

# Psionicist Class

## Prime/Minimum Stats

Self Discipline – 80

Intuition – 80

Memory/Reasoning – 70

Constitution - 70

## Races allowed

Any may have a Wild Talent.

Any NORMAL RACE may be a pure Psionicist.

No level limits to any race.

Alignment – ANY BUT CHAOTIC!

## Psionic Strength Points

Psion's get their power from their inherent personal strength. This is translated into Psionic Strength Points. Like power points, the Psion uses PSP's to activate his powers. He starts his career with a base amount, and gains more for each level of experience he gains. The chart at right will give specifics. The base points are based on his Self Discipline score. Find base first, and then add the IN and ME/RE bonus to get the total for first level. Every level thereafter, the Psion gains an additional 10 points, plus the bonus from his Intuition stat.

<u>STAT</u>	<u>BASE</u>	<u>MODIFIER</u>
70-79	20	0
80-89	25	+1
90 - 95	30	+2
96 - 100	35	+3
101	37	+4
102	40	+5
103	43	+6
104	45	+7
105	47	+8

PSP's are generally regained by resting, although you can do as little as walking or riding and still regain some. The following chart details how much is regained for various activities (or lack thereof)

## PSP Recovery

### Physical Act

Hard exertion

(Fighting, Running, Working, Climbing, etc.)

### PSP's Recovered

0

Walking, Riding, Etc.

3/Hour

Sitting, Resting

6/Hour

Sleeping, rejuvenating

12/Hour

## Level Development

Levels are gained by the experience chart in the Rolemaster Character Law rulebook. The following chart details when a psionicist gains new disciplines, sciences and devotions and defense modes. The numbers in ( ) are for Psionic Adepts.

<b>LEVEL</b>	<b>Disciplines</b>	<b>Sciences</b>	<b>Devotions</b>	<b>Defense Modes</b>
1	1 (2)	1 (2)	1 (2)	1 (2)
2	1 (2)	1 (2)	2 (3)	1 (2)
3	1 (2)	1 (2)	3 (4)	1 (2)
4	1 (2)	1 (3)	4 (6)	1 (2)
5	2 (2)	2 (3)	5 (8)	2 (3)
6	2 (3)	2 (3)	6 (10)	2 (3)
7	2 (3)	2 (3)	7 (12)	2 (3)
8	2 (3)	3 (4)	8 (14)	2 (3)
9	2 (3)	3 (4)	9 (16)	2 (4)
10	3 (4)	3 (4)	10 (18)	3 (4)
11	3 (4)	3 (5)	11 (20)	3 (4)
12	3 (4)	3 (5)	12 (22)	3 (4)
13	3 (4)	4 (5)	13 (24)	3 (5)
14	3 (4)	4 (6)	14 (26)	4 (5)
15	4 (5)	4 (6)	15 (28)	4 (5)
16	4 (5)	4 (6)	16 (30)	4 (5)
17	4 (5)	5 (7)	17 (32)	4 (5)
18	4 (5)	5 (7)	18 (34)	4 (5)
19	4 (5)	5 (7)	19 (36)	4 (5)
20	5 (6)	5 (7)	20 (38)	5
21	5 (6)	5 (8)	21 (40)	5
22	5 (6)	6 (8)	22 (42)	5
23	5 (6)	6 (8)	23 (44)	5
24	5 (6)	6 (8)	24 (46)	5
25	5 (6)	6 (9)	25 (48)	5
26	5 (6)	7 (9)	26 (50)	5
27	5 (6)	7 (9)	27 (52)	5
28	5 (6)	7 (10)	28 (54)	5
29	5 (6)	7 (10)	29 (56)	5
30	6	8 (10)	30 (58)	5
31	6	8 (10)	31 (60)	5
32	6	8 (11)	32 (62)	5
33	6	8 (11)	33 (64)	5
34	6	8 (12)	34 (66)	5
35	6	9 (12)	35 (68)	5
36	6	9 (12)	36 (70)	5
37	6	9 (12)	37 (70)	5
38	6	9 (13)	38 (70)	5
39	6	10 (13)	39 (70)	5
40	6	10 (13)	40 (70)	5

### **Restrictions**

Due to the time required to study his mind, a psionicist is limited to what type of weapons and armor he can use. The following are the only weapons and armor groups allowed to the class.

One handed slash – Swords: long, short, scimitar, dagger

One handed crush – club, mace

Bows – Light, Med, Hand crossbow, short bow

Two-Hand - Quarterstaff

Thrown – Sling, dart, dagger

Can only wear animal hides or hardened leather (up to AT 12) without penalty.

AT 13-16 (chain mail) –25 from Power Score

AT 17-20 (plate mail) –40 from Power Score

Cannot wear helmets of any type.

### **Gaining Disciplines**

When a player first creates a Psionicist, he is limited to one discipline. The above chart lists the advancement in disciplines in relation to character level. The first discipline chosen is the characters primary discipline. *A character can never learn more sciences or devotions in another discipline as he currently knows in his primary discipline.*

### **Gaining Sciences and Devotions**

A character that wants to learn new powers and/or improve his current ones, at least has choices on how to accomplish it. He can do it himself if he wishes to improve on his current powers, and can even learn new powers, but at 3x the training time. He can find a suitable master to teach him the new powers for the normal training time, but also for 100gp/level gained. The Psion can learn as many new sciences and devotions as his level allows (or his master is willing to teach).

A character can raise his Psionic power scores by ‘relearning it’. Instead of spending the power slot on a new power, the character ‘relearns’ the existing power again, increasing his power score by +5 for every slot spent in this way.

Players must follow two simple rules when choosing new powers:

- Within a single discipline, the number of devotions a character knows must be at least twice the number of sciences.
- The first discipline chosen is the characters *primary discipline*. A character can never learn more sciences or devotions in another discipline as he currently knows in his primary discipline.

### **Defense Modes**

Psionic Defense Modes are special powers that all psionicists acquire naturally in time. All defense modes belong to the Telepathic discipline. Psionicists learn these powers as they gain new experience levels – regardless of whether they have access to the

Telepathic discipline or not. Defense modes do not count towards the maximum number of powers, sciences or devotions in the level advancement table. There are five Psionic defense modes:

- Mind Blank
- Thought Shield
- Mental Barrier
- Tower of Iron Will
- Intellect Fortress

The Psionicist can learn these defense modes in any order he chooses, and since each has a different modifier to each attack mode, careful selection is crucial.

### Using Powers

- In general, a PC can only initiate one Psionic power per round.
- Once a power is initiated, a PC can maintain that power for as long as he can continue to pay the maintenance cost.
- Psionic defense modes do not count against the one power per round limit.

To use any Psionic power, defense mode, etc, the character must make a power check vs. power score. A result equal to or below the power score is successful. Rolling in the range of 5 from your power score (PS +/-2) the power score can have additional effects. Rolling over the power score is a failure. Rolling a 1-5 is a success, but just barely. Rolling 96-100 is cause for alarm, as it is an automatic failure and the effects are usually detrimental to the Psionicist attempting the power.

Defense modes are automatic, and can be used *in addition* to any other power.

### Contests

The higher successful roll wins. In the example below, the power scores are 60 and 70 respectively.

<u>ATT Roll</u>	<u>Def Roll</u>	<u>Result</u>
55	30	Attacker wins (higher)
15	45	Def wins (higher)
20	100	Attacker wins (defense failed)
80	50	Defender wins (Attack failed)
95	75	Defender wins by default (Both failed)
40	40	Tie (defender wins by default)

### Maintaining Powers

Certain Psionic powers can operate continuously. Such powers can be ‘switched on’ and kept on until the user decides to (or is forced to) ‘switch them off’. Each power is handled and maintained separately. This can really use up the PSP’s if many powers are maintained at once. A PC cannot spend PSP’s while unconscious or sleeping. A PC can maintain an unlimited number of powers each round, but can only switch on or off one

per round. When maintained powers are deactivated, the PC can drop all powers at once, or one power per round.

### Multiple Conflicts

If a character is using more than one power, he must make a separate power check for each power used that round. If using a single power against more than one opponent, the player can make a die roll for each opponent, and when he gets a result he likes, can use that result for all remaining contests for that power, for that round. This also applies to defense modes. Kind of like 'dialing in' his power.

### **Combat Round**

Psionicists act on their initiative as normal.

Psionic powers do not have a 'casting time' or 'weapons speed' in relation to initiative. The power is initiated on the Psionicist's normal initiative. There are no modifiers for just using a power.

Psionicists require just as much concentration as spell casters do to use their powers, and so, can be disrupted as spell casters. They are also limited to 10% of their movement while using or attempting to use any Psionic power. *Maintained powers cannot be disrupted by anything other than the Psionicist's death or unconsciousness.*

### **Telepathic Combat**

A Psionicist or Psionic creature must make 'contact' with a mind before a power can be used. A single use of this devotion is usually all that is required. Beings with little or no psionic talent (wild talents) can be contacted in this fashion; however, they can affect the difficulty of act of contacting for the attacker. The defenders Self Discipline total stat modifier is applied as a negative to the attackers Powers Score. Psionicists and psionic creatures can also be contacted this way; provided they cooperate. Contact NEVER works on psionic beings that don't allow it to work. *Even while sleeping or unconscious.* He has what is referred to as a 'closed mind'. This can be selective, open to some, closed to others. When a subject's mind is closed, the only way he can be contacted is through Telepathic Combat.

### Telepathic Attack Modes

There are five attack modes, all of which have unique powers that will affect an open mind. If the subjects mind is closed, all these attack modes do is erode the resistance of the subject. If he is repeatedly struck with an attack, his mind can be forced open, and contact can be established.

### Learning Attack Modes

PC's learn attack modes the same way he learns other powers. He must first have access to the Telepathy discipline, then, he must assign one of his devotion or science slots to the attack mode.

### The 'One-Two Punch'

A PC using an attack mode basically gets two attacks per round with that power when attempting to force open a mind. Both attacks must be on the same target. The initial cost is for both attacks.

### Telepathic Defense Modes

As stated earlier, a PC gains defense modes as he gains levels. He is able to use these defense modes in addition to any power during a combat round.

When a defense mode is activated, it becomes effective at the beginning of the round. The PC conducts a psychic contest against every attack mode coming his way. (The initial cost covers every attack that round). Defense modes have no effect against any other psionic powers other than attack modes.

Each defense mode will affect each attack mode differently. Some will help, some will hurt. When an attack mode clashes with a defense mode, cross-index the attack with the defense mode on the following table. The resulting modifier is applied to the attacker's power score.

	<b>Mind Blank</b>	<b>Thought Shield</b>	<b>Mental Barrier</b>	<b>Intellect Fortress</b>	<b>Tower Of Iron Will</b>
<b>Mind Thrust</b>	+25	+15	-10	-15	-25
<b>Ego Whip</b>	+15	+20	+10	-20	-15
<b>Id Insinuation</b>	-25	-15	-5	+10	+25
<b>Psychic Crush</b>	+5	-20	+20	-5	-10
<b>Psionic Blast</b>	-15	+10	-25	+20	+15

### Tangents

Each time an attack beats a defense, a partial contact, or 'Tangent' is established. Full contact requires 3 tangents. A tangent has no direct effects in and of itself, no matter which attack mode helps establish it. It is on 'a foot in the door'. This contact is the same condition that is achieved when the Contact power is used successfully against a non-psionist. Three successive attacks takes the place of the contact power.

Once full contact is established, the attacker must wait until next round to use any other power on the contacted subject.

#### Maintaining Tangents

- To maintain a tangent or tangents (1 or 2), it costs 1 PSP/round.
- Can only maintain tangents with 1 mind at a time
- Can maintain full contact with as many minds as possible.

*A tangent is broken only when:*

- Attacker voluntarily breaks it
- Attacker fails to pay maintenance cost
- Attacker uses an attack mode on a different target
- Attacker is incapacitated

## WILD TALENTS

A wild talent is someone from any other character class who has natural, latent psionic potential. This potential can be present in any character, regardless of class, alignment, or **race**. Wild talents can never approach psionics in skill, but they do boast at least one psionic power—which is known as a "wild power" among psionics.

Any character can test for wild powers. (The character should be forewarned: such efforts are not without risk, as explained below.) A character can test for wild powers only at specific times: when the character is first created; when the character's Wisdom increases to a higher point than it has ever been; the first time the character goes to a psionics who can perform psychic surgery on him; when psionics is first introduced to the campaign. Every character (and NPC and monster, if the DM wishes) has a base chance of 1% to possess wild powers. This is modified as shown below:

Each SD, IN, ME/RE or CO, score of 100	+3
Each SD, IN, ME/RE or CO, score of 96-99	+2
Each SD, IN, ME/RE or CO, score of 90-95	+1
Character is 5th-10th level	+1
Character is 11th level or higher	+2
Mage, cleric, or nonhuman*	X .5

\* Round fractions up. Apply this penalty only once, even if more than one of these descriptions fits (e.g., a "nonhuman mage").

Once you've determined the character's chance to be a wild talent, roll percentile dice. Subtract 2 from the roll if the character is under the guidance of a psychic surgeon (see "psychic surgery"). If the result is less than or equal to the modified chance, the character has at least one wild power. If the number is 97 or higher, the character suffers dire consequences. See "The Risks" below.

*Example:* Consider a 3rd level dwarf cleric with an IN of 99, RE/ME of 90, SD of 85 and CO of 97. His chance to be a wild talent is 1 (base chance) + 3 (IN of 99), +1 (RE/ME of 90), +0 (SD of 85), +2 (CO of 97) x .5 (because he's a dwarf). The final result equals 3% (3+1+0+2=6 x.5=3). The dwarf has a 3% chance of being a wild talent. The player rolls a 04 on percentile dice. The dwarf has no talent.

**THE RISKS:** Characters who attempt to unlock their psionic potential are tampering with things they cannot begin to understand. If the dice roll is 95 or higher, the character suffers from the following consequences:

<u>Dice Roll</u>	<u>Result</u>
95	IN/RE temp and pot stats are reduced by 2d10 points - <i>permanently</i>
96	IN/RE temp and pot stats are reduced by 2d10 points - <i>permanently</i>
97	SD/CO temp and pot stats are reduced by 2d10 points - <i>permanently</i>
98	SD,IN, RE, ME and CO temp and pot stats are <i>permanently</i> reduced to 50
99	SD,IN, RE, ME and CO temp and pot stats are <i>permanently</i> reduced to 25
100	SD,IN, RE, ME and CO temp and pot stats are <i>permanently</i> reduced to 15

## CLAIRSENTIENCE

### CLAIRSENTIENT SCIENCES

#### **Aura Sight**

(clairsentient science)

Power Score:	IN -25
Initial Cost:	9
Maintenance Cost:	9/round
Range:	50 Yards
Preparation Time:	0
Area Of Effect:	personal
Prerequisites:	none

With this power, the user can detect auras (the normally invisible envelope of colored light that surrounds all living things). Each use of the power gives the user one piece of information—either the target's alignment (one portion of it) or relative level of power, but not both simultaneously.

This power can be used twice per round (for two PSP costs and with two Power Score rolls) to examine two different auras or the same aura twice. The user can be discreet, but he needs to gaze at the target. Using the power from a distance is less noticeable than using it up close.

The level of the target character affects the Power Score roll. The higher the level of the target, the tougher it is to interpret the aura. The Power Score should be penalized by -5 for every three levels the target has, rounded down. For example, an 8th-level target penalizes the Power Score by 10.

The DM should relate game-related information in a story sense, rather than in mechanical terms. In the case of alignment, the user sees colored light that represents an element: 1) blue (lawful); 2) gray (neutral); 3) red (chaotic); 4) white (good); or 5) black (evil). Relative level of power can be described as follows: 1) dim aura (a low-level target, 1st to 5th level); 2) bright aura (a mid level target, 6th to 15th level); 3) dazzling aura (a high-level target, 16th to 30th level); and 4) blinding aura (a target above 30th level).

**Power Score:** Can examine up to 4 auras in a round

**Open End:** Cannot use this power for another 24 hours



**Clairaudience**  
(clairsentient science)

Power Score: IN -15  
Initial Cost: 6  
Maintenance Cost: 4/round  
Range: Unlimited  
Preparation Time: 0  
Area Of Effect: Special  
Prerequisites: none

This power allows the user to hear sounds from a distant area. The user picks a location he knows, rolls a Power Score then listens to everything he would be able to hear normally if he were standing in that spot. If the user has enhanced hearing, that ability also applies to the use of clairaudience. The power doesn't screen out noise around the user's physical body, which may make it difficult to hear sounds elsewhere. The power doesn't provide any abilities to understand languages or interpret sounds. The distance of the listening spot modifies the Power Score, as shown below.

<u>Range</u>	<u>Power Score Modifier</u>
100 yards	0
1,000 yards	-10
10 miles	-20
100 miles	-30
1,000 miles	-40
10,000 miles	-50
Interplanetary*	-70

\* Clairaudience only works within a given plane or crystal sphere.

For example, a user trying to hear something 10,000 miles away would require a roll against a lower Power Score. Instead of -15, for the closest range, the mental armor class would now be -65. If the user's Intuition is 85, he needs to roll a 20 or below to successfully employ this power.

**Power Score:** Automatically gains Clairvoyance as well.

**Open End:** Psionicist is deaf for 1d12 hours

**Clairvoyance**  
(clairsentient science)

Power Score: In -20  
Initial Cost: 7  
Maintenance Cost: 4/round  
Range: Unlimited  
Preparation Time: 0  
Area Of Effect: Special  
Prerequisites: none

This power allows the user to see images from a distant location. The user picks a spot he knows, makes a Power Score roll, then looks at everything he would be able to see if he were standing in that spot. The user's field of vision is the same as normal, and turning his head allows him to scan the area.

Clairvoyance doesn't replace normal vision. The user still sees what's around his physical location, with the distant scene superimposed. Closing one's eyes blocks the double vision and leaves only the distant scene. This power doesn't enhance vision, so hidden or invisible objects remain undetected. The distant scene is visual only; there is no sound.

The distance of the viewing spot modifies the Power Score, as shown below.

<u>Range</u>	<u>Power Score Modifier</u>
100 yards	0
1,000 yards	-10
10 miles	-20
100 miles	-30
1,000 miles	-40
10,000 miles	-50
Interplanetary*	-70

\* Clairvoyance only works within a given plane or crystal sphere.

**Power Score:** Automatically gains Clairaudience as well for duration

**Open End:** Psionicist is blind for 1d8 hrs

## Cosmic Awareness (High Science)

Power Score:	IN/RE –30
Initial Cost:	20
Maintenance Cost:	10/round
Range:	0
Preparation Time:	5
Area of Effect:	varies
Prerequisites:	10 <sup>th</sup> level, clairvoyance, detection, all-round vision

Cosmic awareness is the High Science of Clairsentience and can only be utilized by those powerful few that have dedicated themselves to being able to sense all that they can. It allows a psionist to perceive all things that are occurring within the area of effect. The character is essentially gifted with X-ray vision that extends into the astral and ethereal planes. She sees all inanimate features within the area of effect; she can see what is on the other side of the hill, detect hidden caves, see secret doors and traps, and even detect lodes of unusual minerals or other geological phenomena.

In addition to inanimate objects, the psionist also perceives forces—winds, water currents, or spell effects such as *glyphs of warding*, areas of *reversed gravity*, and so forth.

All living creatures larger than a microbe are perceived. Cosmic awareness *detects invisibility*, *detects evil/good*, and *detects magic* without fail. Illusions are perceived for what they are. Creatures who are *shapechanged* or *polymorphed* are noted and their true forms understood. Ethereal, astral, phased, ectoplaesmic, or gaseous creatures are seen as well. Details of the creature's equipment are detected down to the number of gold pieces in their purses.

The character also hears all sounds and detects all smells within the area.

On the first round that this power is used, the psionist perceives everything within a 10-foot radius around her. For each additional round the power is maintained, she may extend her perception radius by another 10 feet.

Before a psionist can select this power, she must engage in research by intense meditation to gain a High Science, as described in Chapter Seven.

**Power Score:** The psionist begins with an extended perception radius of 30 feet.

**Open End:** The psionist is overwhelmed by the amount of information being pumped into her brain and must save versus spells or be struck deaf and blind for 1d4 hours.

## **Detection** (clairsentient science)

Power Score:	IN -10
Initial Cost:	15
Maintenance Cost:	6/round
Range:	0
Preparation Time:	1
Area of Effect:	special
Prerequisites:	none

Detection is the art of finding substances or items by their psychic vibrations. It can be used to dowse for water, to find lost items, or to prospect for gold. To use this power to locate a substance, the psionicist must have a sample of what he is searching for. To locate an item, he must have seen the item himself or successfully used object reading on its owner.

The initial range is 30 yards, but by maintaining the power the psionicist can expand the radius of the search by 10 yards per round. At first, the character only detects the nearest location of what he is seeking, but by maintaining the power he can detect more sources at the rate of one per round, working from the nearest to the farthest.

**Power Score:** The character detects all sources within range and also gets a rough idea of their numbers or concentrations.

**Open End:** The character imagines a concentration of what he is looking for in a random direction

## **Object Reading** (clairsentient science)

Power Score:	IN -25
Initial Cost:	16
Maintenance Cost:	na
Range:	0
Preparation Time:	1
Area Of Effect:	touch
Prerequisites:	none

This power allows the user to detect psionic impressions left on an object by a previous owner. These impressions include the owner's race, sex, age, and alignment. The power can also reveal how the owner came to possess the item and how he lost it. An object can be read successfully only once per experience level. Additional readings at the same level reveal no new information.

The amount of information gained depends on the Power Score. Success rolls start with the Psion's base Power Score and then improve from there, as noted below. The user learns the information listed, plus all results above it.

<u>Power Score</u>	<u>Information Gained</u>
-15	Last owner's race
-16 to -24	Last owner's sex
-25 to -34	Last owner's age
-35	Last owner's alignment
-40 and below	How last owner gained and lost object

**Power Score:** Psionicist automatically learns all information on above table

**Open End:** Psion becomes obsessed with the object. He strives to keep it until he can read it again

### **Precognition (clairsentient science)**

Power Score:	IN -25
Initial Cost:	24
Maintenance Cost:	na
Range:	0
Preparation Time:	5
Area Of Effect:	na
Prerequisites:	none

Precognition enables the psionicist to foresee the probable outcome of a course of action. This foresight is limited to the near future—no more than several hours from the time he uses the power. Furthermore, the character must describe the intended course of action in some detail in order to establish the course of events.

The DM makes the power roll secretly. If the roll fails, the character gains no information. If the roll is open ended, the character sees himself meeting his own death in a particularly nasty and grisly way and must make a saving throw vs. petrification. If the character fails the save, he is so completely shaken up by the vision that all his power scores are at -15 for 1d6 hours.

If the power check succeeds, the character sees the most likely outcome of the actions described. The DM has some liberty in describing the scene and should use the d100 roll as a guide to how much detail to include. High rolls get more detail.

