Having above 6 constitution also means we can take [Fast Metabolism](#), essential for mitigating the increased psi cost and recovering the lost hp from using [Hemopsychosis](#). **YOU CAN boost con to 9 for [Last Stand](#) and [Survival Instincts](#)** which is what I did, it proved fairly useful and allows you to get away with low hp morphine consumption as you can avoid the tax by activating Last Stand before it expires and allows for insane crit chance when at that hp.

- **Perception** is a flat-out useless stat, if it's detection you are worried about detection goggles do the job for no stat points. With consumables (All-in, super soldier drug, marsh honey, third eye, and juice), you can find **all** the secrets.
- **Will** is your primary stat, it's your damage and psi points, max it at every level. It affects all your psi school's effective skills, your psi regen, and resolve. With fast metabolism and escape artist, it's hard to justify not bringing the will to 17 if you have checked the build weak spots and have these points to increase your damage.
- **Intelligence** and how much to invest in it is something I see done wrong often. I argue anything above 8 intelligence for [Psycho-neural Flexibility](#) is overkill. 6 is the lowest you should go, 6 intelligence allows for premeditation (the most potent psi feat in the game)

Psychosis Builds

Quad School (TC PK MT TM)  Underrail Fort Apogee Quad psi (Dominating)

Quad psi Psychosis remains in my experience the strongest crit build in the game, capable of dealing with any obstacle due to its insane versatility by having all four psi schools at your disposal and having insane damage due to a guaranteed crit on cooldown with Psionic Mania. This build also has **survival instincts** allowing the player to achieve an **80-90% Crit chance** later in the build.

This build will be **more min-maxed** than the TC TM tranquility build with high-level crafting relying on the use of both workbenches and [Hypercerebix drug](#).



Whilst this build has all four schools the variant **I will be showcasing focuses on Thought control more than the rest**, [I will provide options on how to specialize into the other schools if you want.](#)

[Levels 1-4](#) <<< (These are hyperlinks)

For this build we want to eventually have every school maxed at 160 base points; however, maxing Temporal Manipulation early (before contraction is available) is pretty pointless. Before Core City is open you should take a maximum of 35 for Limited Temporal Increment from Ethan but no more.

For the early game, your primary damage spell is **CryoKinesis**. It deals respectable damage at a massive range trivializing psi beetles in Big Bret's quest.

This build has an insane amount of stuns and incaps with Fear, Mental Breakdown, Cryo Stasis, Stasis, Pyromaniac fear, TK Punch, ElectroKinesis, and EK Imprint. For the early feats,:

Conditioning is an amazing feat, especially with higher constitution, it adds so much survivability to the build (something that is not normally present on a full-psi build). With 10 con conditioning is 1.5x as effective as it is with 5 conditioning, a fairly big bonus.

Stoicism is a solid choice and synergizes well with a later feat called Hemo Psychosis which will bring your HP down. It makes you even more unkillable and is a given since the build already has 7 will and 7 con, the requirements for the feat.

[Levels 4-10](#)

Since this is still before Rail crossing and Core City I'm still keeping TM Skill at 35. Starting to level electronics will prove useful for crafting a decent psi headband once you have access to better merchants such as Constantine. Your neural overload should start becoming more powerful to the point where you may want to use it over cryokinesis but that's up to you, they can be used together with cryokinesis dealing with targets at range and neural overload being used on closer enemies.

Your choice of armor from this point should be a **tactical vest with a psi-beetle carapace armor plate**. This will reduce the psi cost of your abilities by 10% and increase your skill of all your psi schools depending on the quality. You won't have

enough mechanics skill by this point to make a decent vest but chances are you won't find a good quality carapace anyway unless you kill the Goliaths on Silent Isle if you play on dominating.