Even when it's successful, precognition offers no guarantees. The psionicist sees only one possible (albeit likely) outcome to a specific course of action. If the characters involved deviate from the actions the psionicist describes, then they are changing the conditions and the lines of time, thereby making other outcomes more likely. Die rolls (particularly for surprise, initiative, and normal combat) also play a large part in a precognition's inaccuracy. The DM cannot be expected to engineer die rolls to the players' advantage, and even events with 95% certainty fail to occur 5% of the time. Anyone who relies on precognition to the exclusion of caution and common sense is asking for trouble.

Precognition is tiring. Regardless of the outcome, a psionicist who has used this power must rest for at least one turn before he can use any other clairsentient powers (the use of other disciplines is not affected)

**Power Score:** Player may roll three die rolls to maintain the precognition's validity

**Open End:** See above (not an optional result)

### **Sensitivity to Psychic Impressions** (clairsentient science)

Power Score: EM -20  
Initial Cost: 5  
Maintenance Cost: 3/round  
Range: 0  
Preparation Time: 0  
Area Of Effect: personal  
Prerequisites: none

With this power, a psionicist gains a sense of history. He perceives the residue of powerful emotions that have been experienced in a given area. These impressions offer him a picture of the location's past.

Battles and betrayals, marriages and murders, childbirth and great pain—only events which created strong emotional or psychic energy leave their impression on an area. Everyday occurrences leave no residue for the psionicist to detect.

To determine how far into the past a psionicist can delve, divide the result of his power check by two and round up. This is the number of strong events which he can sense. Only one event can be noted per round, however, beginning with the most recent and proceeding backward through time.

The character's understanding of these events is vague and shadowy, as if he were viewing a dream. The dominant emotion involved—anger, hate, fear, love, etc.—comes through very clearly.

**Power Score:** The character gains an unusually clear understanding of each event

**Open End:** An angry ghost materializes in front of the Psion and attempts to use *magic jar* on him

### **Spirit Lore** (clairsentient science)

Power Score: ME/RE -15  
Initial Cost: 30  
Maintenance Cost: 8/round  
Range: 0  
Preparation Time: 3  
Area of Effect: personal  
Prerequisites: spirit sense

Some psionics are close to the spirits and can gain information from them. Spirit lore is a risky method of learning deeply-hidden secrets or unraveling mysteries. The psionist must ask very specific questions when using this power; the spirits will never volunteer information and often seek to distort or confuse the truth.

When this power is initiated, the DM should roll the power check in secret. The result of the psionist's power check determines the quality of the information he receives. However, no matter what the result is, the DM should try to be mysterious and vague in his answers. The spirits possess a lot of knowledge about a lot of different things and matters, but they are not omniscient.

<b>Power Check</b>	<b>Result</b>
1-2	The spirit doesn't know the answer and lies
3-4	The spirit knows only part the answer and embellishes the truth, hoping to deceive the psionist
5-6	The spirit doesn't know, admits its ignorance
7-8	The spirit knows the answer, but tries to disguise truth in deceptive riddles
9+	The spirit knows the answer to the question and answers truthfully

If the result is a failure, the psionist finds no spirits to contact. The psionist may ask one question per round of the spirit world. A clever character will cross-examine a spirit to determine its truthfulness.

*Power Score:* A very knowledgeable and helpful spirit is contacted.

*20:* The psionist contacts a malicious entity that attempts to *magic jar* the psionist out of his body.

If the result is a failure, the psionist finds no spirits to contact. The psionist may ask one question per round of the spirit world. A clever character will cross-examine a spirit to determine its truthfulness.

*Power Score:* No Additional Effect

*Open End:* No Additional Effect

### **True Sight** (clairsentient science)

Power Score:	IN/RE -20
Initial Cost:	15
Maint Cost:	9/round
Range:	self
Prep Time:	0
Area of Effect:	60' path 10' wide
Prerequisites:	clairvoyance

The psionist can pierce any normal or magical obscurement to a range of 60 feet. Creatures or objects that are *invisible* are detected, unless someone is using psionic

invisibility against the psionist. The character can pierce illusions and detect anything phased, displaced, or ethereal.

Unlike the clerical spell *true seeing*, the true sight power does not confer the ability to see alignments, enchantments, *polymorphed* items, or secret doors.

*Power Score:* The psionist gains the additional powers of the spell true seeing as described above.

*20:* The psionist sees through everything he looks at and believes that everything is illusionary for 3d6 turns.



## CLAIRSENTIENT DEVOTIONS

### **All-Round Vision**

#### **(clairsentient devotion)**

Power Score: IN -15  
Initial Cost: 6  
Maintenance Cost: 4/round  
Range: 0  
Preparation Time: 0  
Area Of Effect: personal  
Prerequisites: none

This power lets the user see in all directions simultaneously. This has obvious benefits, including a +10 surprise roll bonus to the user for encounters where being able to see is an advantage. There is a penalty, however. While this power is in effect, gaze attacks against the user receive a +20 bonus.

**Power Score:** Infravision is also gained

**Open End:** PC is blinded for 1d4 turns

### **Bone Reading**

#### **(clairsentient devotions)**

Power Score: IN -20  
Initial Cost: 15  
Maintenance Cost: 5/round  
Range: 0  
Preparation Time: 0  
Area Of Effect: 1 Item  
Prerequisites: Object Reading

The psionicist can use a creature's remains to form an impression of who it was and what it was doing when it perished. Fragments of bone are usually used, but the power works on any corpse or portion of a corpse. The amount of information gained depends on the psionicist's Power Score result:

<u>Degree of Success*</u>	<u>Information Gained</u>
5-10	Deceased's race
15	Deceased's sex
20	Deceased's age
25	Deceased's identity
30	Appearance in life and alignment
35	Date of death
40+	Method of death

\*Difference between the Power Score and the die roll.

The information above is cumulative, so a successful roll 4 over the MAC yields the deceased's race, sex, and age. This power is difficult to use on very old remains. The more recently a creature died, the more accurate the reading will be.

<u>Time Since Death</u>	<u>Power Score Modifier</u>
1 day	0
1 week	-5
1 month	-10
1 year	-15
10 years	-20
100 years	-30
1,000 years	-70

**Power Score:** No Additional Effect

**Open End:** No Additional Effect

### **Combat Mind**

**(clairsentient devotion)**

Power Score:	IN/RE -20
Initial Cost:	5
Maintenance Cost:	4/round
Range:	0
Preparation Time:	0
Area Of Effect:	personal
Prerequisites:	none

This power gives the user an unusually keen understanding of his enemies and their fighting tactics. As a result, the user's side gains a -5 bonus to all initiative rolls during combat for every round the power is in effect. This bonus is in addition to any other modifiers that may apply.

**Power Score:** The psionist (but not his companions) also gains a +5 to his DB

**Open End:** Everyone suffers a +5 on their initiative

### **Danger Sense**

**(clairsentient devotion)**

Power Score:	IN/RE -15
Initial Cost:	4
Maintenance Cost:	3/turn
Range:	Special
Preparation Time:	0
Area Of Effect:	10 yards
Prerequisites:	none

This power produces a slight tingling sensation at the back of the user's neck whenever a hazard or threat is near. When a character wants to activate this power, the DM rolls the Power Score for the character in secret. The DM informs the user whether the power has been successfully activated, but not how high the roll was. For every round that the user keeps the power in effect, he receives advance warning about the general direction of a threat.

No details about the type of danger are learned, or how or when the danger will strike. How much warning depends on the Power Score roll. If the roll succeeds by +5 to +30, the user receives warning just moments before danger strikes. This gives him the opportunity to act before the danger strikes in the round, but no time to warn others. If the roll succeeds by +35 or better, the user knows whether danger is lurking within the area of effect a full round before it shows itself.

In addition to the above benefits, the power gives the user a +10 bonus to surprise rolls.

**Power Score:** the psion learns how far away the danger is

**Open End:** The psion cannot sense danger correctly for 1d6 hours

## **Environment**

### **(clairsentient science)**

Power Score:	IN -20
Initial Cost:	7
Maintenance Cost:	5/round
Range:	Unlimited
Preparation Time:	0
Area Of Effect:	personal
Prerequisites:	none

This power lets the psionicist get a sensory image of the present surroundings of a particular un-living item. The psionicist need not have any idea where the object is when the power is used, but he must concentrate on a specific, familiar item. For instance, "my friend's metal dagger" is fine, but "the nearest metal dagger" is not.

The psionicist receives an all-round sensory "snapshot" from the item's surroundings: visual, olfactory, aural, and temperature signals. The power itself gives no notion of direction or distance to the item in question, though the character can often deduce its location from the sensory signals. If the item has been destroyed before the power is used, the check automatically fails. A concealed item (for example, in a pocket) gives a black visual image and insignificant olfactory, aural, and temperature signals.

**Power Score:** No Additional Effect

**Open End:** No Additional Effect

**Feel Light**  
(clairsentient devotion)

Power Score: IN -15  
Initial Cost: 7  
Maintenance Cost: 5/round  
Range: 0  
Preparation Time: 0  
Area Of Effect: special  
Prerequisites: none

This extrasensory power allows the psionicist to experience light through tactile sensations (by touch). His entire body becomes a receiver for light waves. In effect, his body replaces his eyes; he can see what his eyes would normally reveal. (His field of vision does not change.) This power does not allow him to see in the dark, since there must be light for him to feel. Nor does it counter magical darkness, which actually destroys or blocks light waves. The character gains a +4 bonus when saving against gaze attacks.

**Power Score:** PC can feel light in all directions

**Open End:** PC becomes overly sensitive to light for 5d10 rounds. Exposure to light will cause 1 point of damage per round, and the PC is blinded for the duration of exposure.

**Feel Moisture**  
(clairsentient science)

Power Score: IN -15  
Initial Cost: 3  
Maintenance Cost: 1/round  
Range: 0  
Preparation Time: 0  
Area Of Effect: 90 yard sphere  
Prerequisites: none

As its name implies, with this power the psionicist can feel the presence of water within the area of effect. The power indicates all characters, creatures, and plants in the area as having moisture, plus any concentration of one gallon or more. The psionicist can feel the rough nature of the water, plus its direction and distance. The amount and its accessibility depends on the terrain and what the DM knows about the local water supply.

**Power Score:** PC can get exact distance and direction.

**Open End:** PC must drink twice his water ration to avoid dehydration.

**Feel Sound**  
**(clairsentient devotion)**

Power Score: IN -15  
Initial Cost: 5  
Maintenance Cost: 3/round  
Range: 0  
Preparation Time: 0  
Area Of Effect: Special  
Prerequisites: none

This power makes the user's body sensitive to sound. It allows the user to continue to hear even if his ears are disabled. He can't detect sound where there is none, and the power doesn't work within areas of magical silence. The user gains a +10 bonus against all sonic attacks or effects, including a siren's song.

**Power Score:** PC can detect noise like a thief of the same level

**Open End:** Pc is over sensitive to sound. Any sound for 1d4 rounds will cause 1 point of damage and is garbled.

**Hear Light**  
**(clairsentient devotion)**

Power Score: IN -15  
Initial Cost: 6  
Maintenance Cost: 3/round  
Range: 0  
Preparation Time: 0  
Area Of Effect: special  
Prerequisites: none

This extrasensory power resembles feel light, but it relies on the character's hearing rather than his sense of touch. A character who has been blinded, either artificially, naturally, or by an injury, can "see" with his ears. Any light waves which reach him are converted to sound, and he "hears" the image. The image his mind perceives is just like an image offered by normal sight, and the character suffers no penalties for anything requiring vision.

**Power Score:** The PC can hear in the dark, as if he had Infravision

**Open End:** Bright light causes deafness, and all other light is just a buzz.

**Know Course**  
(clairsentient devotion)

Power Score: RE/ME -25  
Initial Cost: 4  
Maintenance Cost: 2/round  
Range: 0  
Preparation Time: 1  
Area Of Effect: personal  
Prerequisites: none

This power allows the psionicist to hold an accurate course without deviation. To use this devotion, the psionicist must know where he is going. This can be any place he has been before or can reference to a place he has been. For example, if he knows that the village of Kled is 35 miles northeast of Tyr, he can use this power to get to Kled even though he had only been to Tyr before.

The character must also know his current location. Once initiated, the character gets a strong feeling of which way to go. ("Tyr is that way...") The character's direction bump continually updates as long as he maintains this power, so he is certain to arrive at his destination eventually.

**Power Score:** PSP cost is halved

**Open End:** Will have a 50% chance of getting lost on the way to his destination.

**Know Direction**  
(clairsentient devotion)

Power Score: IN/RE  
Initial Cost: 3  
Maintenance Cost: 1/round  
Range: 0  
Preparation Time: 1  
Area Of Effect: personal  
Prerequisites: none

The psionicist becomes his own compass. By paying the PSP's and making a successful power check, he knows which way is north.

**Power Score:** Power is automatically maintained for a day at ½ PSP cost

**Open End:** Psion is disoriented. Cannot use power again for 1d6 hours.

## **Know Location**

### **(clairsentient devotion)**

Power Score:	IN
Initial Cost:	10
Maintenance Cost:	NA
Range:	0
Preparation Time:	5
Area Of Effect:	personal
Prerequisites:	none

This power aids characters who travel via teleportation, gates, or other planes of existence. When used successfully, it reveals general information about the user's location. The information is no more detailed than the responses of a simple farmer to the question "Where am I?" Some typical responses are "A few miles southwest of Wingot Mountain"; "In the house of Fletch the Blind"; and "On a tropical island in the Turomil Sea."

The lower a successful Power Score, the more precise the location. A roll of -1 to -20 lower than the PS specifies a location within 10 miles. A roll of -21 to -40 lower than the PS targets an area within a mile. A roll of -45 or lower than the PS gives the location in a planar context ("the Astral Plane").

**Power Score:** Psion learns the exact location that he is trying to determine

**Open End:** Nothing within 1000 miles can be located with this power for 24 hours.

## **Poison Sense**

### **(clairsentient devotion)**

Power Score:	EM -25
Initial Cost:	3
Maintenance Cost:	1/round
Range:	0
Preparation Time:	0
Area Of Effect:	1 yard radius from Psion
Prerequisites:	none

This power enables a user to detect the presence of poison and identify its location within 1 yard of his body (or presence, if he uses clairvoyance or astral projection). The type of poison and how it can be negated aren't revealed, only its presence.

**Power Score:** Can detect exactly where the poison is located

**Open End:** Cannot detect any poisons for 24 hours

## **Predestination** (Clairsentient Devotion)

Power Score:	IN -25
Initial Cost:	20
Maintenance Cost:	NA
Range:	50 Yards
Preparation Time:	Special
Area Of Effect:	personal
Prerequisites:	none

This power lets the psionicist predict the general destiny of a single creature. That destiny is based on the current situation only-future actions may change the target's predicted destiny.

Before making the power check, the psionicist must spend a full hour alone with the subject (or isolated if he is using the power on himself). The two talk about the past and present, and the subject makes known his plans for at least the immediate future. If the subject is not completely honest with the psionicist, the power check automatically fails.

The DM makes the power check secretly. If successful, the psionicist gains a broad understanding of the target creature's prospects for one year in the future. The DM evaluates the target and gives a general statement of one or two words. "Favorable" or "great riches" are appropriate responses, as are "little change" or even "possible death". The power gives no greater detail.

Spending additional power points gives a greater time span, though accuracy is still vague. Each five additional PSP's extends the prediction range by one year. When the DM does not clearly understand the target's future, broader statements must be applied. The subject creature and the psionicist are both aware that these predictions are subject to change. The psionicist's impressions are based solely on "plot inertia" generated by past and present events.

**Power Score:** Psion gains knowledge on HOW the destiny is to be reached.

**Open End:** Will get the exact opposite of the correct reading.

## **Radial Navigation** (clairsentient devotion)

Power Score:	IN -15
Initial Cost:	4
Maintenance Cost:	7/hour
Range:	0
Preparation Time:	0
Area Of Effect:	personal
Prerequisites:	none



As long as this power is in use, the psionicist knows where he is in relation to a fixed starting point. In other words, no matter how or where he moves, he still knows the exact direction and distance to his starting point.

He cannot necessarily tell someone how to get back to that starting point, however. If he is in a maze or dungeon, for example, he may know the starting point is 500 yards north, but he cannot retrace his steps through the maze automatically. Radial navigation does enhance his ability to do so, however. Every time the character comes to a decision point—e.g., "should I turn right or left?"—the DM makes a power check for him. If the check succeeds, the character knows which way he came. If the roll fails, he isn't sure. (He can still maintain the power normally, however.)

Radial navigation can be helpful in several ways that are not obvious. For example, teleportation and other extraordinary means of travel become simpler. Let's say a character cannot see a particular location because he's blindfolded. He leaves that location, but uses radial navigation to get a fix on it. That means he can still teleport back there. Furthermore, if the character has a fix on a place, he can reach it through the astral plane in just seven hours, the minimum possible (assuming of course that he can travel through the astral plane). And he can reach the same location by dimension walking (see the psychoporation discipline) with no chance of getting lost. Radial navigation can aid in telepathy, too. If the psionicist wants to make telepathic contact, and he has a fix on the target's location, he doesn't suffer the usual penalties for range.

If the character stops maintaining this power, he loses his fix on the location. He can get it back by resuming this power and making a successful power check within six hours. After six hours, the location is lost. Only one location can be fixed at a time unless the character pays the maintenance cost individually for each.

**Power Score:** The Psionicist can automatically retrace his steps to the starting point.

**Open End:** The Psionicist forgets where he is for 1d4 rounds.

### **Safe Path**

**(clairsentient devotion)**

Power Score:	IN -20
Initial Cost:	6
Maintenance Cost:	3/round
Range:	0
Preparation Time:	0
Area Of Effect:	personal
Prerequisites:	Danger Sense, 5 <sup>th</sup> Level

This power enables a psionicist to use her danger sense abilities to help guide her steps. By listening for the warning tingle of her danger sense at work, she knows when to duck,

when to dodge, and when to move forward. This ability is more tactical than danger sense, provided the character trusts her instincts and moves when she is supposed to.

A character using this ability to attempt a dangerous feat of climbing, balance, or coordination gains a +25 to whatever rolls are required. The character could use this ability to walk blindly across a room she knows to be full of traps and still receive the bonus on her chances to avoid the traps by QU/AG checks or saving throws. In combat, the psionicist gains a +10 bonus to her DB and a +20 bonus to saving throws each round she maintains the power.

**Power Score:** A +10 is added to the bonus

**Open End:** The bonus turns into a penalty of the same amount

### **See Ethereal**

**(clairsentient science)**

Power Score:	IN -25
Initial Cost:	6
Maintenance Cost:	3/round
Range:	120 feet
Preparation Time:	0
Area Of Effect:	personal
Prerequisites:	none

By using this power, the character extends his vision to the Border Ethereal with a range of 120 feet. He is able to detect any ethereal characters, objects, or monsters. When the power is in use, the character sees both the Ethereal Plane and the Prime Material Plane simultaneously.

In addition to ethereal creatures, the psionicist can see phased or displaced creatures. Dimension walkers are revealed, and dimensional doors show as bright threads linking two portals. This power is useful when fighting ethereal or phased monsters such as ghosts and phase spiders.

**Power Score:** Range is pushed to 200'

**Open End:** Will not be able to see any ethereal creatures, etc for 24 hours

**See Magic**  
(clairsentient science)

Power Score: EM -15  
Initial Cost: 6  
Maintenance Cost: 2/round  
Range: 20 feet  
Preparation Time: 0  
Area Of Effect: personal  
Prerequisites: none

The psionicist can use this power to perceive wizardly magic, including magical items, effects, and potential. Any enchanted items, scrolls, spellbook, or potions glow faintly in the psionicist's vision. He can see continuing spell effects such as an illusion, wall of stone, or even a character under the influence of a charm person spell. See magic does not give the user the ability to determine what kind of magic is being used; all he would know is that the item or person radiates magical energy.

If the psionicist passes his power check with a -50 or better, he also can see the spell potential of a magic-using character. A high-level wizard who has used up all of his spells would not have much potential, but one who had not expended any memorized spells would glow very brightly. This ability cannot detect priestly magic of any kind.

**Power Score:** Range is doubled  
**Open End:** EVERYTHING looks magical for 2d10 rounds

**See Sound**  
(clairsentient devotion)

Power Score: IN -10  
Initial Cost: 4  
Maintenance Cost: 2/round  
Range: Special  
Preparation Time: 0  
Area Of Effect: personal  
Prerequisites: none

This power enables a user to perceive sound waves visually by converting those waves into light impulses. Only a character that can see with normal vision can use this power. He can see sound even in darkness, as sound waves don't require light. The user can be "blinded" by silence, however.

**Power Score:** Maintenance is only 1 PSP/round  
**Open End:** Loud sounds cause 'blindness' and all other sounds are as disturbing as bright lights

**Spirit Sense**  
(clairsentient devotion)

Power Score: EM -20  
Initial Cost: 8  
Maintenance Cost: 4/round  
Range: 0  
Preparation Time: 0  
Area Of Effect: 15 yard radius  
Prerequisites: none

Using this power allows the psionicist to sense the presence of "spirits" within 15 yards—meaning ghosts, banshees, wraiths, haunts, and other non-corporeal undead. If a spirit frequently haunts the location at hand, the psionicist will know it. He will also know when a spirit is within 15 yards, but he won't be able to pinpoint its location.

**Power Score:** The Psion know the exact location of the spirit(s) he senses

**Open End:** The Psion has aggravated the spirit (GM Discretion)

**Trail of Destruction**  
(clairsentient devotion)

Power Score: EM -10  
Initial Cost: 5  
Maintenance Cost: 2/round  
Range: 0  
Preparation Time: 0  
Area Of Effect: 90 yard radius  
Prerequisites: Aura Sight

Using this power, a psionicist can detect the past use of defiling magic in the area. The Athenian winds and sands can blur the ash of defiler destruction in a matter of hours, but the power shows where defiling magic has been used within the past month. The sites illuminate for the psionicist's eyes only. The psionicist gets an accurate impression of the magic's power (the level of the defiler spell cast) and how long ago it was cast (to the nearest day). The psionicist learns nothing about the spell type or the caster.

**Power Score:** No Additional Effect

**Open End:** No Additional Effect

**Watcher's Ward**  
(clairsentient devotion)

Power Score: EM -15  
Initial Cost: 5  
Maintenance Cost: 3/hour  
Range: 0  
Preparation Time: 0  
Area Of Effect: personal  
Prerequisites: none

By using this power, the psionicist attunes herself to her surroundings and becomes extremely sensitive to any disturbances. The area covered can be as small as a single door or as large as a circle 60 feet in radius, centered on the psionicist. If the psionicist moves out of the area after initiating the power, she must re-initiate it if she wants to continue the watcher's ward.

While this power is in effect, the psionicist can't be surprised by the approach of any creature or force. She is instantly aware of any changes in the area, but does not automatically spot the invaders—she only knows that something is coming.

**Power Score:** No Additional Effect

**Open End:** No Additional Effect

**Weather Prediction**  
(clairsentient devotion)

Power Score: EM -25  
Initial Cost: 10  
Maintenance Cost: 5/round  
Range: 0  
Preparation Time: 0  
Area Of Effect: personal  
Prerequisites: none

With this power a psionicist can accurately predict the weather conditions for his present location. The forecast reaches 24 hours into the future, giving the psionicist precise knowledge of temperature, wind speed and direction, cloud cover, and any natural storms. The character also becomes aware of any changes in the weather pattern during that period.

This power only predicts naturally occurring weather, not magically induced conditions.

**Power Score:** The forecast can go up to 1 day/level

**Open End:** Will forecast the complete opposite of the actual weather.

## PSYCHOKINESIS

### PSYCHOKINETIC SCIENCES

#### **Create Object**

(psychokinetic science)

Power Score:	ME/RE -20
Initial Cost:	16
Maintenance Cost:	3/round
Range:	20 Yards
Preparation Time:	0
Area Of Effect:	Special
Prerequisites:	Telekinesis

This power allows a user to assemble matter from air and the surrounding area to create a solid object. Only materials within 20 yards of the user can be used in the construction. The object remains in existence for every round that the user continues to pay the PSP cost. During the round that the PSP cost isn't paid, the object breaks apart. An object created with this power can have any shape, color, and texture the user desires, provided it fulfills at least one of these conditions:

- Fits within a sphere no more than 4 feet in diameter.
- Fits within a cylinder no more than 20 feet high and 1 foot in diameter.
- Fits within a cylinder no more than 2 feet high and 6 feet in diameter.
- Weighs no more than 10 pounds.

**Power Score:** Object created is permanent. No cost is expended to maintain it.

**Open End:** The power backfires, and a random personal belonging disintegrates.

#### **Detonate**

(psychokinetic science)

Power Score:	SD -20
Initial Cost:	18
Maintenance Cost:	NA
Range:	60 Yards
Preparation Time:	0
Area Of Effect:	one item, 8 cu. ft
Prerequisites:	Telekinesis, Molecular Agitation

With this power, the user harnesses, focuses, and explosively releases the latent psionic energy inside non-sentient (0 Intelligence) plants and inanimate objects. The power also works against animated undead (skeletons and zombies), but doesn't affect incorporeal undead. It can't be used against animals, intelligent creatures, or free-willed undead.

The explosion causes destructive damage to the target, based on the Power Score roll. This damage takes the form of structural damage and heat criticals. If the roll is equal to the PS, 10% of the target area is destroyed. For every number rolled below the PS, an equal additional 1% is destroyed, up to a maximum equal to the Psions CO stat (by a single power use). The victim receives heat criticals determined by the Power Score, the lower the better. If the PS is achieved with a -10 to -20, the subject receives an 'A' heat crit; if -21 to -40, a 'B' heat crit, if -59 to -80, a 'C' Heat crit, if -81 to 95, a 'D' heat crit and if 96-100 an 'E' Heat crit.

Monsters such as skeletons and golems targeted by the detonate power take damage based on the percentage of their mass that was destroyed, losing an equal percentage of hit points. *Magically animated material, like golems, can make a saving throw vs. the level of the psion to resist detonation.*

Weapons and armor that have been detonated receive penalties of -10 to attack rolls for each 10% destroyed. Magical items make a saving throw vs. disintegration to resist detonation. Vulnerable objects or living things within 10 feet of the target suffer 1d10 points of damage from the resulting explosion. A save vs. breath weapon reduces damage to half.

**Power Score:** Range and critical damage are doubled

**Open End:** The air in a 10' radius surrounding the Psion detonates, attacking everyone within.

### **Disintegrate**

**(psychokinetic science)**

Power Score:	SD -20
Initial Cost:	40
Maintenance Cost:	NA
Range:	50 Yards
Preparation Time:	0
Area Of Effect:	one item, 8 cu. ft
Prerequisites:	Telekinesis, Soften

The disintegrate science reduces an item or creature to microscopic pieces and scatters them. Anything is vulnerable unless it is protected by magical shielding such as a minor or regular globe of invulnerability or by an inertial barrier. The psionist chooses his target, but he can disintegrate no more than 8 cubic feet of material with one use of this power.

If the target is an inanimate object, it must save vs. disintegration; success means it is unaffected. If the target is a living creature, character, or an undead creature with free will, it must make a saving throw vs. psions level at -15. If it succeeds, the creature feels only a slight tingle, but is otherwise unaffected. If the save fails, the creature is

disintegrated (or 8 cubic feet right out of its center, which should be enough to kill most anything).

**Power Score:** The power affects 16 cu. Ft and saves are at -25

**Open End:** The power backfires and affects the Psion. Save vs. own level with a +25.

### **Kinetic Control** (psychokinetic science)

Power Score: SD/CO -20

Initial Cost: 8

Maintenance Cost: 3/round

Range: 0

Preparation Time: 0

Area Of Effect: personal

Prerequisites: Telekinesis

This is the power of absorbing, storing, and redirecting kinetic energy. Kinetic energy is the energy of motion—the energy contained in the swing of a sword, the fall of a rock, moving water or air, an animal running, or any number of other forms. The psionist can remove kinetic energy from one object by touch, stopping it instantly, and bestow it on another object immediately or at some point in the future.

While a psionist maintains this power, he is immune to all physical impacts. A sword slash stops instantly when it touches his skin, arrows drop harmlessly at his feet, and monsters' talons and fangs can't harm him. The psionist absorbs the damage of the blow and saves it for later use. Note that the psionist can still be harmed by attacks that inflict their damage by contact, such as the energy-draining touch of an undead creature or the slow crushing attack of a giant python constricting its coils.

Using the stored energy requires the psionist to make a physical attack. He can deliver any damage he has absorbed previously by touch, punches, or even through a hand-held weapon such as a sword. If he hits his opponent, the absorbed damage is added to any other damage the psionist causes.

If the psionist ceases to maintain kinetic control while he still has energy to dissipate, he immediately suffers 2 hit points of damage for every point of absorbed damage he did not expend. (The psionist can make attacks on rocks, cacti, dead foes, or whatever to dissipate this energy. Item saving throws versus normal or crushing blows may apply.)

This power can't be used to absorb damage from a fall. To do so, the psionist would have to absorb his own kinetic energy (in this case, he is the moving object) which is something that the power is not capable of doing. This might be a valid subject for psionic meditation and research, however.

**Power Score:** Maintenance cost is only 1 PSP/round

**Open End:** Damage taken from non expended absorbed damage is now 4/1. not 2/1.



## Megakinesis

(psychokinetic science)

(High Science)

Power Score:	SD/CO -15
Initial Cost:	20+
Maintenance Cost:	10+
Range:	60 Yards
Preparation Time:	0
Area Of Effect:	one object or creature
Prerequisites:	Telekinesis, 20 <sup>th</sup> level

Megakinesis is simply telekinesis on a truly grand scale. The psionist can perform incredible feats of psychokinesis, moving objects that weigh thousands of pounds with the power of his mind.

The psionist may move an object weighing up to 500 pounds for the cost of 20 PSP's per round. For each 25 pounds of additional weight, the psionist must pay 1 more PSP for the cost. For example, if the psionist decides to pick up a 1,500 pound half-giant, the cost will be 80 PSP's per round. As you can see, Megakinesis can be quite taxing!

Objects levitated by the psionist can be moved at the rate of 60 feet per round—too slow to be used as weapons in combat, although heavy objects can be dropped on top of enemies who aren't paying attention to the psionist. Living creatures picked up by Megakinesis get a saving throw versus spells to avoid the effect if they do not wish to be moved around by the psionist.

The psychokineticist may also use these enormous forces to open doors, pin an enemy in place, or bend or break things. For these purposes, he has an effective Strength score that varies with the amount of weight he wants to be able to move.

<u>PSP Cost</u>	<u>Weight Effective</u>	<u>Strength</u>
20	500 lbs.	18/00
26	650 lbs.	19
28	700 lbs.	20
33	825 lbs.	21
39	975 lbs.	22
46	1,150 lbs.	23
58	1,450 lbs.	24
70	1,750 lbs.	25

As noted above, Megakinesis is a High Science. A character must engage in months of meditation (see Chapter Seven of *The Will and The Way*) before he can select this power as one of his psychokinetic sciences.

**Power Score:** The maintenance costs are halved

**Open End:** The psion drops the item, or fumbles the held creature, etc.

## **Molecular Rearrangement** (Psychokinetic science)

Power Score:	SD -50
Initial Cost:	16
Maintenance Cost:	6/hour
Range:	2 Yards
Preparation Time:	2 hours
Area Of Effect:	Special
Prerequisites:	Telekinesis, Molecular Manipulation

Molecular rearrangement is the psionic equivalent of alchemy. By toying with an object's molecular structure, the psionist can change its fundamental nature or properties. This power cannot create matter or mass from nothing, however. Nor can it change a material's state from liquid to solid, gas to liquid, and so on. It is best suited to converting one sort of element into another, but it can also be used for more complex operations—neutralizing a poison, for example.

Converting one element to another is usually a simple operation, in which one ounce of material can be changed each hour. Typical conversions of this type include steel to lead, or any metal to gold. More complex rearrangement, like changing a metal to glass or changing a wooden goblet to a ruby goblet, takes four times longer.

The creation of gold coins from other metals is possible, but it's no way to get rich quick. At the rate of one ounce per hour, it would take 16 hours—about two work days—to change 10 copper pieces into 10 gold pieces, for a net profit of 9 gold pieces.

Molecular rearrangement is often used to create superior weapons. A psionically tempered weapon may receive a +5 on damage rolls. The process is time-consuming, however. For example, a typical short sword takes at least 40 hours to temper psionically. (The average short sword weighs 3 pounds, or 48 ounces, most of which is the blade.) A psionically tempered weapon does not automatically offer a +5 attack-roll bonus. In order to receive that bonus, the psionist must 1) have the weaponsmithing proficiency and 2) make a successful proficiency check when he fashions the weapon.

The psionist makes his power check when the process is complete. If it fails, he did not waste all his effort. His power equals the percentage of work, which must be redone. If the roll is 1-5, the item seems perfect but contains a hidden flaw which will cause it to break, or fail, or simply look wrong when it is put to use (the ruby goblet might leak, for example, or the sword might contain a soft portion which causes it to bend).

This power has no effect against living creatures weighing more than one ounce. Creatures weighing one ounce or less are killed if their molecules are rearranged.

**Power Score:** No Additional Effect

**Open End:** No Additional Effect

**Project Force**  
(Psychokinetic science)

Power Score: SD -10  
Initial Cost: 10  
Maintenance Cost: NA  
Range: 200 Yards  
Preparation Time: 0  
Area Of Effect: NA  
Prerequisites: Telekinesis

This power allows the user to focus a psychokinetic “punch” against a target up to 200 yards away. If used offensively, this punch causes damage equal to a large ‘A’ Fall/Crush critical. Only protection provided by actual armor is subtracted from the Critical roll. The following table will refer to the modifiers - - - - -

<u>AT</u>	<u>Bonus</u>
1-4	0
5-8	-5
9-12	-10
13-16	-15
17-20	-25

Project force can also be used to trigger traps, throw levers, open doors (not locked or latched), break windows, etc. No attack roll is needed, just the power check roll to activate it.

**Power Score:** The blow also knocks down the target if it is man-sized or smaller.

**Open End:** The blow strikes the Psionicist.

**Stasis Field**  
(Psychokinetic Science)  
(High Science)

Power Score: SD -30  
Initial Cost: 20  
Maintenance Cost: 10/round  
Range: 0  
Preparation Time: 0  
Area Of Effect: max 1 yard radius/level  
Prerequisites: Telekinesis, 16<sup>th</sup> level

A stasis field is a region in which time slows to a crawl and energy is reduced to a meaningless fizzle. When created, the stasis field surrounds the psionicist like a bubble. It can have any radius he desires, up to a maximum of 1 yard per each level of his experience. For example, a 16th level psionicist can create a field with up to a 16-yard radius.

From the outside, the stasis field looks like a slightly shimmering, completely smooth silver globe. When something presses against the edge, it gives slight resistance, but the object passes through.

Inside the field, all is murky and dim. Light filters through from the outside, but it turns gray. A light source inside is only about one-fourth as bright as usual.

Time is 60 times slower in a stasis field. That is, for every round (or minute) that passes inside, an hour elapses outside. (This dilation is not apparent to those inside the field, however.) Each round the psionicist spends inside, he must pay 20 points to maintain the stasis field. Energy and motion also change inside a stasis field. Energy magics—e.g., fireball, magic missile, cone of cold, and flame strike—have no effect; the spells appear and then fizzle in midair. Movement is slowed down visibly, and swift objects are affected more than slow objects. Character and creature movement rates are halved. A dagger can easily be pushed through someone, but a lightning-like slash with a sword is slowed to a graceful arc, almost like slow motion. A missile weapon is useless; the missile drifts lazily through the air, only to bounce off an unwary target or be dodged by a target who's looking.

If the psionicist keeps the stasis field centered on himself, it moves with him. He can transfer the focal point of the field to anything he touches, however. Then he can move freely within the field, or even leave it. If he does leave the field, the cost to maintain it is reduced to 1 point per round. (From one perspective, this is actually an increase in cost, since it equals 60 points for every round which passes inside. Remember, one hour outside equals one round inside.) While outside the field, the psionicist can roam up to 100 yards from it and still maintain the field. However, he cannot move the field from the outside. To move it again, he must re-enter it.

**Power Score:** No Additional Effect

**Open End:** No Additional Effect

## Telekinesis (psychokinetic science)

Power Score:	SD -15
Initial Cost:	3+
Maintenance Cost:	1+
Range:	30 Yards
Preparation Time:	0
Area Of Effect:	single item
Prerequisites:	none

This power allows the user to move objects without touching them. Telekinesis tends to be physically taxing, as it takes a lot of internal energy to move objects. Small objects are easy. But larger, more massive objects are significantly more difficult.

The cost listed above assumes the object being moved weighs three pounds or less. For heavier objects, use the following:

- PSP cost equals the item's weight in pounds.
- The maintenance cost is half the initial cost, rounded down.
- The Psions Power Score gets worse by a penalty of one-third of the item's weight equal to  $-5/\text{pound}$ , round up. For example, moving a 5-pound rock would cost 5 PSP's and give a penalty of -10 to the power score. ( $1/3$  of 5 is approx 1.70, round up to 2.  $-5/\text{lb}$  for 2 lbs.= -10)

Telekinesis moves the targeted item up to 60 feet per round. Items moving at such a slow rate of speed don't make effective weapons, but items weighing more than three pounds can be used to disrupt spellcasting or psionic use. The user rolls his total bonus for his AG stat for his OB, with a penalty equal to one-third of the item's weight, rounded down. For example, if a hero whose AG bonus is 15 wants to attack a priestess with the same 5 pound rock, he would roll with an OB of 5.

Telekinesis can be used to perform very fine work, such as writing or sewing. The user must be capable of performing the work himself, and a second Power Score (and second round of power use) is needed to complete fine work. If the hero wants to use the power to pull an item away from an opponent, use the rules for psychic contests, except that the defender uses his Strength bonus to decide the contest.

**Power Score:** The Psion can lift a second item of equal or lesser weight simultaneously for the same cost.

**Open End:** The Psion 'fumbles' the item, knocking it over, etc.

### **Telekinetic Barrier** (Psychokinetic science)

Power Score:	SD -20
Initial Cost:	15
Maintenance Cost:	10/round
Range:	20 Yards
Preparation Time:	0
Area Of Effect:	Special
Prerequisites:	Telekinesis, Inertial Barrier

The telekinetic barrier is an immobile field of mental force that resembles the wizard spell wall of force. The psionist creates an invisible barrier of force up to 60 feet in length and 10 feet in height (or any other vertical surface of 600 square feet or less) at a range of up to 20 yards. The psionist may instead create a dome of force with a 10-foot radius, centered on himself.

No physical object or any form of energy can penetrate the barrier, although it is possible to circumvent the barrier by using abilities such as teleport or dimensional door. Magical or psionic disintegration destroys the telekinetic barrier, but the power or spell is canceled in the process.

The telekinetic barrier is immobile once created. If the psionist moves more than 20 yards from the barrier (outside that power's range), it collapses.

**Power Score:** Psionist can double the area of effect for double the cost

**Open End:** The barrier will appear to go up, but does not hinder a thing.

### **Telekinetic Flight** (Psychokinetic science)

Power Score:	SD -25
Initial Cost:	10
Maintenance Cost:	5/round
Range:	0
Preparation Time:	0
Area Of Effect:	personal
Prerequisites:	Telekinesis, Levitation

By using this power, the psionist can use her abilities of levitation to fly at a movement rate of 180. She can maneuver horizontally or vertically in any fashion desired, with a maneuverability class of B. Using telekinetic flight requires as much concentration as walking, so the psionist can initiate other powers while flying and she can even attempt physical attacks.

When the psionicist fails to maintain the power or runs out of PSP's, she drops like a rock. She would be wise to land before this occurs.

**Power Score:** Can fly at a movement rate of 250'/round.

**Open End:** 50% chance of power failing in mid-flight every 5 rounds

## PSYCHOKINETIC DEVOTIONS

### **Animate Object** (psychokinetic devotion)

Power Score:	ME/RE -15
Initial Cost:	8
Maintenance Cost:	3/round
Range:	50 Yards
Preparation Time:	0
Area Of Effect:	one object, 100 lbs.
Prerequisites:	Telekinesis

This power allows the user to control the movement of an otherwise inanimate object, giving it the appearance of life. For example, animate object can make chairs walk or stones dance, though objects being animated must weigh 100 pounds or less. The material the item is made of affects the difficulty of the task, as indicated below.

<u>Material</u>	<u>Power Score Modifier</u>
Cloth, paper	0
Live wood, dead animal	-5
Dead wood, bone	-10
Water	-15
Thin metal	-20
Thick metal	-25
Stone	-30

Once animated, all materials become flexible to some extent, though fluid motion is uncommon. Animated items move like puppets, with jerky, clumsy motions. If the item was rigid initially, it makes loud creaking, groaning, or grating sounds as it moves. An animated item moves up to 60 feet a round. It can be used to attack, acting as a club with an OB of 50.

**Power Score:** Animation is smooth and lifelike

**Open End:** No additional effect



**Animate Shadow**  
(psychokinetic devotion)

Power Score: SD -15  
Initial Cost: 7  
Maintenance Cost: 3/round  
Range: 40 Yards  
Preparation Time: 0  
Area Of Effect: 100 sq. feet  
Prerequisites: Telekinesis

With this devotion the psionicist can animate the shadow cast by anyone or anything and make it seem to have life of its own. The shadow can even move away from the person or thing that cast it. It must, however, remain flatly cast along a surface. It can never be more than two-dimensional.

An animated shadow can't really do anything other than startle or amuse someone. It cannot attack or disrupt a mage's concentration. In this regard, it is similar to a cantrip's effect. It can serve as a diversion by entertaining someone or attracting a guard's attention.

**Power Score:** Animation is smooth and lifelike

**Open End:** No additional effect

**Ballistic Attack**  
(psychokinetic devotion)

Power Score: SD -10  
Initial Cost: 5  
Maintenance Cost: NA  
Range: 30 Yards  
Preparation Time: 0  
Area Of Effect: 1 item, 1 pound  
Prerequisites: Telekinesis

This power can make any psionicist a "David" when he's facing "Goliath." It's a special variation of the telekinesis science. Instead of moving any object relatively slowly, ballistic attack allows the character to hurl a small object at a target. The object, no more than 1 pound in weight, can achieve deadly speeds. It must be within sight of the psionicist and cannot be anchored or attached to anything else. A rock is the most common weapon. The psionicist uses an OB of +2 for every point he rolls under his Power Score. If successful, he then uses the small fall/crush attack table to determine damage.

**Power Score:** All crits achieved are 'B'

**Open End:** Ballistic Boomerang. The Psion becomes the target of his own attack.

**Compact**  
(psychokinetic devotion)

Power Score: SD -20  
Initial Cost: 10  
Maintenance Cost: 4/round  
Range: 10 Yards  
Preparation Time: 0  
Area Of Effect: special  
Prerequisites: none

With this power a psionicist can take any nonliving material and compact it into a smaller size. The material retains its original mass, but its substance is compressed. Each use of this power can compact 10 cubic feet of material into one cubic foot of space (volumes smaller than 10 cubic feet are reduced by nine tenths). The material can be gaseous, liquid, or solid, and reacts to temperature changes normally while compacted. It will remain compact for 24 hours. Then it quickly expands to its original size, exerting tremendous force.

When expanding, the material forces its way around existing things. For instance, an expanding boulder on a surface of sand causes no damage, but compacted water poured into the cracks of stone severely damages the stone when it expands. If carefully applied, each cubic foot of compacted materials takes a 'C' impact crit per ounce taken in when the material re-expands. Expansion is quick, but not explosive.

As a side effect of compaction, the material receives a +20 bonus on all item saving throws.

**Power Score:** No additional effect

**Open End:** No additional effect

**Concentrate Water**  
(psychokinetic devotion)

Power Score: EM -15  
Initial Cost: 10  
Maintenance Cost: 5/round  
Range: 0  
Preparation Time: 2  
Area Of Effect: 10 yard sphere  
Prerequisites: Telekinesis

This power lets the psionicist collect all moisture within the area of effect as water in a single container. The amount collect depends on the local terrain type.

*Sandy wastes, dust sink, or salt flats:* 1d3 – 2 gallons (minimum 0).

*Rocky badlands, stony barrens, or boulder fields:* 1d4 – 1 gallons.

*Mountains or scrub plains:* 1d6 – 1 gallons.

*Verdant belts or forest:* 1d8 + 1 gallons.

The psionicist must hold the container while using the power. If the container is too small to hold the water collected, or if it is leaky, the excess spills onto the ground.

The power only collects uncollected vapor and droplets around the caster. Freestanding water in a glass, pool, or other container is not collected. It does not adversely affect plants or animals in the area. The drying effect on any local flora becomes evident in the next few days, but most Athasian plants can survive the temporary loss of ground moisture.

**Power Score:** can double the amount of water collected

**Open End:** No additional effect

**Control Body**  
(psychokinetic devotion)

Power Score:	SD -10
Initial Cost:	8
Maintenance Cost:	8/round
Range:	80 Yards
Preparation Time:	0
Area Of Effect:	individual
Prerequisites:	Telekinesis

This science allows psychokinetic control of another person's body. In effect, the victim becomes a marionette. He knows that someone else is pulling his strings, though, and he's probably mad as all get-out.