Premeditation is a feat every psi build takes, it reduces the ap cost of your next spell to 0AP and its psi cost by half. This allows for combinations that use what would be really expensive spells such as mental breakdown or fear. For example, with premeditation, you can now use Mental Breakdown and then Fear in the same turn. It also allows for door cheese as you can open and close a door whilst casting a 0AP spell in the middle. It also increases your spell range by 3 which is quite a lot, use it when out of range. **TLDR** a free spell every time it's off cooldown and extra range for when you need it.

Psychosis is your build-defining feat and will give you an increased crit chance with an increase to spell cost. More forgiving once you have premeditation but it will hurt a little till you get psionic mania.

Psionic Mania will give you a guaranteed critical hit every time it's off cooldown. It's psychosis's exclusive feat and one of the strongest psi feats in the game. This alone will win you many fights and as your crit power scales so too will the power of mania. Combined later with Locus of Control you will have a guaranteed critical AOE neural overload at your disposal for every fight, essentially a psi grenade.

Levels 10-18

Points are scarce up till this point but once you have your hacking and mercantile where you want it to be (90 and 95 effective for me) you can invest in other things like electronics, mechanics, and biology for decent psi headbands, better beetle carapace tac-vests, and drugs.

Neural Overclocking is a must as it increases your crit damage by 30% which is massive especially since you now have guaranteed critical hits in every fight. This allows you to deal with high-hp targets way more effectively by reserving your critical attacks for priority enemies.

Locus of Control is once again thought control's *legendary feat*, it allows any thought control ability to be cast in a large area similar to a grenade's radius, casting on multiple targets. It can enrage a group of enemies to fight each other or cast a powerful neural overload on a group for a 1-shot on multiple people. Locus also removes all incapacitation, stun, or fear effects on you upon activation. You can cast this whilst

under these effects will last 3 turns or until you use it to cast an AOE TC ability. This should always be taken at lv 14. **Using this with Psionic Mania and a Neural Overload should be enough to end most fights before they even begin.**

Hemo Psychosis is the reason this build has high constitution, when activated every spell you cast will cost health points instead of psi points for 1 turn. This is especially powerful with psychosis builds, as you are usually bottlenecked by psi points, not action points. Combine this with premeditation and you will be casting many spells per fight each with a high crit chance.

Psycho-Neural Flexibility will cut your fairly high psi cost down by 10% which is important considering your already very high cost due to multiple innervation penalties and psychosis. During fights **make sure to have at most 3 schools innervated** if you can avoid it.

From this point on you have most of your important base feats and you can begin to customize the build around whatever psi school you wish to focus on.

A side note on psi headbands, it is essentially the same as the [tranquility build](#) except replace the mufflers with a [Stable Neural Amplifier](#). This adds a lot of crit damage which is important for this build.

If you feel your damage is sufficient then mufflers are still fine.

[Levels 18-30](#)

All crafting skills are boosted with both Workbenches and Hypercerebix to achieve 160 electronics and similar tailoring skills.

Cerebral Trauma is once again the go-to feat for thought control optimized builds, with a flat 20% damage buff to your Neural Overload, it's an insane value for a feat bringing up your damage output significantly.

Psycho-Temporal Acceleration buffs your contraction spell, giving it more AP and adding an extra turn to its duration, essentially **increasing its power by 33%**.

Last Stand is useful for low-health morphine use and most importantly the frequent use of Hemo Psychosis later in a fight. It is a useful feat for not only surviving but also for psi points.

Feat Explanation MT PK

Here are a couple of options for the build if you want to optimize for other schools than TC. Feats I don't mention, I don't mention for a reason as they are either too niche or plain bad.

Metathermics:

Pyromaniac means that whenever you deal damage with a fire-based spell you have a chance of setting that target on fire and repeating the damage done over 3 turns. Targets set on fire also panic and become feared. This is a great feat for crowd control as with pyrokinetic stream you will be setting multiple targets on fire potentially taking numerous enemies out of the fight for a couple of turns.