Before this power actually works, the psionicist must engage in a psychic contest, using the victim's Strength for resistance. If the victim wins the contest, he breaks free (the psionicist still pays the power's PSP cost). In a tie, the contest continues into the next round, provided the psionicist maintains the power. The victim can't do anything else during this contest; all his effort is focused on retaining control of his own body.

If the power works, the psionicist has rudimentary control over the victim's limbs. He can make the victim stand up, sit down, walk, turn around, etc. The body can be forced to attack physically, but with a –30 penalty on attack rolls. The victim can't be forced to speak. In fact, he keeps control over their own voice and can say whatever he likes.

The victim must stay within the 80-yard range or the psionicist's control is broken automatically. If the body is forced to do something obviously suicidal, like walking off a cliff or poking at a red dragon, the victim can fight another contest with the psionicist to regain control (the adrenaline rush of imminent danger gives them renewed strength).

**Power Score:** The Psion automatically wins the initial psychic contest

**Open End:** The Psion suffers partial paralysis(an arm or leg) for 1d10 hours

**Control Flames**  
(psychokinetic devotion)

Power Score: SD -5  
Initial Cost: 6  
Maintenance Cost: 3/round  
Range: 40 Yards  
Preparation Time: 0  
Area Of Effect: 10 sq. ft  
Prerequisites: Telekinesis

By controlling flames, a psionicist can make a normal fire bigger, smaller, hotter, or colder. He can even make it move around as if it were a living creature.

A fire's size can be increased by 100% or decreased by 50%. If the fire's heat is increased, it causes double damage. If its heat is reduced, the damage is halved. This applies to flaming torches, burning oil, and other normal fires, but not to magical fires such as fireballs or burning hands.

An animated fire can move up to 90 feet per round. It can be shaped like a person or an animal, as long as it covers no more than 10 square feet of ground. If the fire moves away from its fuel, it can survive for only one more round, then dies out.

An animated fire can also attack by engulfing an opponent. The victim may make any appropriate defense roll he chooses to avoid this. If he fails, the victim takes a +25 'B' heat crit for every round he is engulfed.

**Power Score:** Size can increase up to 200% or decrease to 0% (fire is extinguished)

**Open End:** the Psion burns himself, suffering a +25 'A' heat crit.

**Control Light**  
(psychokinetic devotion)

Power Score: ME/RE  
Initial Cost: 12  
Maintenance Cost: 4/round  
Range: 25 Yards  
Preparation Time: 0  
Area Of Effect: 400 Sq. ft.  
Prerequisites: Telekinesis

This power allows the user to manipulate ambient light. He can't create light from darkness, but he can create darkness from light. Use of control light can accomplish the following:

Deepen existing shadows. A thief hidden in such shadows receives a +20% bonus to his hide-in-shadows rolls.

- Brighten existing shadows. This reduces a thief's hiding ability by 20%.
- Brighten a light source until it becomes blinding. Those exposed to the light receive a -10 penalty to attack rolls.
- Dim a light source. This has no effect on attack rolls.
- Extend shadows into areas that are well lit. Only existing shadows can be lengthened, increasing in size by 200%.
- Extend light into areas that are in shadow. Shadows can be reduced by 50%.

**Power Score:** Maintenance Cost is only 1 PSP/round

**Open End:** the effect is opposite of what is desired, and maintenance fails.

### **Control Sound (psychokinetic devotion)**

Power Score:	ME/RE -25
Initial Cost:	5
Maintenance Cost:	2/round
Range:	100 Yards
Preparation Time:	0
Area Of Effect:	NA
Prerequisites:	Telekinesis

This power allows the user to shape and alter existing sounds. A man's words could emerge as a lion's roar, or the noise of marching soldiers can be made to sound like the wind of a sandstorm. Sounds also can be layered, so that one singer can be made to sound like a choir. Control sound can also dampen a noise. The player must specify what sound his character intends to eliminate. For example, the user might quiet the strike of a hammer or erase the creak of a door. He couldn't eliminate both at once, however.

**Power Score:** Maintenance Cost is only 1 PSP/round

**Open End:** A loud boom erupts from the Psion's location

### **Control Wind** (psychokinetic devotion)

Power Score: SD -20  
Initial Cost: 16  
Maintenance Cost: 10/round  
Range: 500 Yards  
Preparation Time: 2  
Area Of Effect: 1,000 yards  
Prerequisites: Telekinesis

With this power, a user can gain limited control over wind speed and direction. The speed of any existing wind can be increased or decreased by 10 miles per hour or 25%—whichever is greater. The direction of the wind can be changed by up to 90 degrees. These changes are temporary, lasting only as long as the PSP cost is paid. The changes occur in the round that the power is successfully activated. The wind returns to its original course and speed the round that the PSP cost is not paid.

Wind above 19 miles per hour prevents anything smaller than a human from flying and imposes a -20 modifier on missile fire. On the water, such wind makes sailing difficult. Wind gusting at more than 32 miles per hour causes minor damage to ships and buildings. This wind also kicks up clouds of dust and prevents all but the largest creatures from flying. Wind more than 55 miles per hour prevents all flight, knocks down trees and wooden buildings, and may swamp ships. Wind more than 73 miles per hour is a hurricane gale.

**Power Score:** The Psionicist gains total direction control and can change speeds by up to 25 mph or 50%, whichever is greater

**Open End:** No additional effect.

### **Create Sound** (psychokinetic devotion)

Power Score: ME/SD -20  
Initial Cost: 5  
Maintenance Cost: 2/round  
Range: 100 Yards  
Preparation Time: 0  
Area Of Effect: NA  
Prerequisites: Telekinesis, Control sound

Unlike the control sound devotion, this power allows a psionicist to create sound from silence. That means the psionicist can choose the source or location of the sound. For example, he can make rocks sing, weapons cast insults, and trees sound as if a battle is occurring inside. The sound can be as soft as a whisper or as loud as several people

shouting in unison. Once the sound is created, the psionist can control it without expending additional PSP's (other than normal maintenance).

Created sounds cannot have any magical effect. The psionist might duplicate a banshee's wail, for example, but it cannot harm anyone.

**Power Score:** Sound volume may be up to that of a dragon's roar

**Open End:** A loud boo erupts near the initiator.

### **Cryokinesis** (psychokinetic devotion)

Power Score: SD -20  
Initial Cost: 7  
Maintenance Cost: 3/round  
Range: 30 Yards  
Preparation Time: 0  
Area Of Effect: one object or creature  
Prerequisites: None

Cryokinesis is the opposite of molecular agitation. Instead of increasing the energy of the target's molecules to raise its internal heat, molecular motion is suppressed to lower the object's heat. Objects may freeze, become brittle, crumble, shatter, or explode from extreme drops in temperature. The list below shows some of the possibilities depending on how long the power is maintained.

*One Round:* Embers and coals are extinguished, metal becomes cold to the touch, skin becomes clammy, water condenses on object.

*Two Rounds:* Small fires are reduced to cold embers, bone and chitin become brittle, skin becomes frostbitten (+25 'B' cold crit), liquids freeze.

*Three Rounds:* Large fires reduced to embers, metal and wood become brittle, flesh freezes (+25 'C' cold crit). Damage does not increase after this round, but does continue at the existing rate.

*Four Rounds:* Stone and obsidian become brittle.

Most items are not automatically destroyed by being frozen and then thawing out, but they may become more susceptible to breakage. Armor and weapons that become brittle due to cryokinesis must make saving throws versus crushing blows each time they deliver or receive blows in combat. (Thri-kreen who are struck while their chitin is brittle suffer double damage from any physical blow.)

**Power Score:** Damage is upped to 'C' and 'E' crits respectively.

**Open End:** Psionist becomes the target of the power and suffers 4 rounds of effects.

## **Deflect** (psychokinetic devotion)

Power Score:	SD -10
Initial Cost:	4
Maintenance Cost:	2/round
Range:	60 Yards
Preparation Time:	0
Area Of Effect:	one weapon
Prerequisites:	Telekinesis

This defensive power allows a psionist to deflect a missile in flight or a weapon in mid-swing in order to make it miss its target. He may attempt this on a weapon targeted at himself or someone else. The psionist must have a better initiative than the attacker and hold his action until the attacker actually fires a missile or swings a weapon. If the psionist successfully initiates deflect, the weapon misses its target automatically.

Deflect can be used on any thrown, fired, or hand-held weapon, including giant-thrown boulders or ballista bolts. It has no effect on creatures attacking with their own natural weaponry, such as teeth or claws.

**Power Score:** Can deflect another weapon for every 10 below the power score rolled.

**Open End:** Will attract missiles to the Psionist. All missile and thrown attacks against him will be at +20 for 1d10 rounds.

## **Inertial Barrier** (psychokinetic devotion)

Power Score:	SD -15
Initial Cost:	7
Maintenance Cost:	35/round
Range:	0
Preparation Time:	0
Area Of Effect:	3 yard dia.
Prerequisites:	Telekinesis

This power is used as a defense, creating a barrier of psionic energy around the user and anyone within three yards of him. This barrier softens missile blows, shielding the user from damage by slowing and absorbing some or all of the potential damage caused by incoming attacks. However, the barrier also slows outgoing missile attacks—a drawback the user should consider.

The power protects against damage from these forms of attack:

- Any nonmagical missile weapon
- Any physical missile created by magic
- Any missile with magical bonuses



- Flames
- Some breath weapon attacks (depending on the nature of the breath)
- Acid
- Gas
- All forms of disintegration; and falling (damage is halved).

Inertial barrier cannot stop the following:

- Missiles conjured from pure magic
- Raw heat or cold
- Pure energy or light
- Gaze weapons.

An inertial barrier cannot keep enemies out, but it does slow them. Anyone trying to cross a barrier must stop moving when contact is made. In the next round, the barrier can be crossed (either entering or exiting).

Missile weapons, whether passing into or out of the barrier, inflict damage in a modified fashion because the power saps energy from the missile. If a missile strikes its target after passing through the barrier (in either direction), The damage is found normally. However, the defender then rolls percentile dice to see how much of the damage is prevented. (Note: The defender doesn't include any magical bonuses the weapon may have.) The defender finds the total percentage, then subtracts this number from the attacker's damage total. If anything remains, the defender loses that many hit points. This can affect the overall damage and whether or not the attack does a critical or not. If the defender's roll equals or exceeds the total damage, the weapon falls harmlessly to the ground. If the missile is explosive, the barrier prevents weapon damage but not explosive damage.

**Power Score:** The barrier gives another +25 to the defending damage roll

**Open End:** The Psion creates a mini-whirlwind for 1d4 rounds, that will knock him and anyone else that come in contact with it.

### **Levitation** (psychokinetic devotion)

Power Score:	SD -15
Initial Cost:	12
Maintenance Cost:	2/round
Range:	0
Preparation Time:	0
Area Of Effect:	individual
Prerequisites:	Telekinesis

This power allows the user to float by using telekinesis on himself. The user can lift himself at the rate of 1 foot a second, or 60 feet a round. He can descend as quickly as he wants by simply letting himself fall, then slowing down as he nears the ground. The user

can always levitate his own weight. Additional weight, such as equipment or passengers, is a hindrance. Every 25 pounds of added weight penalizes the Power Score by -5.

Levitation isn't flying. The power provides no horizontal movement. The user can hover motionlessly and drift with the wind, or he can push off a wall or other fixed object and drift up to 60 feet a round in a straight line. He can't stop, however, until he meets another solid object, lowers himself to the ground, or stops paying the PSP cost.

**Power Score:** Levitation rate is doubled (to 120 ft/round)

**Open End:** Psionist double his weight for one round. If he falls, he suffers a +50 on the fall/crush crit he takes.

### **Magnetize** (psychokinetic devotion)

Power Score:	SD -20
Initial Cost:	2+
Maintenance Cost:	1+/round
Range:	30 Yards
Preparation Time:	0
Area Of Effect:	one object
Prerequisites:	none

A psionist using magnetize can change the magnetic orientation of a metal object, strongly magnetizing it. The power's costs 2 PSP's per pound of metal so affected, so a four-pound long sword requires 8 PSP's to magnetize.

The effects of this power are simple: the psionist can make the item attracted to other metal objects or repelled by other metal objects. Any metal objects within 20 feet of the magnetized object are within its magnetic influence. Metallic creatures gain a saving throw versus spells to avoid being magnetized.

In deciding how magnetism affects an object, remember that a heavier object remains stationary, while a lighter object moves toward or away from it. If a character's short sword is magnetized and his friend standing beside him is wearing plate mail, the short sword will go flying over to stick to the armored fellow—not the other way around. A creature holding or wearing an object under magnetic influence may be given a Strength check to retain control of the item.

A character wearing metal armor can be immobilized if he fails his Strength check. Other effects are left to the DM's imagination, but small objects such as daggers can reach impressive speeds when attracted or repelled by magnetism.

**Power Score:** No additional effect

**Open End:** No additional effect

**Molecular Agitation (Pyrokinesis)**  
**(psychokinetic devotion)**

Power Score: SD  
Initial Cost: 7  
Maintenance Cost: 6/round  
Range: 40 Yards  
Preparation Time: 0  
Area Of Effect: 1 item, 20 lbs.  
Prerequisites: Telekinesis

This power enables the user to excite the molecules of a substance, causing paper to ignite, wood to smolder, or skin to blister, for example. The degree of destruction is as follows, depending on the number of rounds the item is agitated:

- One round. Readily flammable materials, such as paper and dry grass, ignite; skin becomes red and tender (+20 'A' heat crit); wood becomes dark.
- Two rounds. Wood smolders and smokes; metal becomes hot to the touch; skin blisters (+20 'B' heat crit); hair melts; paint shrivels.
- Three rounds. Wood ignites; metal scorches; skin burns away (+25 'C' heat crit); water boils, lead melts.
- Four rounds. Steel grows soft. Flesh starts burning and scorching (+35 "d" heat crit)
- Five rounds. Steel melts, flesh sears away, bones begin to burn (+50 'E' heat crit)

Magical items receive saving throws against magical fire, but a -10 penalty is applied to the number needed. The heat produced by this power is highly destructive and nearly impossible to stop as it comes from inside the item instead of outside.

**Power Score:** Weakening and damage increase at 2x the normal rate.

**Open End:** One item belonging to the Psionicist (chosen at random) is affected for 2 rounds.

**Molecular Bonding**  
**(psychokinetic devotion)**

Power Score: SD -10  
Initial Cost: 4  
Maintenance Cost: 2/round  
Range: 10 Yards  
Preparation Time: 0  
Area Of Effect: 6 sq. inches  
Prerequisites: Telekinesis

Molecular bonding allows the psionicist to join two surfaces together at the molecular level. An enemy's boots can be joined to the floor, his sword to its sheath, or the joints of his armor fused together into a useless plug of metal. Molecular bonding can also be used

to repair damaged items, joining two shards of a sword together or repairing a broken bowstring. The power does not affect living creatures.

The rate of joining is approximately 6 square inches per round. If used on someone's armor, this will suffice to freeze one joint or fix one boot to the ground. A character immobilized in this fashion can usually wriggle out or tear free in one round, but a character wearing bonded plate mail is probably stuck for quite some time.

**Power Score:** No additional effect

**Open End:** No additional effect

### **Molecular Manipulation** (psychokinetic devotion)

Power Score: ME/RE -15

Initial Cost: 6

Maintenance Cost: 5/round

Range: 15 Yards

Preparation Time: 1

Area Of Effect: 2 sq. inches

Prerequisites: Telekinesis

This power allows the user to weaken an object's molecular bonds. When stress is applied to the object or a blow is struck, it snaps. The user can create one "weak point" of approximately 2 square inches each round. Deterioration occurs across a plane (in two dimensions, not three). One round's application is enough to fatally weaken most small objects (knives, ropes, saddle straps, bows, etc.). Larger objects require more time and are subject to the DM's discretion.

The DM must decide how vulnerable molecular manipulation makes larger, oddly shaped items (such as doors and shields). An object need not be in two pieces to be useless. A small boat, for example, is unsafe if it has a crack in its hull.

**Power Score:** Weakening occurs at twice the rate above.

**Open End:** The item is strengthened, requiring twice the normal effort to weaken it.

### **Momentum Theft** (psychokinetic devotion)

Power Score: SD -20  
Initial Cost: 5  
Maintenance Cost: 3/round  
Range: 30 Yards  
Preparation Time: 0  
Area Of Effect: one creature or object  
Prerequisites: Kinetic Control

This power allows a psionicist to drain a target of its momentum, causing it to stop moving. The stolen momentum is dissipated harmlessly in the ground at the psionicist's feet. Arrows, catapult missiles, and even flying creatures can be halted in mid-air and begin to fall. (Winged creatures can usually break their fall after a drop of 10 to 20 feet, however.)

Creatures walking or fighting are temporarily thrown off-balance and must make an AG check to avoid stumbling and losing their action for the round. A running or charging creature must make a AG check with a -20 penalty or take a running tumble for a +25 small fall/crush crit. The victim is stunned for 3 rounds.

If this power is used on a falling character, it stops him instantly—and he begins to fall again. However, since his speed was reduced to 0, falling damage is only counted for the distance he fell after his momentum was neutralized.

It is hard to remove the momentum of heavy and fast-moving objects. The larger and faster an item, the more PSP's it costs to arrest its movement. It requires 5 PSP's to stop a man-sized creature (200 pounds) with a movement rate of 12, which is equal to walking at about four miles per hour. Each doubling of speed or weight costs an additional 5 PSP's, so it costs 25 PSP's to stop a charging half-giant in his tracks.

**Power Score:** No additional effect

**Open End:** No additional effect

### **Opposite Reaction** (psychokinetic devotion)

Power Score: SD -20  
Initial Cost: 5  
Maintenance Cost: 2/round  
Range: 90 Yards  
Preparation Time: 0  
Area Of Effect: Single missile  
Prerequisites: Project Force, Ballistic Attack

Acting upon a single missile attack, this power blasts energy of equal power from the missile in the opposite direction, presumably striking the attacker. The missile must be physical, not magical. The psionicist must see the missile and use the power as it is being fired. For bow and crossbow weapons, an arrow of force automatically strikes the archer, causing damage as if it were the missile itself. For spears, chatkcha, and other thrown weapons, the missile of force must make a successful attack roll, using the thrower's normal OB to hit. If it misses, it may strike others standing behind the original thrower, such as ranks in military formation. If the physical missile is flaming or magically enhanced, the blast of energy does not gain those attributes.

**Power Score:** No additional effect

**Open End:** No additional effect

### **Return Flight**

**(psychokinetic devotion)**

Power Score:	SD -10
Initial Cost:	3
Maintenance Cost:	1/round
Range:	0
Preparation Time:	0
Area Of Effect:	Single Missile
Prerequisites:	Telekinesis

This power lets the psionicist make a single missile automatically return if it misses its target. Any common missile weapon may be affected, from an arrow or crossbow bolt to a spear, chatkcha, sling stone, or even ballista bolt. The maximum weight of the missile is 10 pounds, so most catapult missiles are ineligible. The power relies on the aerodynamics of the missile, so unbalanced objects (chairs, mugs, small characters) don't work.

The psionicist must touch the missile and then fire it within two rounds—otherwise the power is lost. The psionicist must fire the missile, using his normal OB for the attack roll.

If the missile is usually thrown, it returns to the psionicist's hand if it misses its intended target. If the missile is fired from a weapon, such as a bow or ballista, the missile returns and gently lands at the psionicist's feet. This power removes the chance for an accidental hit on other enemies near the intended target—once the missile fails to hit the intended victim, it veers off for its return flight.

**Power Score:** No additional effect

**Open End:** No additional effect

**Soften**  
(psychokinetic devotion)

Power Score:	ME/RE
Initial Cost:	4
Maintenance Cost:	3/round
Range:	30 Yards
Preparation Time:	0
Area Of Effect:	one object, 10 lbs.
Prerequisites:	Telekinesis

This power resembles molecular manipulation, except that it weakens the entire object instead of small area across a single plane. The object softens overall, losing its rigidity and strength. Specific effects vary, depending on the material.

*Metal:* For each round of softening, weapons incur a -1 penalty to attack rolls and cause one less point of damage, cumulatively. The armor class of metal armor increases one point per round of softening. After 10 rounds, any metal becomes soft and rubbery, but retains its shape.

*Wood:* Like metal, weapons with wooden shafts or handles suffer a -1 penalty to attack rolls and damage per round of softening. After six rounds, wood becomes stringy and rubbery but retains its shape. After 10 rounds, the grain can be split easily and a punch can break through even the hardest and thickest doors or chests.

*Stone:* After two rounds, stone becomes noticeably soft to the touch. After five rounds, it can be worked like stiff clay, but this is as soft as it gets.

*Magical Items:* Save vs. crushing blow to escape the effect entirely.

*Living Tissue:* No effect.

DM's can use their own judgment and the examples above to handle other materials.

**Power Score:** All effects are doubled

**Open End:** the item is strengthened, and can't be affected again until the psion gains one level.

## **Static Discharge** (psychokinetic devotion)

Power Score:	SD/EM -20
Initial Cost:	10
Maintenance Cost:	5/round
Range:	15 Yards
Preparation Time:	0+
Area Of Effect:	one creature
Prerequisites:	Telekinesis, Magnetize

A psionicist with this ability can use his control of magnetism to accumulate a charge of static electricity and then discharge it in the form of violent electrical shocks, equal to Lightning Bolts. The longer the psionicist accumulates the charge, the more damaging the discharge will be; the attack inflicts a +10 per round of accumulation to the total OB, to a maximum of +100.

Maintaining this power doesn't count as an attack, but the discharge does. The psionicist must make an attack roll to hit his target, but only magical protections apply—armor and Quickness do not.

**Power Score:** bonus per round of accumulation is now +15

**Open End:** Psion becomes a living 'lightning rod', attracting to him any lightning within a 1000' foot radius.



## PSYCHOMETABOLISM

### PSYCHOMETABOLIC SCIENCES

#### **Animal Affinity**

(psychometabolic science)

Power Score:	EM/SD -20
Initial Cost:	15
Maintenance Cost:	4/round
Range:	0
Preparation Time:	0
Area Of Effect:	personal
Prerequisites:	none

With this power, the user develops an affinity for a particular animal type. Roll on the list below to determine the animal type (see the Creatures & Treasures for descriptions). The user undergoes a physical change when this power is used, depending on the animal and ability. For example, he may gain wings or claws.

When the user activates this power, he temporarily gains one of the animal's attributes. He can gain the animal's Armor Type; movement rate and mode; physical attacks, damage, and OB/DB; hit points; or any other special ability—though only one of these can be gained at a time. The attribute lasts for every round that the cost is paid. Switching to a different attribute requires a new power check.

#### 1d100 Result

1-4	Ape
5-9	Barracuda
10-14	Boar
15-19	Bull
20-24	Crocodile
25-29	Eagle, giant
30-34	Elephant
35-39	Falcon
40-44	Griffon
45-49	Grizzly bear
50-54	Lion
55-59	Wolf
60-64	Draft horse
65-69	Peregrine falcon (hawk)
70-74	Snake*
75-79	Scorpion, giant
80-84	Shark
85-89	Stag
80-95	Tiger
96-100	Panther (black leopard)

\* Constrictor or poison, player's choice.

**Power Score:** Psionicist gains two abilities instead of one

**Open End:** The Psion's skin takes on the appearance of the animals skin until the power is used successfully again. (No change in AT/DB)

### **Complete Healing** (psychometabolic science)

Power Score: SD/CO  
Initial Cost: 30  
Maintenance Cost: na  
Range: 0  
Preparation Time: 24 hours  
Area Of Effect: personal  
Prerequisites: none

This power allows the user to heal himself completely of all ailments, wounds, and normal diseases. He must place himself in a trance for 24 hours to accomplish the healing. The trance is deep; it can't be broken unless the user loses 5 or more hit points. During the healing trance, the user's body repairs itself at an incredible rate. At the end of the 24 hours, he awakens, restored to complete health in every regard except for the PSP's expended to use the power. If the user fails his power score, the power can't be activated; the trance breaks after 1 hour, costing 5 PSP's.

**Power Score:** the healing occurs in just one hour

**Open End:** The psionicist awakens after the full 24 hours to discover that the attempt failed. He has expended 5 PSP's.

### **Death Field** (psychometabolic science)

Power Score: SD/CO -40  
Initial Cost: 40  
Maintenance Cost: na  
Range: 0  
Preparation Time: 3  
Area Of Effect: 20 yard radius  
Prerequisites: none

A death field is a life-sapping region of negative energy. Only psionicists of evil alignment can learn this power without suffering side effects. If any other psionicist tries to learn the death field, his alignment will gradually be twisted toward evil as he explores this very dark portion of his psyche.

A successful death field takes its toll on everyone inside it, including the psionicist. Before he initiates this power, he must decide how many hit points he will sacrifice. If the power works, the loss is inevitable; he gets no saving throw. Every other living thing within the death field must make a saving throw vs. death. Those who succeed escape damage. Those who fail lose the same number of hit points as the psionicist. For the weakened, that could mean death.

**Power Score:** The psionicist loses only half the amount of hits specified, while everyone else loses the full amount.

**Open End:** The power fails, but the psion loses the hits anyway.

### **Elemental Composition**

#### **(High Science)**

Power Score: SD/CO -20

Initial Cost: 24

Maint Cost: 3/round

Range: 0

Prep Time: 0

Area of Effect: personal

Prerequisites: 10<sup>th</sup> level, Metamorphosis, Body Weaponry

The High Science of Psychometabolism is elemental composition, the ability to transform oneself into any element. The psionicist can change his body into dense materials such as iron or obsidian, sand or earth, water, or even air. While he is in elemental form, the psionicist gains any natural immunities or vulnerabilities of that element. For example, a sword cut simply can't harm a watery or gaseous body, while iron bodies need not breathe—but they can be rusted.

The psionicist retains his limbs and senses. Very dense bodies (stone or metal) change his Armor type to 20 and give him an effective Strength of 103. Amorphous bodies give him the ability to slither under doors and elongate limbs. Gaseous bodies allow the psionicist to drift with the winds. Normal weapons may be unable to harm some forms, but magical weapons (and monsters capable of striking creatures hit only by magical weapons) can always harm the psionicist, regardless of his form.

The psionicist may change his form once per round without being forced to use an action. If he changes his form a second time, he must forego any other actions for that round.

In addition to the combat abilities of the various forms, the psionicist can always move in the element his body is composed of. For example, by changing to sand he gains the ability to burrow through sand at his normal movement rate. Some elemental bodies may be excellent camouflage; it's hard to see a character made out of nitrogen gas, for example.

**Power Score:** The psionicist gains the combat ability of an elemental of the appropriate type.

**Open End:** The psionicist botches the transformation and must make a system shock roll or suffer a 'C' crit of the appropriate damage.

## **Energy Containment** (psychometabolic science)

Power Score:	SD/CO -10
Initial Cost:	10
Maintenance Cost:	NA
Range:	0
Preparation Time:	0
Area Of Effect:	personal
Prerequisites:	none

A psionicist with this power has trained himself to safely absorb and assimilate energy from electricity, fire, cold, heat, and sound—energy that would fry, freeze, or otherwise harm a normal character. Any physical assault based on these energy types can be drawn into the psionicist's body. The character transforms the energy, and safely releases it as visible radiance (light).

In effect, this protects the psionicist against energy attacks. If the character makes a successful saving throw, he suffers no damage from the attack. If he fails, he suffers only half damage in hits, regardless of what the spell description (if applicable) states.

When the character absorbs energy, he radiates visible light for a number of rounds equal to the points of damage he absorbed. If he suffered half damage, he radiates for that many rounds. If he suffered no damage, he glows for that many rounds. This glow is definitely noticeable, but it is soft, and illuminates no more than an area with a 2-yard radius, like a *Faerie Fire* spell.

**Power Score:** All saves against energy attacks automatically succeed during the round in which the power is in effect

**Open End:** The psion is now an attractor for energy of all kinds, an 'energy rod' if you will. All saves vs. attacks this power helps against automatically fail and psion receives FULL damage from attacks.

## **Life Draining** (psychometabolic science)

Power Score:	SD/CO -15
Initial Cost:	11
Maintenance Cost:	5/round
Range:	touch
Preparation Time:	0
Area Of Effect:	individual
Prerequisites:	none

With this power, a psionicist can drain hit points from another character and use them to recover his own. This transfer occurs at the rate of 1d10 points per round.

The character can absorb up to 10 more hit points than his healthy total, but these bonus points last only one hour. After that, if the psionist still has more hit points than he should, the excess points vanish.

**Power Score:** Rate of drain to 2d10 hits/round

**Open End:** Backfire! Half the Psion's remaining hits are absorbed by the target, reversing the power's effects

### **Metamorphosis** (psychometabolic science)

Power Score:	SD/CO -30
Initial Cost:	21
Maintenance Cost:	1/turn
Range:	0
Preparation Time:	5
Area Of Effect:	personal
Prerequisites:	none

This power resembles magical polymorphing, but it has a wider application. The user can change himself into anything with approximately the same mass as his body: a wolf, a chair, or even a tree. While in this form, the user retains his own hit points and attack skills, but he gains the AT and DB of the new form. He also gains all physical attacks the form allows, but no magical or special abilities. A new attack ability depends on the form chosen; a tree, for example, can't attack, so it has no OB. Non-magical movement is also gained. If the user metamorphs into another character race, use the *Creatures & Treasures* book's descriptions for that race.

Some forms have intrinsic advantages. Changing into a fish or rock renders the user immune to drowning, though he doesn't retain any senses not normally associated with his new form. He may opt to keep some of his own senses when he transforms, but these are likely to give him away.

Like any massive change of shape, metamorphosis causes great physical stress. The user must make a CO roll. If the roll fails, he expends 6 PSP's, changes form only for 1 round, and immediately passes out for 2d6 turns.

**Power Score:** The CO roll automatically succeeds, and the new form's mass can be up to three times that of the psion's body.

**Open End:** Psionist must save vs. his own level at -20 or turn into the new form... permanently.

## **Nerve Manipulation** (psychometabolic science)

Power Score:	SD/CO –15
Initial Cost:	14
Maintenance Cost:	NA
Range:	touch
Preparation Time:	0
Area of Effect:	one creature
Prerequisites:	double pain

This power allows the psionist to do terrible things to the nervous system of another creature. With a touch, he can inflict wracking pain, unconsciousness, or even death. This power works best on creatures of the psionist's own species; there is a –10 penalty to the power check if the psionist uses the power on a creature of a different species, and a –20 penalty if the psionist uses the power on a creature of a different order such as an insect or a mollusk.

The psionist must touch the skin of the victim, which can be a difficult proposition in combat—a normal attack roll to hit the victim is required. If he attacks successfully, the effect on the victim is determined by the psionist's initiation roll.

### **Check Result**

1-3	Spasms: –10 to victim's attacks and DB for 1d3 rounds
4-5	Pain: –20 penalty to victim's attacks and DB for 1d3 rounds
6-9	Stunning: the victim is stunned and unable to act for 1d4+1 rounds
10-12	Unconsciousness: the victim is out cold for 2d6 full turns
13+	Death: the victim collapses and dies in 1d3 rounds

The victim may attempt a saving throw versus poison to avoid the effects of the psionist's touch. Any of the effects can be neutralized by the application of a *neutralize poison* spell or the successful use of the antidote function of the science poison simulation. If the psionist wishes, he can "pull his punch," using a lesser effect on the victim than that indicated by the power check result.

**Power Score:** Even if the victim makes his saving throw he is still stunned for 1d2 rounds.

**Open End:** The psionist must save versus poison or suffer one of the above effects, determined randomly.

## Poison Simulation (psychometabolic science)

Power Score:	SD/CO –10
Initial Cost:	16
Maintenance Cost:	NA
Range:	touch
Preparation Time:	1
Area of Effect:	personal
Prerequisites:	chemical simulation

The psychometabolist can use this power to produce natural toxins from her own body. The psionicist can only simulate poisons that she has experienced or tasted herself; if she had survived the sting of a giant scorpion at some point in the past, then she can reproduce the scorpion's venom. (If the psionicist purposely tastes or injects a small amount of poison in order to learn how to simulate it, she suffers half the normal effect and gains a +10 on her saving throws against that dose.)

The psionicist can create the poison in her bloodstream or saliva. If she creates the toxin in her bloodstream, she can nick herself with a blade to get to it. Poisons the psionicist simulates can be used in their normal fashion; contact poisons can be used to poison victims with a touch, injective poisons can be smeared on weapons, and so forth. If the psionicist has an ingestive poison in her bloodstream and is bitten by a monster, that creature is affected normally by the venom.

An attack roll is required to hit an opponent with poisoned spittle or an envenomed blade, and the victim gets a saving throw appropriate to that poison type. A dose of the psionicist's poison remains potent for a number of rounds equal to her level or until it has been applied once.

This ability also has two secondary uses. First, the psionicist also learns how to construct antidotes for poisons she has been exposed to. She gains a +20 on any saving throw against poison, and a +40 bonus on poisons she can manufacture herself. Secondly, the psionicist can produce an antidote to treat someone else if that person has been poisoned with a toxin that the psionicist knows how to create.

**Power Score:** The poison is concentrated; the victim saves at –10.

**Open End:** The psionicist poisons herself for 10-30 points of damage (save versus own level for half damage).

## Regenerate

### (psychometabolic science)

Power Score:	SD/CO -20
Initial Cost:	18
Maintenance Cost:	6/turn
Range:	touch
Preparation Time:	1
Area of Effect:	one creature
Prerequisites:	cell adjustment

With this power the psionicist can repair permanent injuries that natural healing could not restore. Severed limbs can be regrown, blindness or deafness repaired, and even paralyzing injuries to the brain or spinal cord can be healed. The psionicist is capable of healing such injuries in himself as well as in others if the need arises.

Regeneration is a slow and tedious process. It requires one full turn to repair minor damage such as the loss of a finger, a broken bone, or nondestructive loss of eyesight or hearing. Three full turns are required to heal a badly broken bone or regenerate a mangled hand or foot, and as many as six turns to regenerate an arm severed at the elbow or eyes that were physically destroyed. The DM should use his best judgment in deciding how long it will take to repair any given injury.

Regeneration can be used to repair the damage caused by a disease, but cannot cure a disease. It can also restore lost ability points (Constitution, Dexterity, etc.) that may have been lost to the ravages of disease or injury. Regenerate can't improve a person beyond his original condition, so growing extra arms, for example, is not possible.

**Power Score:** The healing proceeds twice as fast as would be normally expected.

**Open End:** The psionicist suffers 1d12 points of damage but the patient is unaffected.

## Shadowform

### (psychometabolic science)

Power Score:	SD/CO
Initial Cost:	5
Maintenance Cost:	2/round
Range:	0
Preparation Time:	0
Area Of Effect:	personal
Prerequisites:	none

This power transforms the user into living shadow. The user, his clothing, armor, and up to 20 pounds of equipment all transform. He can blend perfectly into any other shadow. His movement rate, however, is 6 (regardless of what it was before), and he can only travel through darkness and shadow. Areas of open light are impassable.

While in Shadowform, the user only can be noticed by life detection, other types of psionic detection, or by a true seeing spell. He can't harm anyone physically or manipulate any corporeal objects, but he can use

**Power Score:** No additional effect

**Open End:** No additional effect



## **PSYCHOMETABOLIC DEVOTIONS**

### **Absorb Disease**

#### **(psychometabolic devotion)**

Power Score:	SD/CO -15
Initial Cost:	12
Maintenance Cost:	na
Range:	Touch
Preparation Time:	0
Area Of Effect:	Individual
Prerequisites:	none

This power lets the psionicist take the disease from another character's body, and absorb it himself. Presumably, the psionicist will then heal himself via complete healing. This power can absorb magical diseases, but not curses, such as Lycanthropy.

**Power Score:** The disease is automatically destroyed by the psion's immune system

**Open End:** The disease remains in the victim while spreading to the psion.

### **Accelerate**

#### **(psychometabolic devotion)**

Power Score:	SD/CO -10
Initial Cost:	10
Maint Cost:	10/round
Range:	0
Prep Time:	0
Area of Effect:	personal
Prerequisites:	none

Some psychometabolists are able to drastically alter their own metabolisms, doubling their speed for short periods of time. A character using accelerate is effectively *hasted* for as long as he maintains this power. The psionicist's movement and rate of attack are doubled, and he gains a -10 bonus to initiative rolls while the power is in effect. Spellcasting and psionics use are *not* speeded up by this power, although this ability can be used to counter a magical *slow* effect. After the psionicist stops maintaining accelerate, he must rest for a number of rounds equal to the time he was accelerated, doing nothing but catching his breath. He does not suddenly age a year as the recipient of a *haste* spell would.

**Power Score:** The psionicist's movement and attacks are tripled, and he automatically strikes first in any melee round.

**Open End:** The psionicist suffers 1d10 damage and must save versus death or pass out for 3d10 rounds.

### **Adrenaline Control** (psychometabolic devotion)

Power Score: SD/CO -15  
Initial Cost: 8  
Maintenance Cost: 4/round  
Range: 0  
Preparation Time: 0  
Area Of Effect: personal  
Prerequisites: none

This power temporarily boosts the amount of adrenaline in the user's system, giving him physical advantages. He gains 3d10 points to divide among his Strength, Dexterity, and Constitution scores as he chooses, thus increasing them while the power is in effect. This is to a maximum of 105 for ANY of the stats. He receives all of the normal bonuses for high ability scores during this period. (If used to increase Constitution, the user might temporarily gain bonus hit points. Damage suffered is subtracted from the extra hit points first.)

Exceeding maximums is dangerous, but can be done. When an attribute is increased beyond the above maximum and the user stops paying the PSP cost, he must make a save vs. his own level (no bonus); he suffers a +20 'A' stun crit if the roll fails.

**Power Score:** instead of dividing the points between the three stats, the bonus is assigned to all three.

**Open End:** Psionicist must make a save vs. own level at -30 or suffer 50% hit point loss and pass out for 1d8 hours.

### **Aging** (psychometabolic devotion)

Power Score: SD/CO -35  
Initial Cost: 15  
Maintenance Cost: NA  
Range: touch  
Preparation Time: 0  
Area Of Effect: personal  
Prerequisites: none

With this power, an evil psionicist can cause unnatural aging by touch. (Other psionicists can use this power, too, but their alignment would begin to twist toward evil.) The victim ages 1d4 years instantly and must make a save vs. Psions level at -20. Failure means that the change was traumatic, and he ages another year automatically.

If the psionicist's Power check roll resulted in a 1-5, there is a backlash and he, too, ages 1d4 years.

**Power Score:** Victim ages 2d10 years.

**Open End:** Psionicist ages 1d10 years

### **Alter Features** (psychometabolic devotion)

Power Score: SD/CO -5  
Initial Cost: 6  
Maint Cost: 3/turn  
Range: 0  
Prep Time: 1  
Area of Effect: personal  
Prerequisites: cell adjustment

This power enables the psionicist to alter his appearance by means of a limited control over his facial features. He can change his skin coloration to any normal variation, alter the appearance of his hair, change the color of his eyes, and even adjust the bone structure of his face. The psionicist cannot pass for a member of another species.

If the psionicist passes his power check with a roll of 10 or better, he can mimic the features of a particular individual well enough to fool anyone who relies on appearance only to identify that person. If he is closely examined, the psionicist must make another power check to see if his disguise works.

**Power Score:** The psionicist automatically passes any power checks to protect his disguise.

**Open End:** The psionicist must save versus polymorph or become stuck in his new features.

### **Biofeedback** (psychometabolic devotion)

Power Score: SD/CO -10  
Initial Cost: 6  
Maintenance Cost: 3/round  
Range: 0  
Preparation Time: 0  
Area Of Effect: personal  
Prerequisites: none

Biofeedback is the power to control the flow of blood through one's own body. This power has two key effects.

First, the psionicist can easily control bleeding. As a result, he suffers two fewer points of damage from every attack against him, which causes physical injury.

Second, by flooding key portions of his body with blood, the psionicist effectively cushions blows against him and reduces their effect. The character's AT is increased by 1. This may change the effective armor type the pc is wearing. From at 16 to 17 is chain to plate.

**Power Score:** AT is increased by three

**Open End:** Excessive blood flow results in scattered bruises (-10 to actions) and 10% hit loss

### **Body Control** (psychometabolic devotion)

Power Score:	SD/CO -20
Initial Cost:	7
Maintenance Cost:	5/turn
Range:	0
Preparation Time:	0
Area Of Effect:	personal
Prerequisites:	none

This power allows the user to adapt his body to a hostile environment. The change must be keyed to a specific surrounding: water, acid, extreme heat, extreme cold, an elemental plane, etc. If the power works, the user not only survives, he behaves like a native organism. He can breathe and move normally, suffering no damage from the environment. However, a character who can survive extreme cold is still vulnerable to a cone of cold spell.

**Power Score:** The psionist can adapt himself to a new environment while maintaining the power.

**Open End:** The psionist becomes even more vulnerable, and the environment causes a +25 crit of the appropriate elemental damage per round

### **Body Equilibrium** (psychometabolic devotion)

Power Score:	SD/CO -15
Initial Cost:	2
Maintenance Cost:	2/round
Range:	0
Preparation Time:	0
Area Of Effect:	personal
Prerequisites:	none

This power allows the user to adjust his body weight to correspond to the surface he's standing on. Thus, he can walk on water, quicksand, silt, or even a spider's web without sinking or breaking through. If the user is falling when he activates this power, he falls 120 ft/round, or slowly enough to escape injury. Because of how light-weight the user becomes when this power is in effect, he must be wary of wind gusts, which can easily blow him about.

**Power Score:** The effect lasts up to a day without the maintenance cost

**Open End:** The psionist's weight instantly rises by a factor of 10; he must successfully use this power again to fix the problem

### **Body Weaponry** (psychometabolic devotion)

Power Score:	SD/CO -15
Initial Cost:	9
Maintenance Cost:	4/round
Range:	0
Preparation Time:	0
Area Of Effect:	personal
Prerequisites:	none

This power allows the user to convert one of his arms into a weapon. Virtually any sort of weapon can be imitated, except ranged weapons (such as bows) or any weapon the user isn't proficient with. The arm actually becomes rock, bone, wood, or metal and assumes the weapon's form. It behaves in every respect like a normal weapon of the chosen type, with the bonus that it can't be dropped or stolen.

**Power Score:** The 'armament' is equal to a +5 superior bonus.

**Open End:** The psion must save vs. own level or pass out for 1d10 rounds

### **Carapace** (psychometabolic devotion)

Power Score:	SD/CO -10
Initial Cost:	2
Maintenance Cost:	1/round
Range:	0
Preparation Time:	0
Area Of Effect:	personal
Prerequisites:	none

The psionicist can change his own or another's physical form with this power, creation a chitinous exoskeleton. However, because the skin is heavily damaged in the process, this is generally a last resort to keep a character alive.

The process causes great discomfort. The outer layer of skin turns to very hard, insect-like material, with a huge carapace that gives more protection to the back and head. Any clothing or armor must be removed before the power is used—clothing is torn and ruined, while armor causes the power to fail. Once changed, the character gains a natural AT of 12 on his limbs, front, back and head. Agility and Quickness immediately drop by 50 points, but after ten rounds of getting used to the new joints, the penalty is halved to 25. The character can still be recognized from the front, but his features are contorted and twisted.

Once the power is ended, the character painfully transforms. The exoskeleton breaks away over five rounds, taking most of the skin with it. The character emerges bloodied,

with hit points equal to level (or 1 if he was already severely wounded) and needing at least a full day's rest.

**Power Score:** No additional effect

**Open End:** No additional effect

### **Catfall**

**(psychometabolic devotion)**

Power Score: SD/AG -10

Initial Cost: 4

Maintenance Cost: NA

Range: 0

Preparation Time: 0

Area Of Effect: personal

Prerequisites: none

A character using this power can spring like a cat in the same round, and always land gracefully on his feet. He still suffers damage from falling, but the damage is halved. He can jump down 30 feet without risking any injury at all.

**Power Score:** Distance able to jump is increased to 50 feet

**Open End:** No additional effect

### **Cause Decay**

**(psychometabolic devotion)**

Power Score: SD/CO -10

Initial Cost: 4

Maintenance Cost: NA

Range: touch

Preparation Time: 0

Area Of Effect: 60 lbs.

Prerequisites: none

This power works only against inanimate objects. The psionicist's touch causes instant decay: metal rusts, wood ages and splits, cloth falls to dust. The GM rolls a saving throw for the item touched. If this fails, the item—or a maximum of 60 pounds of it—is consumed by decay within one round.

**Power Score:** the save automatically fails

**Open End:** The first item the psionicist touches decays (no save).

### **Cause Sleep** (psychometabolic devotion)

Power Score:	SD -15
Initial Cost:	4
Maintenance Cost:	2/round
Range:	20 yards
Preparation Time:	0
Area Of Effect:	one creature
Prerequisites:	none

A psionicist with this power can cause other people to fall asleep by manipulating their natural rhythms. The victim receives a saving throw versus the Psion's level to avoid the effect. If the victim fails the saving throw, he or she remains asleep until awakened by injury, water in the face or violent shaking, or until the psionicist ceases to pay the power's cost.

The psionicist suffers a -10 penalty to his power check if his victim has a reason to be exceptionally wakeful. He also suffers a -10 penalty if his victim is a monster of some kind. Thri-kreen and other insects can be placed in a temporary state of torpor with this power, but the psionicist suffers a -20 penalty on his power roll when trying to affect such creatures.

**Power Score:** Victim automatically fails their save

**Open End:** The psionicist falls asleep for 1d10 hours. Nothing will wake him for the duration short of doing at least 1 point of damage to him.