Thermodynamicity halves the AP cost of the next **cold-based** psi ability after invoking a **heat-based** one and vice versa, very useful for tranquility builds that cast many spells each turn allowing for multiple uses per fight increasing your AP efficiency tenfold.

Cryogenic Induction is a niche spell that increases your cold effects by 1 turn (not that great) and causes frozen targets to die instantly when you deal over 50% of their remaining HP. This is also very niche but does **work well with the Implosion Spell** which deals upwards of 70% of a target's hp back as mechanical damage, passing the damage threshold to shatter.

Psychokinesis:

Force User doubles TK Punch damage which is a lot and turns it into a really formidable spell when combined with **Corporeal Projection**. It also increases the duration of forcefield by 2 turns and its health by 50% which is rather unimportant since forcefield is a gutted spell.

Psycho Static Electricity applies a stack whenever you hit the target with either Electrokinetic or EK imprint that increases the chance to get critically hit from all sources by 5%. This stacks 5 times to eventually add a 25% crit chance bonus. Particularly strong on tranquility EK builds that build up the stacks in only a couple of turns by casting the spell multiple times each turn.

Thought Control and Temporal Manipulation feats have been explained within the builds

Psi Headband Guide

Every full-psi character will need to have a headband for the build to be playable in the mid-late game, crafting a good headband is a major power spike for a psi build.

8 Int builds can craft a headband with 160 quality components at level 16 with a Jons special and **without** a workbench or Hypercerebrix

Disclaimer: Regardless of your build, whether you use every school or not, **NEVER touch the universal modulator**. Instead create multiple headbands for multiple schools and spells.

Merchants

Early vendors for psiband components: **Ezra** (SGS), **Fixer** (Junkyard), **Blaine** (Underpassages), **Katherine** (Junkyard)

Mid-late game vendors (160+ quality): **Constantine** *the best psi vendor* (Oculus), **Harlan** (Coretech), **Investigator Kiro** (Institute), **Ezra** (SGS)

When it comes to crafting specific headbands there's really only 1 distinction I make between Tranquility and Psychosis headbands. **Tranquility headbands use Psionic Mufflers** whilst **Psychosis headbands use the Stable Neural Amplifier**.

Mufflers on Tranquility builds allows you to keep casting many spells each turn without running out of psi whilst the Stable neural amplifier allows psychosis builds to consistently 1 shot with each mania crit.

Apart from that there aren't any differences between tranq and psychosis headbands, every psi band should have a **Magnifying Neuroscopic filter** for whatever dmg spell the build uses most and a modulator depending on what school the psiband is for.

Disclaimer: Magnifying Neuroscopic Filter is the most important component of a psi band

Disclaimer: Temporal Distortion cannot crit so placing a Stable amplifier on a TM headband wont work

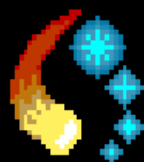
Below are some examples of optimized psi bands



Tranquility



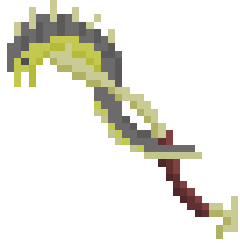
Psychosis



Psionic Weapons and Armor

Weapons

[Høddurform](#)¹ (Main Hand Weapon) **Used for Neural Overload**

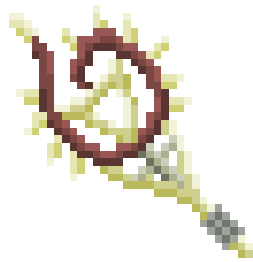


Adds 25% to your neural overload damage,
Increases crit chance by 5%
Increases psionic crit damage bonus by 30%
Adds additional damage over time to each neural overload for 66% of the original damage.

Psi Ability cost increased by 15%
Health reduced by 50

Its effects only activate when holding the staff, so switching to it when casting thought control spells and then switching to either spirit staff for non-TC crits or staff spear for temporal spells is the optimal way to use it.

[Sørmirbæren Spirit Staff](#)² (Offhand Weapon) **Used for Non-TC crits**



Increases psionic crit damage bonus by 40% (Superior to Høddurform)
Increases Neural Overload damage by 15% (Inferior to Høddurform)

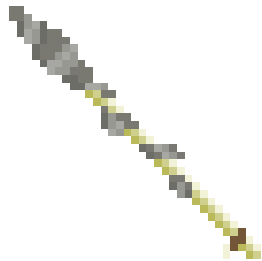
Health reduced by 35

*Inferior to Høddurform when using Neural overloads but does provide a higher critical damage bonus which is **useful when casting Non-Thought control critical attacks.***

¹ Dropped By [Øyensørm](#) (a native leader)

² Dropped By [Sørmirbæren Öyetsppæter](#) (native psi users)

Sørmirbæren Staff-Spear³ (Offhand Weapon) **Used for Non-crit and utility abilities**



Increase Maximum psi points by 10
Increases Psi point regen by 1
Increases psionic crit chance by 5%

Health reduced by 25

Better than the other two staves when casting utility abilities due to it not having a psi cost penalty.

Armour

Tesla Armour⁴ (Main Armour) **Used for Electrokinesis-focused builds**



Increases Electrokinesis damage by 15%
Strong active effects

Stealth reduced by 1000



Tchortist Noble Robe⁵ (Main Armour) **Used for Thought Control builds**



Will Increased by 1
Thought control increased by 25
Resolve increased by 15%

Perception reduced by 1



³ Dropped By Sørmirbæren Sppæter (native psi users)

⁴ Found in LEMCO in the black sea (Grid coordinate J1)

⁵ Found on Minister Percival (you can kill him) or in the Institute quarters

[Psychopract Exoskeleton](#)⁶ (Main Mid Game Armour) **Used for MT
PK Psi-can builds**



Psychokinesis increased by 20
Metathermics increased by 20
Psychosis crit chance increased by 3%
Metathermics crit chance increased by 3%
Powerful active ability that buffs either MT or PK randomly
Provides decent protection depending on how early you get it

Protection outscaled by good super-steel later

[Intercessor Exoskeleton](#)⁷ (Main Mid-Late Game Armour) **Used for
Thought Control builds**



Thought control increased by 15% of base value
Thought control increased by 20
Thought control psi cost decreased by 15%

**For agility builds robes are better due to high stealth penalty
from armor penalty**

[Cognator Helmet](#)⁸ (Meme Item) **Used for all schools**



Grants 3 psi spell slots
Increases all psi skills by 40
Will +1
Psi regen +5

Screen turns black, cannot use stealth, dodge or evasion.

⁶ Built at the exosuit assembler in [The Compound](#) (Heavy Duty dlc)

⁷ Built at the exosuit assembler in [The Compound](#) (Heavy Duty dlc)

⁸ Worn by the [Cognator](#) (dropped upon death or [finishing a certain quest](#))

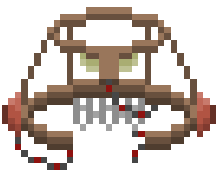
[Makeshift Chrono-repeater](#)⁹ (Semi decent TM psiband) **Used for TM only builds**



Temporal Manipulation skill increased by 20
Psi cost reduced by 15%
Temporal Distortion damage increased by 15%
25% chance to apply an additional TD stack when casting TD

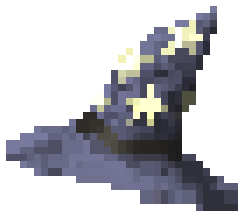
Other psi skills reduced by 20
Perception decreased by 3
Worse than a crafted mid-late game TM psi band

[Pacifier](#)¹⁰ (Awful) **Don't use**



Just don't

[Wizard Hat](#)¹¹ (Meme Item) **Any school, crit builds**



Psi regen increased by 5
Psi crit chance increased by 10%
Psi critical damage bonus increased by 50%

Effects only apply whilst high on motion
Even when you are high on motion it's worse than just a crit psi band.