### **Cell Adjustment** (psychometabolic devotion)

Power Score:	SD/CO -15
Initial Cost:	5
Maintenance Cost:	up to 20/round
Range:	0
Preparation Time:	0
Area Of Effect:	individual
Prerequisites:	none

This power allows the user to heal wounds and cure nonmagical diseases—excluding such unnatural diseases as mummy rot and lycanthropy. He can cure a disease in 1 round by spending 5 PSP's and making a successful power check. If the roll fails, the disease is too widespread in the victim's system. The user must continue spending 5 PSP's each round until he succeeds in activating the power. Note that a cure performed through this power doesn't automatically restore lost hit points. However, the user can heal up to 20 points of damage in each subsequent round by spending 2 PSP's per hit point recovered

(20 hit points for 40 PSP's per round maximum). The user can't cure a disease and restore hit points during the same round.

**Power Score:** All disease or up to 30 points of damage is instantly healed for a cost of 10 PSP's.

**Open End:** Psionist suffers 2d10 points of damage, and the patient is unaffected

### **Chameleon Power** (psychometabolic devotion)

Power Score: SD/CO -5  
Initial Cost: 6  
Maintenance Cost: 3/round  
Range: 0  
Preparation Time: 0  
Area Of Effect: personal  
Prerequisites: none

This power changes the coloration of the user's skin, clothing, and equipment to match the nearest background. The match is automatic; the user doesn't choose the appearance. The change takes several seconds to occur. As the user moves, the coloration shifts to reflect any changes in the surroundings.

This power makes the user extremely difficult to spot. For every round the power is in effect and the user remains still, he can avoid detection simply by making a successful power check. If the user moves, the power check is reduced by 15 when he makes it. Chameleon power is most effective in natural surroundings, where the user's coloration can best conceal him. In an urban setting, or in an area without natural cover during broad daylight, the power score is halved (round down).

**Power Score:** The psion's power score gains a +15 bonus during 'hiding' checks

**Open End:** the psion's colorations clash strongly with the background. He sticks out like a sore thumb

### **Chemical Simulation** (psychometabolic devotion)

Power Score: SD/CO -20  
Initial Cost: 9  
Maintenance Cost: 6/round  
Range: touch  
Preparation Time: 1  
Area Of Effect: varies  
Prerequisites: none

With this devotion, a psionist can make his body simulate the action of acids. The character secretes an "acid" through his hand. Any item he touches and holds briefly must



make a saving throw or be dissolved. If used as a weapon, this acid cannot inflict more than an 'A' acid crit, though it can cause considerable pain.

**Power Score:** All normal items automatically fail their saves.

**Open End:** Acid oozes from the psion's sweat glands. All items touching his skin must save or dissolve

**Displacement**  
(psychometabolic devotion)

Power Score: SD/CO -15  
Initial Cost: 6  
Maintenance Cost: 3/round  
Range: 0  
Preparation Time: 0  
Area Of Effect: personal  
Prerequisites: none

This power resembles the displacer beast's natural ability to make itself appear to be up to 3 feet from his actual location. The psionist decides where this false image will appear. This is a very effective means of protecting oneself from attack, giving the psionist a +10 to his DB. True seeing will reveal the character's real location.

**Power Score:** DB bonus is +20

**Open End:** No additional effect

**Double Pain**  
(psychometabolic devotion)

Power Score: SD/CO -15  
Initial Cost: 7  
Maintenance Cost: na  
Range: touch  
Preparation Time: 0  
Area Of Effect: individual  
Prerequisites: none

By touching another person, the psion greatly lowers that character's pain threshold. (Even a little scrape will feel like a serious injury) the effect lasts one turn. During that time, all damage scored against the character is doubled. However, only half of this damage is real; the other half represents the amplified pain. When the character's total of real damage and pain reduces his hit points to zero or below, he passes out. He will regain consciousness 10 rounds later. At that time he also regains 'fake' HP – those lost only to pain.

If the victim does not pass out in one turn, damage scored against him is no longer doubled. However, the points of 'pain damage' which he has already incurred will remain in effect for another 1d10 rounds.

**Power Score:** the victim must make a save vs. the psions level at -45 for each attack that hits, or pass out due to the excruciating pain.

**Open End:** The power backfires and affects the psionist for one hour.

### **Ectoplasmic Form** (psychometabolic devotion)

Power Score:	SD/CO -20
Initial Cost:	9
Maintenance Cost:	9/round
Range:	0
Preparation Time:	1
Area Of Effect:	personal
Prerequisites:	none

With this power a psionist converts himself to ectoplasm, (a fine-spun, smoky substance). He becomes insubstantial, ghostlike, and able to walk through solid material as if it didn't exist. The psionist is still visible as a wispy outline. He moves at his normal movement rate and in the normal fashion (e.g., if he couldn't fly before, he can't now).

The psionist can also convert the following to ectoplasm: his clothing, armor, and up to 15 pounds of equipment that he's carrying.

**Power Score:** Maintenance cost is only 3 PSP's per round

**Open End:** The psion's items become ectoplasmic, but he does not. He must use the power again (successfully) to retrieve them.

### **Enhanced Strength** (psychometabolic devotion)

Power Score:	SD -15
Initial Cost:	varies
Maintenance Cost:	varies
Range:	0
Preparation Time:	0
Area Of Effect:	personal
Prerequisites:	none

A psionist can increase his physical Strength score to a maximum of 100 through this devotion. The PSP cost is twice the number of points he adds to his Strength score. (If he fails, he loses half this amount; see Chapter 1.) The maintenance cost per round equals

the number of Strength points he has added. Physical Strength cannot be raised above 100 psionically.

**Power Score:** Can raise ST stat to max of 103 (must have PSP's to do so)

**Open End:** ST stat is decreased (to minimum of 5) by the roll for 1d4 turns

### **Expansion** (psychometabolic devotion)

Power Score: SD/CO -10  
Initial Cost: 5  
Maintenance Cost: 2/round  
Range: 0  
Preparation Time: 0  
Area Of Effect: personal  
Prerequisites: none

The psionicist can expand his own body proportions in any dimension: height, length, width, or thickness. He can increase any or all of these proportions by 50% of their original size per round. Maximum expansion is four times original size. This power has no effect on clothing or equipment. Ability scores don't increase either. In other words, the character does not grow stronger simply because he became taller. However, being very big often has other advantages.

**Power Score:** Maximum expansion becomes 10 times and the rate is 100% per round

**Open End:** The psionicist shrinks by 50% until fixed by this power

### **Flesh Armor** (psychometabolic devotion)

Power Score: SD/CO -15  
Initial Cost: 8  
Maintenance Cost: 4/round  
Range: 0  
Preparation Time: 0  
Area Of Effect: personal  
Prerequisites: none

The psionicist transforms his own skin into non-magical armor. No one can see the change, but it's as if he had actually acquired some type of armor. The type of armor his body mimics depends on the degree of success on the power check, as shown in the following table:

<u>Power Check</u>	<u>Result</u>
-1 to -9	left hand functions as a shield, AC 9
-10 to -19	soft leather, AT 8

-20 to -29	hard leather, AT 10
-30 to -39	animal hide, AT 12
-40 to -49	chain mail, AT 14
-50 and above	plate mail, AT 17

Because this armor is part of his body, the psionist can enjoy its benefits without suffering any penalty he might have if he were actually wearing that type of armor. The armor created by this power weighs nothing, has no magnetic properties, and in no way encumbers the psionist. Its effects may be combined with rings of protection.

**Power Score:** the armor acts as if it was +5 superior

**Open End:** The power just grows a thick black hair over all of the psion's body. Until he shaves it off, he suffers a -15 to all encounter/reaction rolls.

### **Graft Weapon** (psychometabolic devotion)

Power Score:	SD/CO -25
Initial Cost:	10
Maintenance Cost:	1/round
Range:	touch
Preparation Time:	0
Area Of Effect:	personal
Prerequisites:	none

With this power the psionist can graft any one-handed melee weapon directly onto his body. He picks up the weapon, activates this power, and the weapon becomes an extension of the character's arm. Assuming the character is proficient with that type of weapon, he gains a +1 bonus to attack rolls and damage. If he is not proficient with the weapon, he suffers the usual nonproficiency penalties, but still gets the +1 bonus.

**Power Score:** The bonus is now +4

**Open End:** The weapon has been weakened: it will break on any attack roll of 1.

### **Heightened Senses** (psychometabolic devotion)

Power Score:	SD/CO -15
Initial Cost:	9
Maintenance Cost:	4/round
Range:	0
Preparation Time:	24 hours
Area Of Effect:	personal
Prerequisites:	none

This power allows the user to sharpen all his normal senses: sight, hearing, taste, smell, and touch. (DM's might allow other applications as they see fit.) With heightened senses, the user has a good chance to notice thieves hiding in shadows or moving silently. This is represented by a thief's skill chance being cut in half if someone with heightened senses is observing him. Even if the thief is already hidden, he must roll again when the user of this power enters the area.

Someone with heightened senses can also track by sense of smell. He must make a Perception check every turn to stay on the trail or to recover it if he loses it. While tracking, the user's movement rate is reduced by 50%. The trail can be no more than 24 hours old. Ranges for the user's hearing and seeing are tripled while this power is in effect. Further, he can ingest small quantities of possibly poisoned or impure foods, identifying the substance without causing himself harm. The user can identify almost anything by touch. He can identify any item he has previously handled and can also tell if an item was handled in the last five minutes.

**Power Score:** One of the heightened senses (random) stays with the Psion for a full day.

**Open End:** One of the psion's 5 senses (random) is lost for 1d12 hours.

### **Immovability**

#### **(psychometabolic devotion)**

Power Score:	SD/CO -25
Initial Cost:	9
Maintenance Cost:	6/round
Range:	0
Preparation Time:	0
Area Of Effect:	personal
Prerequisites:	none

When a psionicist makes himself immovable, he is exactly that. A tremendous amount of force is required to uproot him from his spot.

Moving the psionicist requires a combined Strength total that is at least 10 times greater than his immovability score (CO -5). If a character is pushing the psionicist, and makes a successful maneuver roll, that character can double the Strength he's contributing to the total. Even if a group manages to move the psionicist once, they may not be able to move him any easier the next time. The psionicist remains immovable until he stops maintaining the power.

This power has nothing to do with weight. A character will not crash through the floor because he made himself immovable. He has instead attached himself to the fabric of the universe, which is considerably more powerful than the strongest castle. He does, however, need a horizontal surface as an anchor.

If the psionist's power check results in a 1-5, he attaches himself so well that even he can't break free simply by shutting off the power. He must pay the initial cost again (9 PSP's) to free himself.

**Power Score:** CANNOT move the psionist.

**Open End:** Power won't stop. It is maintained until the Psion runs out of PSP's

### **Lend Health** (psychometabolic devotion)

Power Score: EM/SD/CO -5  
Initial Cost: 4  
Maintenance Cost: NA  
Range: touch  
Preparation Time: 0  
Area Of Effect: individual  
Prerequisites: none

Lend health is a power of healing. The psionist who makes a successful power check can transfer his own hit points to someone else he is touching. Each hit point transferred heals one point of damage. The character can transfer as many points as he wants to in a single round.

If the psionist tries to transfer hit points when he has fewer than five remaining, he must make another power check. If this fails, he cannot transfer the points. In any case, he cannot transfer hit points if he has only one remaining.

The beneficiary of this power can never exceed his normal, healthy total of hit points.

**Power Score:** Every point drained from the psion heals 2 points in the target.

**Open End:** The psionist suffers all the wounds, which the target currently has. No one heals.

### **Mind Over Body** (psychometabolic devotion)

Power Score: SD -20  
Initial Cost: 10  
Maintenance Cost: NA  
Range: 0  
Preparation Time: 1 hour  
Area Of Effect: personal  
Prerequisites: none

Mind over body allows the user to suppress his body's need for food, water, and sleep. In exchange for one hour of meditation per day, all of the psionist's physical needs are overcome. He does not feel hunger, exhaustion, or thirst, nor does he suffer any ability reductions for privation.

The psionicist can also suppress the basic needs of others while suppressing his own. To do so, he must pay an additional 10 PSP's per person and spend an additional hour of meditation per person. Each person being aided must be in physical contact with the psionicist throughout the entire period of meditation. Usually, all the characters hold hands, forming a continuous line or circle.

The psionicist can survive in this fashion for a number of days equal to his experience level, or 10 days, whichever is more. At the end of that time, he collapses from exhaustion. He must then rest one day for every two days spent sublimating his body's needs. Or he can be restored through 24 hours of complete healing. These rules also apply to any characters the psionicist has aided.

**Power Score:** No additional effect

**Open End:** No additional effect

### **Photosynthesis** (psychometabolic devotion)

Power Score: CO -10

Initial Cost: 5

Maint Cost: 2/turn

Range: 0

Prep Time: 1

Area of Effect: personal

Prerequisites: none

A psionicist can gain energy and rejuvenation from the energy of the sun by using this power. For each turn that he rests in a sunny area while using photosynthesis, he heals one hit point from any damage he may have sustained. If the psionicist maintains photosynthesis for an hour or more, he satisfies his need for one meal that day and only requires half of the water he would normally have to drink.

The psionicist must remain still while using the power, or he gains no benefit from it.

**Power Score:** The psionicist completely fills his daily requirement for food and water with one turn of rest while using photosynthesis.

**Open end:** The psionicist lapses into a light doze and sleeps until roused or darkness falls.

### **Reduction** (psychometabolic devotion)

Power Score: SD/CO -10

Initial Cost: varies

Maintenance Cost: 1/round

Range: 0

Preparation Time: 0

Area Of Effect: personal

Prerequisites: none

This power is the reverse of expansion. The psionicist can reduce his body's dimensions along any or all axes: height, length, width, or thickness. The change amounts to 1 foot per PSP spent, until the dimension being affected is 1 foot or less. After that, the psionicist can halve his dimensions each time he spends a PSP.

For example, let's assume Magnilda (a dual-class psionicist and warrior maiden) stands 6 feet tall. Five strength points reduce her height to 1 foot. Three more strength points halve her size three times: to 6 inches, then 3 inches, and finally to 1.5 inches.

Now let's assume Magnilda only wants to make her arm thin enough to slide through a keyhole. At its thickest point, her arm measures 4 inches across. Three strength points will reduce the thickness of her arm to 1/2 inch (from 4 to 2, then to 1, then to 1/2) without altering its length at all. She can now slide her arm through the keyhole and unlock the door from the inside.

**Power Score:** Each PSP spent results in twice the described effect (if desired).

**Open End:** The psionicist doubles his size, and stays that way for an hour or until he uses the power again to correct it.

### **Rigidity**

#### **(psychometabolic devotion)**

Power Score: SD -15  
Initial Cost: 5  
Maintenance Cost: 3/round  
Range: 30 yards  
Preparation Time: 0  
Area Of Effect: personal  
Prerequisites: none

This power stiffens the joints and musculature of the affected creature, slowing it gradually until it can barely function. Only man-sized creature or smaller can be affected. Most undead, such as skeletons and zombies, are affected, but non-corporeal creature are not.

The power's effectiveness is measured in stages. The first stage is attained after the initial cost and successful power roll. The second stage is reached on the first round that the power is maintained, and the third stage on any rounds the power is maintained after that. After maintenance stops, the creature gradually recovers its agility, one stage per round until normal. The effects of each stage are shown below:

<u>Stage</u>	<u>OB Penalty</u>	<u>Init Penalty</u>	<u>DB Penalty</u>
1	-5	+10	-5
2	-15	+20	-20
3	-30	+35	-35

Affected creatures have difficulty communication physically, and their powers of observation are severely impaired. Spellcasters cannot perform somatic and verbal components if beyond stage one.



**Power Score:** No additional effect

**Open End:** No additional effect

### **Share Strength**

**(psychometabolic devotion)**

Power Score: SD/CO –20

Initial Cost: 6

Maintenance Cost: 2/round

Range: touch

Preparation Time: 0

Area Of Effect: individual

Prerequisites: none

The psionicist can effectively lend his physical Strength to another character. The psionicist sacrifices two of his own Strength points (ability points, not PSP's) for every single point the recipient gains. This transfer remains in effect until the psionicist stops paying the devotion's maintenance cost; then all points return in one round. If the recipient is killed before the psionicist gets his Strength points back, the psionicist's Strength score is permanently reduced.

If the psionicist's die roll is a 1-5, he must expend three points for each point his pal gains, instead of two for one.

**Power Score:** Point transfer is 1:1

**Open End:** The Psion loses 5 points from his temp ST stat. If he fails a save vs. his own level, it is off his Pot stat.

### **Spider Touch**

**(psychometabolic devotion)**

Power Score: SD/CO –15

Initial Cost: 4

Maint Cost: 2/round

Range: 0

Prep Time: 0

Area of Effect: personal

Prerequisites: none

This power allows the psionicist to form strong, sticky pads on her fingers and toes. She can use these pads to adhere to almost any natural surface. While she maintains spider touch, the psionicist can climb or move across vertical walls and cliffs at her normal movement rate with no fear of falling.

As a secondary effect, the psionicist's gripping Strength increases to 20 for purposes of keeping hold of items.

**Power Score:** The psionicist gains spider-like agility and receives a +10 bonus to Agility for as long as she maintains the power.

**Open End:** The psionicist gets stuck to the surface during the climb and can not release herself.

### **Suspend Animation**

**(psychometabolic devotion)**

Power Score: SD -20  
Initial Cost: 12  
Maintenance Cost: 6/round  
Range: touch  
Preparation Time: 0  
Area Of Effect: individual  
Prerequisites: none

With this power a psionicist can "play dead"—bringing all life functions to a virtual halt. Only the most careful examination will show that the character is still alive. Even psionic powers such as life detection and ESP will not turn up any evidence of life unless those powers are maintained for at least three minutes. Use of the probe power will detect life immediately.

The psionicist can remain in suspended animation for a number of weeks equal to the results of his power check—or less. When he wishes to put himself to sleep, he first decides when he wants to wake. Then he makes his power check. If the number rolled is less than the time he hoped to be "suspended," he awakens prematurely.

Another willing character can also be suspended for the same PSP cost (not at the same time as the psionicist, however). This has a preparation time of one hour and a range of touch.

**Power Score:** No additional effect

**Open End:** No additional effect

## PSYCHOPORTATION

### SCIENCES

#### **Banishment**

(psychoportive science)

Power Score:	RE/ME -5
Initial Cost:	30
Maintenance Cost:	10/round
Range:	5 yards
Preparation Time:	0
Area Of Effect:	individual
Prerequisites:	Teleport

With this power, the user can teleport a creature against its will to a pocket dimension and hold it there for as long as he chooses to continue spending 10 PSP's per round. The creature being banished must be within 5 yards of the user. The pocket dimension is featureless, with a benign environment—hot or cold, light or dark, but not so much as to cause injury.

The banished creature returns to its original location as soon as the user stops paying the PSP cost. This boomerang feature won't harm the creature. If the creature has access to the Astral or Ethereal Planes, or if it can teleport between planes, it can try to return that way. However, if the banisher is still maintaining the power, a psychic contest takes place. If the banisher wins, the victim is prevented from returning.

**Power Score:** The banished figure cannot return of it's own accord; it must wait until it is allowed to return.

**Open End:** Both the intended target AND the Psionicist are banished to the same place. The other figure bounces back when the Psion stops paying the maint cost, but the psion does not. He must find another way back.

#### **Planar Transposition**

(High Science)

(psychoportive science)

Power Score:	SD/IN/ME -35
Initial Cost:	65+
Maintenance Cost:	1/10 <sup>th</sup> initial cost/round (round up)
Range:	150 yards
Preparation Time:	0
Area Of Effect:	30 ft cube
Prerequisites:	Summon Planar Energies, Summon Planar Creature

Planar transposition is the High Science of Psychoportation. This powerful ability allows the psionicist to switch a portion of the Prime Material Plane for a portion of another plane. If the psionicist transposes his surroundings with one of the Inner (Elemental)

Planes or the Ethereal or Astral Planes, the power's cost is 65 PSP's. If he actually summons a portion of an Outer Plane, the power's cost is 130 PSP's.

The psionicist may attempt to switch a larger area than the normal 30-foot by 30-foot cube. For each additional 30-foot cube he attempts to transfer, the Power Score receives a -5 penalty. The psionicist may instead transpose a donut-shaped ring 10 feet in diameter on the inside and 10 feet wide. The transposed planes remain switched for as long as the psionicist pays the maintenance cost.

The exact effects of this power are left to the DM, but some guidelines apply. Inanimate objects can be partially transposed, so a castle may be half in the Prime Material Plane with the psionicist and half in the Elemental Plane of Fire. However, living creatures are either all in or all out. If a creature wanders away from its transposed area into the new surroundings, it doesn't return when the psionicist drops the power. Note that the psionicist may accidentally transpose an extra-planar creature when he grabs a chunk of its home plane and brings it to Athas.

The planes are not interrupted by their transposition; a piece of the Elemental Plane of Fire remains a roaring source of heat, transposing the base of a tower will not cause its top to fall, and so on. However, the new surroundings may affect the transposed areas eventually. A portion of Athas sent to the Plane of Magma would return a scorched wasteland.

Some possibilities with planar transposition include: creating a temporary oasis by transposing bare desert for a piece of the Elemental Plane of Water, opening a passage through a mountain by transposing a portion of the Ethereal Plane; sending a tower filled with enemy soldiers to the Abyss for a time (no telling what'll be in it when the tower comes back...); or hiding by surrounding oneself with a donut-shaped area of the Demiplane of Shadow or the Quasi-elemental Plane of Steam.

**Power Score:** No additional effect

**Open End:** No additional effect

### **Probability Travel**

**(psychoportive science)**

Power Score:	ME/RE -10
Initial Cost:	20
Maintenance Cost:	8/hour
Range:	unlimited
Preparation Time:	2
Area Of Effect:	individual+
Prerequisites:	none

With probability travel, a psionicist can traverse the astral plane physically as if he's in astral form. This power has a distinct advantage over magical astral travel. When a wizard

uses the astral spell, he forms an astral body, which remains connected to his material body by a silvery cord. In contrast, a psionicist using probability travel never leaves his physical form; he brings it along. He has no cord, so, unlike the wizard, he can never die because his cord has been severed. (On the other hand, he can still be blown to bits.)

The astral plane boasts nothing that would attract tourists, but its two-dimensional color pools serve as highways to the outer planes. These pools, scattered randomly throughout the astral plane, provide connections to all surface layers of the outer planes.

Travel through the astral plane is speedy: 10 yards per minute per Intelligence point. However, distance on the astral plane does not equate to distance on other planes. After 1d6+6 hours of travel, the traveler reaches the color pool he sought. There is a flat 75% chance that this pool leads to the exact destination the character wants. Otherwise, it is at least 10 miles off target—maybe more.