⁹ Worn by jet ski bandit [Santoniatto](#), in the [Meatway Ambush](#) event.

¹⁰ Found at the end of the [Abyssal Station Zero](#) research dome.

¹¹ Carried by [Sergio the Wizard](#).

Consumables (Food and drugs)

Food

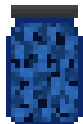
This list will be ranked **best to worst** starting with:



[All In](#)

Only used in hard fights like Tchort, Faceless Commander, or other on-par fights. **Increases your base will by 3** allowing you to cast more potent and damaging psi abilities. The drawback is that **every enemy attack that hits you becomes a critical hit** meaning you won't survive long in a prolonged engagement without good positioning or mitigation tools.

Sold at the Drag 'n' Drop



[Pickled Mindshrooms](#)

Very strong, and **increases the critical damage bonus by 40% for psi abilities**. This will oftentimes push you over the threshold to completely destroy a fight.

Useful on Psychosis builds.

Institute cafeteria or Case from Fort Apogee sells these.



[Psi Beetle Brain Soup](#)

Similar to Pickled Mindshroom's power level, it **decreases psi point ability cost by 15%** allowing more spells to be cast each turn. **Very useful for Tranquillity and Psychosis.**

Sold by food vendors, in my experience, the Institute cafeteria vendor sells psi-related foods more frequently.

Arlene from SGS is a good vendor for these.



Clean Deal

A fairly irrelevant option when in terms of food choice. **Clean Deal provides 20 thought control skill at the cost of 1 perception and 30 resolve.** Whilst being an overall net benefit the food is still outclassed by the above options due to underwhelming skill increase. **Only used on thought control builds.**

Sold at the Drag 'n' Drop



Mindshroom Martini

Increases max psi points by 10, **underwhelming in the face of the other foods, and should never be used over them.**



Ice of Spades

Whilst clean deal is a fairly irrelevant choice when it comes to psi food choice Ice of Spades is actually a negative one. **Providing 20 metathermics skill at the cost of 10 movement points** this is considered a net negative. **Don't use it**

Sold at the Drag 'n' Drop

Drugs



[Trance](#)

Increases the critical damage bonus for psi abilities by 100% but also the psi cost by 20%. The most powerful psi drug adding huge crit damage. Combined with psychosis-guaranteed crits it's **one of the strongest drugs in the game.**



[Focus Stim](#)

Whilst not technically a psi-exclusive drug it still remains important. It **increases critical strike chance by 15%**. This can provide a noticeable boost to psychosis builds and can even push you to 80-100% crit chances in some builds.



[Spirit Potion](#)

Regenerates 80 psi points and an extra 20 points each turn for 3 turns. A stronger variant of the traditional psi booster however applies a debuff that lasts 10 turns, it decreases your will by 3 and resolve by 75%. Useful in dire situations but in any normal fight it's overkill and somewhat detrimental.



[Psionic Accelerator](#)

Increases Psi point regeneration by 50% for 10 turns. Useful for prolonged fights, and a good tool for supplementing your boosters.

Todo List / FAQ

Spec tier list or order of importance with explanation

Mentor location guide (just use wiki bros)

A spell tier list or overview

Flesh out PK and MT builds and add some funny ones like pure TM or psi can
FAQ

Change the optimal psychosis start to just 10 con, 7 dex is kinda bait escape artist is not needed however people like LP so who knows

Add that you need ninja tabis from oculus if u dont take tailoring

More meds maybe?

Links and Credit

Links

My [Discord server](#) join and message me questions if you have them

My [YouTube](#) most of the builds are featured here

The guide [Forum post](#) if you have a suggestion or a question

The [Official Underrail discord](#) if you want to contact me there or just talk about Underrail

Credit

Cool art at the end by Goblin Knight

Thanks to the people who edit the wiki, it was linked a lot here.

The people who gave me ideas and suggestions, you helped improve what's here.