The psionicist can take other persons (as defined by the charm person spell) along on his probability trip. Each passenger costs 12 extra PSP's initially, plus 4 extra PSP's per hour, and adds one-half hour to the time needed to find the correct color pool. Passengers must travel voluntarily; this power cannot drag a character into the astral plane against his will.

Combat on the astral plane is unusual. The traveler's physical body cannot affect astral bodies in any way. However, psionic powers do work against the minds of astral travelers. Most magical items do not work in the astral plane. Magical items which are keyed to a particular plane do function there, often with enhanced effect.

If the psionicist simply turns off this power while in the astral plane, he doesn't leave. Instead, he's stranded, unable to move except by physically pushing off of solid objects (which are extremely rare in the astral plane). He's also stranded if he runs out of PSP's or is knocked unconscious on the astral plane. The only exit from this plane is a color pool.

**Power Score:** The color pool is right where the character wants it to be

**Open End:** The PC attracts the attention of an astral creature. GM's discretion as to reaction of said creature.

### **Summon Planar Creature** (psychoportive science)

Power Score:	ME/RE -20
Initial Cost:	40/20 or 80/40
Maintenance Cost:	NA
Range:	200 yards
Preparation Time:	12
Area Of Effect:	one creature
Prerequisites:	Teleport

With this power, the user can reach into another plane, grab whatever creature he happens to find there, and teleport it to his own plane. The creature is disoriented for 1 round after arriving, suffering a –10 penalty on all die rolls for initiative, attacks, and saving throws. The user can make the summoned creature appear anywhere within 200 yards of his position. The PSP cost is 40 for a creature from the Astral or Ethereal Planes, 80 for one from the Inner or Outer Planes. Failure costs half the indicated PSP's.

The user chooses the plane from which the creature will come. He doesn't choose the creature, however; that's determined at random. A creature from the Elemental Planes is usually an elemental of the appropriate type. A creature from the Outer Planes could be a native or a visitor.

This power offers no control over the summoned creature and doesn't return it to its home plane after a set amount of time—it merely teleports something from there to here. To be rid of the creature, the user must banish it, teleport it again, kill it, or somehow control it.

**Power Score:** The creature can appear within 1000 yards of psionicist

**Open End:** The creature appears within 10 ft of psionicist

### Summon Planar Energies (psychoportive science)

Power Score: SD/IN/CO -30  
 Initial Cost: varies  
 Maintenance Cost: varies  
 Range: 60 yards  
 Preparation Time: 2  
 Area Of Effect: Special  
 Prerequisites: none

Some psionicists can use their minds to unlock the alien energies of other planes. A character with this ability can summon energy from the planes and use it to attack her enemies. Some planes are more useful than others for this purpose—the Para-elemental Planes and Quasi-elemental Planes are most useful for summoning harmful energy.

Plane	Attack Type	Crit Type	Power Score Mod*	PSP Cost	Maint Cost
Fire	Flame	'A' Heat	0	25	10
Sun	Heat Ray	'B' Heat	–5	35	10
Magma	Lava	'E' Heat	–10	50	15
Radiance	Incandescent	'B' Stun	–10	25	NA
Lightning	Lightning	'B' Electrical	–10	20	10
Salt	Dehydrating	'B' Stress	–10	20	10
Ash	Cold	'B' Cold	–10	15	5
Positive	Energy	'B' Aether	–40	40	20

Negative      Energy      'B' Nether      -50      60      30

\*This modifier does indeed lower the Power Scores needed to use the power. It's harder to access the plane of negative and Nether than it is to access the plane of fire.

**Flame** attacks fill a 10-foot cube and cause another crit of same severity in the following round.

**Heat** rays strike two times, inflicting separate critical damage per hit. They can affect two targets.

**Magma** affects one target, but inflicts another crit of 'D' severity in the following round and another of 'C' severity in the third round, and so forth until the sixth round when damage stops.

**Incandescent** attacks strike twice in a round and can affect one or two targets.

**Lightning** affects all creatures in a path 5 feet wide between the psionicist and the target.

**Dehydrating** attacks affect all creatures in a 10 foot cube and affect victims as a ray of enfeeblement.

**Cold** attacks affect all creatures in a cone 20 feet wide, with its point at the psionicist's location.

**Energy** attacks affect one target. Nether and Aether attacks are very violent and damaging to the victims as they are a combination of ALL the elements put together, in a swirling maelstrom of conflicting energies.

Regardless of the form of energy used, the victim may attempt a saving throw versus spells for half damage. This power is very taxing, and if a psionicist attempts to summon planar energies more than twice in a single day, she must save versus spells or fall unconscious for 1d6 turns.

**Power Score:** All Damaging effects are doubled

**Open End:** Psionicist is the target of the effect.

**Teleport**  
(psychoportive science)

Power Score: ME/RE/IN  
Initial Cost: 10+  
Maintenance Cost: NA  
Range: infinite  
Preparation Time: 0  
Area Of Effect: personal  
Prerequisites: none

This power allows the user to travel to a familiar spot. Teleport is instantaneous and always takes a character to a fixed location. There is a slight audible pop at both ends, signaling use of the power. The destination must be a place the user knows or can picture mentally. Even if the user never has been there, he may still know a location via use of ESP or another power. He can also teleport to a place even if it has changed from the way he pictures it; rearrangement won't hamper the teleport power.

Restraints don't affect this power. The user can bring his clothes, small items, and equipment (up to one-fifth of his body mass). Doubling the amount of PSP's spent to activate the power lets the user carry up to three times his body mass, or to take along up to two others he has a firm grasp on. The cost to use this power varies with the distance traveled, as indicated below.

<u>Distance</u>	<u>PSP Cost</u>	<u>Power Score</u>
10 yards	20	+5
100 yards	20	0
1,000 yards	30	-5
10 miles	40	-10
100 miles	50	-15
1,000 miles	60	-20
10,000 miles	70	-25
Interplanetary*	100	-30

\* Teleport only works within a given plane.

**Power Score:** The PSP cost is reduced by 20%, rounded up

**Open End:** No additional effect



## Teleport Other (psychoportive science)

Power Score:	ME/RE -15
Initial Cost:	20+
Maintenance Cost:	NA
Range:	10 yards
Preparation Time:	0
Area Of Effect:	up to 3 creatures
Prerequisites:	none

This power is identical to teleport, except that it is used to teleport characters other than the user. The user stays where he is while someone else is teleported. The character must be willing to be teleported or otherwise have an open mind. If the user pays twice the usual PSP cost, he can teleport up to three characters—provided they are firmly grasping one another.

<u>Distance</u>	<u>PSP Cost</u>	<u>Power Score</u>
10 yards	20	+5
100 yards	20	0
1,000 yards	30	-5
10 miles	40	-10
100 miles	50	-15
1,000 miles	60	-20
10,000 miles	70	-25
Interplanetary*	100	-30

\* Teleport other only works within a given plane or crystal sphere.

**Power Score:** The PSP cost is reduced by 20%, rounded up

**Open End:** All would-be teleporters are seriously disoriented. They cannot use any special abilities (cast spells, Psionics, etc) and are at -25 to all die rolls for 1d4 rounds

## Time Travel (psychoportive science) (High Science)

Power Score:	RE/ME/IN -40
Initial Cost:	20+
Maint Cost:	8/hour
Range:	0
Prep Time:	8
Area of Effect:	special
Prerequisites:	teleport, time shift, 30 <sup>th</sup> level

Some psionicists can extend their teleportive powers into the time stream and journey to different times. The psionicist may jump a day or two into the past or future, or he can attempt a mind-boggling journey across millennia. Generally, the farther a psionicist travels in time, the more costly it is to make the trip.

If the psionicist also knows the teleport other power, he may attempt to bring along one companion per level for an additional cost of 20 PSPs each. While the psionicist is gone, time keeps running in his normal setting—if he spends eight hours in the past, he must return to a point eight hours after the time he left.

<b>Distance</b>	<b>Initial Cost</b>	<b>Power Score Modifier</b>
1 day or less	20	0
1 week	30	-5
1 month	40	-10
1 year	50	-15
10 years	60	-20
100 years	70	-25
1,000 years	80	-30
10,000 years +	100	-40

**The Past:** In the short term, the psionicist may wish to alter recent events by warning someone not to do something that he knows will turn out badly. He may travel back an hour to tell his companions (and his past self) not to storm the fortress, or whatever. The party may get a chance to replay the events in question—but the psionicist had better remember to go back and warn himself, even if things do turn out better, otherwise he will never receive the warning.

In the long term, the psionicist may try to recover lost information by speaking to people long dead. He may try to kill his enemies by assassinating their forebears. If the character tries to alter history, the DM should decide if he succeeds or fails. Sometimes the character's actions may have unexpected ramifications. For example, by killing Kalak the Tyrant in his youth, the PC may pave the way for an even more terrible despot to arise.

The DM should be guided by two principles: once an event has been changed once, it can never be changed again; and secondly, events tend to have a historical inertia. In other words, things have a way of working themselves out to be the same no matter what the psionicist does. The more important the event, the more difficult it is to change it.

**The Future:** The psionicist can journey to the future to see how an action will turn out or to uncover information not available in his own day. Like the past, the future is malleable; even the fact of the psionicist's visit changes the course of events, in innumerable ways. Once the psionicist has glimpsed the future, historical inertia takes over and begins to bend events to follow the revealed timeline. This destiny can only be avoided with great difficulty once it comes into being.

Whatever happens in the past or the future, the DM should use this power to make things more interesting. Ignore or apply paradoxes as desired to make the PC's life more entertaining and to keep the story going.

**Power Score:** No effect.

**Open End:** The psionicist must save versus spells or become dislocated in the time stream, landing at a random point in his proposed journey and assuming that as his native time. So, going too far might make for a long road back.

## **Wormhole**

(psychoportive science)

(High Science)

Power Score:	ME/RE -10
Initial Cost:	24+
Maintenance Cost:	8+
Range:	20 yards
Preparation Time:	1
Area of Effect:	special
Prerequisites:	Teleport, Dimensional Door, 30 <sup>th</sup> Level

With this power, a psionicist can open a door between two points, no matter how far apart they may happen to be (at least theoretically). It resembles the devotion dimensional door, but on a much larger scale. The psionicist must open one end within 20 yards of himself, although the portal may have any orientation and be any size up to 10 feet by 10 feet square. If the psionicist wishes to, he can try to make the wormhole larger; each doubling in portal size adds an additional -2 penalty to the power check.

The other end of the wormhole will be of identical size and can be placed at any point the psionicist has ever seen. It can also be positioned at any place he can reference from here he currently is—for example, “10 miles east of where I am now”—whether or not he has ever actually been there.

The distance spanned by the wormhole will affect its PSP cost as shown below.

<b>Distance</b>	<b>Initial Cost</b>	<b>Maintenance Cost</b>
100 yards	24	8/round
1,000 yards	36	12/round
10 miles	48	16/round
100 miles	60	20/round
1,000 miles	72	24/round
10,000 miles	100	30/round
Interplanetary	150	50/round

Once created, the wormhole’s entrances remain motionless. Anything can pass through, to be instantly transported to the other side. The psionicist could conceivably transport an entire army or a mekillot wagon by spending enough PSP’s. If an object cannot fit entirely within the wormhole’s mouth, it cannot be transported.

If the psionicist tries to use this power to transport an unwilling creature, the victim gains a saving throw versus spells to avoid being affected.

**Power Score:** The maintenance costs are cut in half.

**Open End:** The psionicist creates a dimensional vortex that transports him 10 to 100 miles in a random (horizontal) direction if he fails a saving throw versus spells.

## **DEVOTIONS**

### **Astral Projection**

#### **(psychoportive devotion)**

Power Score:	ME/RE
Initial Cost:	6
Maintenance Cost:	2/hour
Range:	NA
Preparation Time:	1
Area Of Effect:	personal
Prerequisites:	none

This power allows the user to travel without his physical body by creating an astral form that immediately leaps into the Astral Plane. Only creatures or characters who are also on the Astral Plane can see it. A silvery cord connects the astral body to the physical one. This translucent string stretches 10 feet from the astral body before becoming invisible. If the cord is severed, both the astral and physical bodies die—killing the user. The cord is nearly indestructible, however. It only can be severed by a powerful psionic wind or the silver sword of a githyanki.

The Astral Plane is used to get to other destinations—a distant point on the Prime Material or a location on another plane, for example. When the user reaches his destination, a temporary physical body is formed there. It resembles the user's real body, and the two remain connected by the silvery cord. However, a temporary physical body isn't formed if the user travels to another location on the same plane as his real body. He can view that distant location in astral form, but he can't affect the area in any physical, magical, or psionic way.

**Power Score:** The first color pool found is precisely where the psionist wants it.

**Open End:** The PC attracts the attention of an astral creature. GM's discretion as to reaction of said creature.

### **Blink**

#### **(psychoportive devotion)**

Power Score:	IN/RE
Initial Cost:	7
Maintenance Cost:	3/round
Range:	0
Preparation Time:	0
Area of Effect:	personal
Prerequisites:	teleport

By using the blink power, the psionist initiates a series of random, short-range teleportations that make him very hard to hit in combat. Each round, the psionist will automatically blink once at a randomly determined time in the initiative order, roll d100

and note the initiative number of the blink. In order to strike at the psionicist, his opponents must have a better initiative than his blink time.

Each blink carries the psionicist 3d10 feet in a random direction. (Roll 1d8: 1 = right ahead, 2 = ahead and to the right, 3 = to the right, and so on.) However, the psionicist's blinks will never carry him into a solid object or any kind of danger, such as a fire or cliff-edge.

The psionicist may attempt to strike before he blinks, in which case he must beat his own blink initiative, or he can hold his action until the end of the round.

**Power Score:** The psionicist will automatically blink away before his enemies can strike at him.

**Open End:** A bizarre series of instantaneous blinks leaves the psionicist stunned for 1d4 rounds at a distance of 3d10 feet from his starting location.

### **Dimension Blade** (psychoportive devotion)

Power Score:	SD/CO -5
Initial Cost:	6
Maintenance Cost:	5/round
Range:	0
Preparation Time:	0
Area of Effect:	one weapon
Prerequisites:	duo-dimension

A psychoporter can use her control of dimensions to make her sword into an infinitely sharp blade by making it two-dimensional. Almost any hand-held weapon can be altered with this power, even bludgeoning weapons such as hammers or maces. Only jointed, chain, or rope weapons (such as whips, flails, or nunchuks) cannot be made into dimensional blades.

While this power is in effect, the psionicist's weapon ignores any armor worn by the victim. Only QU and magical protection apply. For example, a gladiator with a +15 QU in hide armor is AT 1 instead of AT 12. In the case of monsters, the DM must decide if the creature's Armor Type is due to thick, armor-like hide or natural quickness. In addition, the blade gains a +10 bonus. The dimension blade can also be used to cleanly sever inanimate objects, such as an opponent's weapon, a stone pillar, or the axle of a wagon. Any object struck by a dimension blade must make an item saving throw versus disintegration or be sliced in half.

**Power Score:** The dimension blade scores double damage in addition to all other benefits.

**Open End:** The weapon the psionicist is trying to affect shatters, inflicting an 'A' slash crit on the psionicist.

### **Dimension Walk** (psychoportive devotion)

Power Score:	SD/CO -10
Initial Cost:	8
Maintenance Cost:	4/turn
Range:	NA
Preparation Time:	2
Area Of Effect:	personal
Prerequisites:	none

With this power, the user opens a vaguely shimmering portal, which lets him travel from place to place in his own dimension by piercing other dimensions at right angles. This has two advantages over a dimensional door. The first being that a dimension walk isn't physically traumatizing, and the second being that the range of travel is greater. The user can actually travel through this dimension at the speed of 21 miles per turn. However, this power allows only the user to travel, and the portal closes behind him instantly.

The user finds himself engulfed in a featureless, inky grayness. He can't see where he is or where he's going. He has only his instinct to guide him, and he must make an Intuition check every turn. If these checks succeed, he'll find himself at his chosen destination when he steps out of the dimensional realm. If any check fails, he strays off course by several miles. The DM can place the character in any location within the maximum distance he traveled from his starting point. It's up to the user to figure out his location, as the power does nothing to help him gain his bearings.

The user can take with him whatever he can carry, though bags of holding and other dimensional devices spill their contents if taken into the gray realm. If anything lives in the gray, it never bothers (or can't interact) with dimension walkers.

**Power Score:** No additional effect

**Open End:** No additional effect

### **Dimensional Door** (psychoportive devotion)

Power Score:	SD/CO -5
Initial Cost:	4
Maintenance Cost:	2/round
Range:	50 yards+
Preparation Time:	0
Area Of Effect:	NA
Prerequisites:	none

With this power, the user opens a human-sized portal that leads to the edge of another dimension. The edge acts as a lightning-quick transit system, carrying travelers to a

destination chosen by the user. A gleaming portal appears in front of him. At the same time, an identical portal appears wherever the user wants it (within the power's range). The door can have any orientation desired. Stepping into either portal allows a character to immediately step out of the other. Both doors remain in place as long as the PSP cost is met.

A door has only one side and no thickness; it doesn't exist from the "back" and can't be used to screen missile attacks. Up to five characters each round can use a door. If a group lines up, 10 can step through a round.

Commuting via this power is disorienting. Indeed, a traveler emerges dazed and can't attack or move for a round. Even just poking a head through a door requires a system shock roll. Failure means the hero loses 50% of his current hit points and passes out for 1d6 rounds. Distances between doors modify the power score, as below:

<u>Distance Between Doors</u>	<u>Power Score Mod</u>
50 yards	0
75 yards	-5
100 yards	-10
150 yards	-15
200 yards	-20

**Power Score:** Transit does not cause disorientation

**Open End:** No additional effect

### **Dimensional Screen** (psychoportive devotion)

Power Score:	SD/CO -15
Initial Cost:	9
Maintenance Cost:	6/round
Range:	0
Preparation Time:	0
Area of Effect:	special
Prerequisites:	Dimensional Door

This power allows the psionicist to wrap a dimensional door around his body to protect him from his enemies' attacks. The screen is a shimmering cylinder as tall as the psionicist that surrounds him at a range of two feet. Any missile or hand-held weapon that strikes the screen is instantly transported to a corresponding point on the other side—so arrows and spears pass through the space occupied by the psionicist without harming him, or even being impeded in their flight.

The protection of the screen also applies to creatures trying to attack with tooth or claw, or other characters trying to grapple the psionicist. They pass through the screen, emerging on the opposite side. Most forms of energy, such as lightning bolts or flames, will also be diverted by the screen.

The dimensional screen has two limitations. First, the psionist can't pierce his own screen with any weapon or form of energy (although some psionic powers may be used to mount indirect attacks on opponents outside the screen). Secondly, the screen fails if an object larger than the screen moves into contact with it—so the psionist can't run through a mountain, or ignore the charge of a raging mekillot.

Clever opponents may find ways to attack the psionist inside his screen. Magical spells that project no energy (gas, charm, Illusion, etc) will have full effect. Psionic powers also may penetrate the screen, as described above.

**Power Score:** The psionist is protected from large objects or creatures by being harmlessly “bounced” away by the dimensional screen.

**Open End:** The psionist is dimensionally doored 30-300 (3d10 X 10) yards in a random direction and stunned for 1d10 rounds if he fails a save versus spells.

### **Dream Travel** (psychoportive devotion)

Power Score:	SD/IN -20
Initial Cost:	1/25 miles
Maintenance Cost:	NA
Range:	500 miles
Preparation Time:	0
Area Of Effect:	personal
Prerequisites:	none

Dream travel is a powerful but unreliable means of getting from here to there. The traveler journeys in his dreams, and awakes wherever his nocturnal wandering carried him. The psionist can even take other characters with him, although it's more difficult than traveling alone. (See "Passengers" below.)

To use dream travel, the psionist must be asleep. Once asleep, he begins fashioning a dream that involves traveling from his present location to his intended destination. At the beginning of the journey, the DM secretly makes a power score roll for the character. If the check succeeds, the psionist will reach his destination. If the check fails, the character will fall short 1% for each point that the die roll missed the power score by.

If the DM wants, this PS roll is all that's required to handle dream travel during a game. However, it's far more satisfying to actually role-play the dream. The player creates the setting and describes his intentions, with the DM interrupting to change things arbitrarily and throw obstacles in the character's path. If the player overcomes the obstacles and solves problems inventively, the DM is justified in giving a bonus to the character's PS roll. If the dream is dull and lifeless, the DM can also penalize the PS roll.

The DM should remember that this is a dream; terrain on the journey may not resemble actual terrain, the character may be completely different, and the world may be completely strange. The length of the dream journey should be approximately the same as the real distance, however, and the final destination should be at least similar to the real destination. Such dream adventures should minimize combat and maximize problems,



puzzles, and surreal atmosphere. If combat does occur, it has no effect on the character physically, but if he is killed, he wakes up, right where he started. All dream journeys take approximately eight hours to complete, successful or not.

**Passengers:** The psionist can bring other characters along with him in the dream. The Power Score is reduced by 5 for each passenger he carries. Passengers must also be sleeping. A single Power check launches everyone on the dream journey. If the roll fails, they still attempt the dream journey but fall short of their target. The psionist must pay the PSP cost of the trip individually for each character accompanying him in the dream.

Intelligent animals can also be drawn into the dream, but normal animals (horses, dogs, falcons, whatever) are very difficult to bring along. The psionist must make a separate power check to draw in each animal and his roll is halved, rounded down, when making this check.

When the dream travelers reach their destination, they awaken. In the place where they lay sleeping, their bodies and any equipment carried or worn fades away. At the same time, they fade into being at their new location, still in sleeping posture, but fully awake.

**Power Score:** No additional effect

**Open End:** The dream is nightmarish. The psionist must save vs. own level or appear dead until violently struck (must do at least 1 point of damage)

### **Duo-Dimension (psychoportive devotion)**

Power Score:	SD/CO -10
Initial Cost:	11
Maintenance Cost:	4/round
Range:	0
Preparation Time:	0
Area of Effect:	personal
Prerequisites:	none

With this power a psionist can alter her own dimensions so that she has height and width, but no depth. She becomes a two-dimensional image that has no thickness; her third dimension is transferred to another plane and remains there as long as she maintains this power. The advantage of this lies in the fact that she simply does not exist if seen from the side, and is thus completely invisible and immune to any attacks from that direction. She can fit through the thinnest cracks by edging sideways, as long as there is vertical clearance for her.

The psionist can move and attack as normal, and she is not invulnerable—she can be attacked normally by any opponent in front of or behind her. While she is two-dimensional, she suffers double damage from any successful attack.

**Power Score:** The psionist's weapon is affected by the dimension blade power at no additional cost.

**Open End:** The psionist vanishes into a weird pocket dimension for 1d6 rounds.

**Ethereal Traveler**  
**(psychoportive devotion)**

Power Score: ME/RE -10  
Initial Cost: 10  
Maintenance Cost: 3/turn  
Range: 0  
Preparation Time: 2  
Area Of Effect: individual  
Prerequisites: none

With this power, the psionicist can psionically teleport himself to the ethereal or to any border ethereal region. With this psychoportation the psionicist simply ceases to exist in the prime material plane and begins to exist in the ethereal, but only in a ethereal form—the psionicist’s physical form is temporarily lost.

In ethereal form, the psionicist cannot be harmed—ethereal objects pass through one another easily. The psionicist cannot, in turn, harm other creatures or objects, or even pick them up or move them about.

The psionicist cannot directly teleport to the inner planes beyond the ethereal, but he can move there in ethereal form by simply crossing the border ethereal. Once he leaves the ethereal he regains his physical form and the power is ended. Otherwise, the power ends when he stops paying maintenance, and his power rematerializes exactly where it was before.

**Power Score:** maintenance cost is reduced to 1/round  
**Open End:** No additional effect

**Phase**  
**(psychoportive devotion)**

Power Score: SD/IN -10  
Initial Cost: 6  
Maintenance Cost: 6/round  
Range: 0  
Preparation Time: 0  
Area of Effect: personal  
Prerequisites: none

This power allows a psionicist to shift his body’s molecules into a different frequency of motion, making him ghostly and transparent to the un-phased world around him. The psionicist can walk through solid matter; his enemies’ weapons will pass right through him, and no physical force or energy can harm him. He can be affected by other phased objects or creatures, though.

A phased character is not affected by gravity. He will retain any falling momentum he has, but when he arrives at the ground he is not harmed. He can move over solid ground

at his normal movement rate, over water or quicksand at one-half normal, and through solid matter at one-quarter his normal move. He moves vertically at 10 feet per round. If the character fails to maintain phasing while passing through matter, he takes 3-30 points of damage, falls into a coma for 1-6 hours, and becomes trapped in the Ethereal Plane.

It is difficult to achieve contact with a phased mind. Any psionic attacks suffer a -4 penalty on their power checks, and the psionist saves at +2 versus any mind-affecting magic or effects. Of course, these same penalties affect the psionist's own attacks while phased.

**Power Score:** The psionist's phased movement rate doubles.

**Open End:** The psionist saves versus own level at +20 or disintegrates.

### **Phase Object (psychoportive devotion)**

Power Score:	SD -15
Initial Cost:	10+
Maintenance Cost:	5/round
Range:	20 yards
Preparation Time:	0
Area of Effect:	one object
Prerequisites:	phase

With this devotion, the psionist can extend her phasing powers to an object. A boulder blocking a tunnel can be phased in order to allow passage, an enemy's sword can be rendered harmless, or a building can be forced to collapse by reducing its supports to an insubstantial form.

The larger an object, the more difficult it is to phase. The rule of thumb is 1 PSP per 10 pounds, with a minimum cost of 10 PSP's. Phasing an object does not harm it. An object being phased cannot be affected by any physical force, but can be affected by other phased objects. A psionist can use this power on his own sword to make it capable of harming another phased character.

Phased objects retain any momentum they had when they were affected, so a catapult missile will continue in its trajectory—it just won't do any damage when it strikes its target. Phased objects that were not moving stay where they were.

If the object is being worn or carried by an unwilling subject, the victim may attempt a saving throw versus spells to avoid the effect.

**Power Score:** The psionist may disintegrate the item if he so chooses.

**Open End:** The psionist must save versus spells or disintegrate a random piece of his own equipment.

### **Pocket Dimension** (psychoportive devotion)

Power Score:	SD/IN
Initial Cost:	14
Maintenance Cost:	3/turn
Range:	10 yards
Preparation Time:	0
Area of Effect:	special
Prerequisites:	none

This devotion allows a psionicist to create a small storage area in extra dimensional space. This storage area is a 5-foot cube, and can contain any amount of weight that will fit in the space provided. The storage area is accessed by a glowing doorway or hatch about 2 feet square. The access always stays in the same place relative to the psionicist, much like a *Tenser's floating disk* follows a wizard around. The access can be changed in size from fully closed to 5 feet square at will by the psionicist.

Any objects placed in the pocket dimension have no weight or bulk; the psionicist could carry 1,000 pounds of rock in his belt pouch, if he desired. However, when the psionicist ceases to maintain the power, the contents of the pocket dimension appear at the location of the access and drop to the ground. It is possible to damage things by placing a large object in a pocket dimension, putting the access in a tight space, and then ceasing to maintain the power.

Living creatures in the pocket dimension exhaust the air supply in about 15 minutes; however, the psionicist can leave the access partially open to allow air to circulate. The psionicist cannot enter his own pocket dimension, but can reach in and retrieve anything inside.

**Power Score:** The pocket dimension may be up to 10 feet on a side, if the psionicist desires.

**Open End:** Anything the psionicist places in the pouch drifts off into an alien dimension and is lost forever.

### **Shadow Walk** (psychoportive devotion)

Power Score:	SD/CO -5
Initial Cost:	9/18
Maintenance Cost:	NA
Range:	1,000 yards
Preparation Time:	0
Area of Effect:	personal
Prerequisites:	none

Shadow walk is a devotion that allows the psionicist to use the Demiplane of Shadow to instantly cross a space between two shadows. The psionicist can step into any shadow larger than his own body and teleport to any other shadow in range. If he can see the

shadow he is teleporting to, the cost is 9 PSP's; if he is teleporting blindly to a shadow that he cannot see from his current location, the cost is doubled. All of the psionicist's equipment and anything he is carrying is transported as well.

This power is usually ineffective in bright daylight or on very dark nights. It works best in twilight conditions. The psionicist may use his own shadow to shadow walk.

**Power Score:** The psionicist may travel to any shadow within two miles.

**Open End:** The psionicist must save versus spells or accidentally summon 1d4 shadows, who appear from his own shadow and attack him.

### **Spatial Distortion** (psychoportive devotion)

Power Score:	ME/RE -20
Initial Cost:	8+
Maintenance Cost:	4+
Range:	100 yards
Preparation Time:	0
Area of Effect:	special
Prerequisites:	none

A psionicist with this power can affect the dimensions of an area, making it larger or smaller than it appears. The base area of effect is a 20 foot cube, but the psionicist can affect a larger area by paying an initial cost of 4 PSP's per extra 20 foot cube he wishes to affect. The maintenance cost is always half of the initial cost. The area of effect can be tailored to the surroundings; for example, the base area of effect applied to a 10 foot wide underground passage would affect an 80 foot length of passage.

Within the area of effect, the psionicist can choose to make the distance twice or one-half what it should be. In the passage above, he can make it appear to be 40 to 160 feet in length. A chasm could be made smaller, so as to be easily crossable, or greater to act as a defense. A friend's fall could be shortened to cause less damage.

Objects must be either wholly in or wholly out of the area of effect. The transition into the area of effect is unnoticeable.

**Power Score:** The psionicist may alter distances from 25% to 400% normal.

**Open End:** The psionicist doubles all distances for himself only for 2d4 hours.

## Summon Object (psychoportive devotion)

Power Score:	ME/SD -20
Initial Cost:	30+
Maintenance Cost:	NA
Range:	special
Preparation Time:	0
Area of Effect:	one object
Prerequisites:	Teleport Object

This devotion allows a psionicist to bring a distant object to him. The item must be a single piece and weigh no more than 100 pounds. Metal is harder to teleport and costs twice as much as normal, while obsidian is very hard to teleport and triples the PSP cost. The actual cost of summon object varies with the distance of the item from the psionicist.

Distance	Initial Cost	Power Score Modifier
10 yards	30	+5
100 yards	35	0
1,000 yards	40	-5
10 miles	50	-15
100 miles	60	-25
1,000 miles	70	-35
10,000 miles	100	-45

The psionicist must be able to either see the object he is teleporting, or he must know exactly where it is. If the psionicist left a steel sword hanging above the fireplace in his home, he can summon the sword—but if someone had moved the sword across the room, he could not summon it unless he used clairvoyance to see where it was.

If the psionicist tries to use this power to remove an object from someone else's person, the victim receives a saving throw versus spells to avoid the effect. Note that any summoned object will appear in the psionicist's hand or on the ground beside him, so it is not possible to use this power to drop boulders on the heads of one's opponents.

**Power Score:** The psionicist pays only half the PSP's required.

**Open End:** The psionicist moves the object from its resting place, but it doesn't show up. It is teleported from its current location a distance equal to its distance from the psionicist, but in a random direction.

**Teleport Lock**  
(psychoportive devotion)

Power Score:	SD -5
Initial Cost:	8
Maintenance Cost:	2/round
Range:	30 yards
Preparation Time:	0
Area of Effect:	one creature
Prerequisites:	Time/Space Anchor

By using this power, a psionicist can prevent another creature within range from teleporting. All forms of teleportation, both magical and psionic, are blocked by teleport lock. A creature attempting to teleport while under a teleport lock must win a psychic contest against the blocking psionicist, using its teleport score (or level for wizards) against the psionicist's teleport lock score.

In addition to interfering with teleportation, this power also prevents magical or psionic blinking and plane shifting. Teleport lock does not prevent travel by dimensional doors or dimension walk, but does prevent shadow walking.

**Power Score:** The psionicist automatically wins any psychic contests he must fight with  
**Open End:** The psionicist must save versus spells or he dragged along behind the subject when the subject teleports. The psionicist suffers an 'A' impact crit and is stunned 2d6 rounds at his new location.

**Teleport Object**  
(psychoportive devotion)

Power Score: SD/ME/RE -10  
Initial Cost: 25+  
Maintenance Cost: NA  
Range: 10 yards  
Preparation Time: 2  
Area Of Effect: special  
Prerequisites: Teleport

This power is identical to teleport and teleport other, except that it teleports objects. This is much more difficult for materials than it is for living creatures. The item to be teleported must be a single piece and weigh no more than 100 pounds. Metal is harder to teleport, and costs double the true weight for this calculation. Obsidian is harder still, counting triple. PSP cost and difficulty increases with distance, according to this table:

<b>PSP</b>	<b>Power</b>	<b>Roll</b>
<b><u>Distance</u></b>	<b><u>Cost</u></b>	<b><u>Modifier</u></b>
10 yards	25	+1
100 yards	30	0
1,000 yards	35	-1
10 miles	45	-2
100 miles	55	-3
1,000 miles	70	-4
10,000 miles	90	-5
Interplanetary*	150	-6

\* Interplanetary teleports are possible only within the same crystal sphere. It is impossible to teleport between crystal spheres or different planes of existence.

If the power roll fails, the points are still expended and the item is unaffected.

**Power Score:** No additional effect

**Open End:** No additional effect

**Teleport Trigger**  
(psychoportive devotion)

Power Score: ME/RE +5  
Initial Cost: 0  
Maintenance Cost: 2/hour  
Range: infinite  
Preparation Time: 0  
Area Of Effect: personal  
Prerequisites: Teleport



This power allows the user to establish a specific event that will instantly activate his teleport power. It is a reflexive event, occurring as soon as the conditions are met without any conscious effort on the part of the user. After successfully rolling the power check, the user must specify where he wants to teleport and define very specifically what conditions will trigger that teleport. These conditions can be anything he chooses, but they must happen in his immediate vicinity to activate the trigger.

When the teleport is triggered, the user must have enough PSP's remaining to pay the teleport cost. (If he doesn't, the power fails to activate.) He must also make a teleport power check. If the roll fails, the power doesn't work. The trigger remains active as long as the user pays the PSP cost.

**Power Score:** No additional effect

**Open End:** No additional effect

**Time Dilation**  
(psychoportive devotion)

Power Score: SD/IN -40  
 Initial Cost: varies  
 Maintenance Cost: NA  
 Range: 0  
 Preparation Time: 0  
 Area of Effect: personal  
 Prerequisites: time travel

This power allows the psionicist to affect the time stream itself, speeding up or slowing down its flow relative to herself. Slowing down the flow of time effectively *hastes* the psionicist, while speeding the time flow slows the psionicist. The amount of the dilation affects the initial cost of the power, as shown below.

Haste	Slow	Cost	Check Modifier
x 2	x 1/10	25	-15
x 3	x 1/20	50	-30
x 4	x 1/50	75	-50

If the psionicist hastes herself by slowing down the time stream, she can maintain the power for a number of rounds (her own, not everyone else's) equal to her level. Movement, physical attack rates, and even spellcasting and psionic powers increase as well. However, any spell or psionic power that leaves the psionicist's accelerated time stream (for example, casting *fire bolt* at or attempting to contact a nontime-dilated target) stands a chance of being disrupted. Each time the psionicist tries to do this, she must make a saving throw versus spells to successfully use her spell or devotion in the normal time stream.

If the psionist slows herself by speeding up the time stream, the power lasts a number of her own turns equal to her level—so a 6<sup>th</sup>-level psionist with a 1/20 factor of dilation can make 6 of her own turns stretch out for 120 turns (20 hours!) in the outside world. She can end the power at anytime, but her perceptions are slowed so much that she is automatically surprised by any enemy that approaches. Note that the psionist consumes food and water and is affected by things like poison at her own pace, so this power can be used to reduce water consumption to zero or to *slow poison*.

If the psionist is maintaining any other psionic powers, they are paid for only on her subjective rounds. If a psionist was on a ship that sank, she could use levitation and time dilation to hover over the sea until another ship came along, since she is only paying the maintenance cost for levitation in her own creeping time frame.

**Power Score:** The rate of dilation is increased one step at no additional cost.

**Open End:** The psionist fails the dilation and must save versus spells or age 1d10 years.

### **Time Shift**

#### **(psychoportive devotion)**

Power Score:	ME/RE -10
Initial Cost:	16
Maintenance Cost:	NA
Range:	0
Preparation Time:	personal
Prerequisites:	none

Time shifting allows the psionist to travel up to three rounds into the future and observe things until time catches up with him. He sees everything frozen around him just as it will be when that moment in the future actually arrives.

The psionist enters a different reality when he uses this power. No one in the "still life" that surrounds him can see or detect him in any way. He can move freely through the environment, putting himself wherever he wants to be when he returns to normal time. But he cannot affect anything around him, nor can anything affect him. Even two time-shifted characters are completely invisible to each other. To the people in real time, the character simply vanishes and then reappears sometime later.

The character does not exist for any normal game purpose during the period when he is time shifted. If, for example, a fireball spell detonates in the room while the character is time shifted, the character is completely protected against its effects. In fact, unless the blast leaves visible effects (charred walls or corpses or sulfurous fumes), the character won't even know it happened. He sees none of the intervening events.

Time shifting offers an obvious advantage in combat. A psionist can leap one round into the future and maneuver into position for an attack. In that case, the shifter receives a +20 bonus to his attack roll. With enough time, he could even escape.

How long does a time shift last? If the psionist travels one round forward, then he has one round in which to maneuver. If he travels two rounds forward, then it takes two rounds for reality to catch up. Three rounds is the limit. The farther (or longer) the trip, the more difficult it is to make, as shown in the table below.

<b>Time Shifted</b>	<b>PSP Cost</b>	<b>Power Score Modifier</b>
1 round	3	0
2 rounds	6	-2
3 rounds	12	-6

**Power Score:** No additional effect

**Open End:** The psionist is disoriented, and suffers a -10 to all actions for as many rounds as he intended to shift

### **Time/Space Anchor (psychoportive devotion)**

Power Score:	ME/RE
Initial Cost:	5
Maintenance Cost:	1/round
Range:	0
Preparation Time:	0
Area Of Effect:	3 yards
Prerequisites:	none

This power protects psionists against unwanted teleportation. When a time/space anchor is in effect, the psionist cannot be teleported against his will unless he loses a psychic contest.

Anyone and anything else inside the 3-yard radius is also protected using the psionist's power rating. Items are protected automatically, but living creatures or characters are protected only if the psionist wants them to be. Each additional creature protected costs another PSP per round. This power cannot prevent someone from teleporting himself away; it only prevents teleporting from an outside source.

**Power Score:** the psion receives a +10 bonus in any resulting psychic contest

**Open End:** the psion is rooted to the spot 1d6 rounds. During that time his DB is at -25

## TELEPATHY

### SCIENCES

#### **Domination**

(telepathic science)

Power Score:	ME/RE -20
Initial Cost:	Contact
Maintenance Cost:	Varies
Range:	30 yards
Preparation Time:	0
Area Of Effect:	individual
Prerequisites:	Mindlink, Contact

This power only can be used on an open mind. With it, the user projects mental commands into the mind of one other being. The dominated target knows what's happening, but he can't resist the user's will, so he is forced to do nearly anything the user wishes. The target's abilities remain unaffected by this power, and he can be made to use any power he possesses—assuming the user knows about it. Domination doesn't reveal facts or secrets about the target.

When domination is attempted, the target makes a saving throw vs. spell. If successful, the target isn't dominated. If the save fails, the target falls under the user's control for as long as the user pays the PSP cost. The PSP cost is dependent on the target's level, as shown below. Later, if the target is forced to do something against his alignment, he can attempt another saving throw to regain his free will.

**Power Score:** Maintenance cost is halved

**Open End:** The victim knows that someone attempted to dominate him

#### **Ejection**

(telepathic science)

Power Score:	ME/RE -20
Initial Cost:	varies
Maintenance Cost:	na
Range:	0
Preparation Time:	0
Area Of Effect:	personal
Prerequisites:	none

Ejection is the final defense against unwanted contact. If one psionicist has forced contact with another's mind, or has been granted contact and is now doing things he should not be, he can be ejected.

The cost of ejection is twice the opponent's contact power score (even if contact was established through combat).

Ejection is risky for the user. If the power check result is 40 or less, consult the below table to see what 'side effects' the psion suffers.

1-5	Lose access to all sciences for 1d10 hours
6-10	Lose access to one discipline, selected by GM, for 1d10 hours
11-15	Lose 1d10 +10 PSP's
16-20	Lose 1d10 PSP's
21-25	Lose 5 points from Pot CO stat
26-30	Lose 1d10 hits
31-35	Sever only one tangent of contact
36-40	Sever only 2 tangents of contact

**Power Score:** Roll 4d10 on the table above. The result is applied to the ejected being  
**Open End:** Ejection fails, but the psion still makes a 4d10 roll on the above table.

### **Fate Link** (telepathic science)

Power Score:	ME/RE -20
Initial Cost:	contact
Maintenance Cost:	3/turn
Range:	2 miles
Preparation Time:	1
Area Of Effect:	individual
Prerequisites:	Mindlink, Contact

This power enables the telepath to intertwine his own fate with that of another creature. If either being experiences pain, both feel it. When one loses hit points, both lose the same amount. If either dies, the other must immediately make a saving throw vs. death to avoid the same fate.

**Power Score:** Range is unlimited  
**Open End:** Social regression. Psion loses 1d10 points of PR and APP for 2 days

### **Hallucination** (telepathic science)

Power Score:	ME/RE -10
Initial Cost:	contact
Maintenance Cost:	2/round
Range:	100 yards
Preparation Time:	0
Area Of Effect:	individual
Prerequisites:	Mindlink, Contact, False Sensory Input

This science allows the psionist to project visions or images into the victim's mind. In effect, it is like a psionic phantasmal force. The psionist can make his victim believe he is seeing, hearing, or feeling almost anything. The psionist can attack the victim with hallucinatory monsters or spells, deceive the victim by making a company of soldiers resemble a grove of palms, or even make him think that a flagon full of sand actually contains cool, refreshing water.

In general, the rules for adjudicating illusions on pages 84 and 130 of the Player's Handbook are appropriate for determining the effects of any hallucinatory effects. If the psionist carefully constructs the hallucination and provides the victim with what he expects to see, the victim may not even receive a saving throw. The physical effects of hallucinations are psychosomatic; the victim may believe he is being mauled by a tembo, but he is not really being harmed physically.

Maintaining a hallucination requires full concentration on the part of the psionist. If he makes a physical attack or initiates another psionic power while maintaining this power, the victim instantly receives a saving throw versus spells with a +20 bonus to break free of the hallucination.

**Power Score:** Victim suffers a –20 to disbelieve  
**Open End:** the illusion is instantly disbelieved

### **Mass Contact** **(High Science)**

Power Score: IN/RE  
Initial Cost: varies  
Maintenance Cost: 1/round/subject  
Range: special  
Preparation Time: 0  
Area of Effect: 100-yard radius  
Prerequisites: 20<sup>th</sup> level, contact

Mass contact is the High Science of Telepathy. It allows the telepath to establish contact with a number of minds at the same time instead of contacting each subject individually. The range and life order modifiers listed under the description of contact on pages 80-83 of *The Complete Psionics Handbook* all apply normally to mass contact, just as they would to contact.

The cost of mass contact is the sum of the regular contact costs for each subject. The maintenance cost is always 1 PSP per round per subject, but the initial cost varies with the levels of the subjects, as shown on the table below.

<u>LEVELS</u>	<u>PSP COST</u>
1-5	3 PSP's
6-10	8 PSP's
11-15	13 PSP's
16-20	18 PSP's

21-25	23 PSP's
26-30	28 PSP's
30-40	35 PSP's
41-50	45 PSP's
50 +	50 PSP's

All minds to be contacted must be within 100 yards of each other, although the range can potentially be thousands of miles by linking distant subjects to even more distant ones. When the psionist uses mass contact, he may choose which minds in the area of effect that he wishes to contact and which he does not. The psionist must roll a power check on each subject and spend the PSP's to contact that person on a one-by-one basis, so mass contact could allow the psionist to attempt dozens of contacts in a single round. Once mass contact has been established, the psionist can follow up with any other telepathic power he wants to use, such as invisibility, invincible foes, or id insinuation. The cost of the follow-up power must be paid for each individual that is subjected to it, but the power checks can be statistically averaged as described above. Note that the combination of mass contact and domination is much more effective than using mass domination by itself.

Mass contact is a High Science and cannot be selected as a science without first engaging in intensive meditation and research. See Chapter Seven.

**Power Score:** All established contacts are maintained for the first four rounds for free.

**Open End:** The psionist tries for more minds than he can handle and is unprepared for the psychic backlash from so many subjects at once. He must save versus spells or fall unconscious for 2d4 hours, expending all his PSP's in the process.

### **Mass Domination (telepathic science)**

Power Score:	ME/RE -30
Initial Cost:	Contact
Maintenance Cost:	varies
Range:	40 yards
Preparation Time:	2
Area Of Effect:	up to 5 creatures
Prerequisites:	Domination, Mindlink, Contact

This power is identical to domination except the psionist can control up to five creatures simultaneously. Each one must be contacted and dominated individually. The PSP cost—twice the victim's level or hit dice—must be paid for each dominated figure.

**Power Score:** Range is extended to 100 yards

**Open End:** The intended targets are aware of the psions efforts

## Mindflame (telepathic science)

Power Score: SD -25  
Initial Cost: 30  
Maintenance Cost: na  
Range: 0  
Preparation Time: 1  
Area Of Effect: 5' by 20' cone (up to 6 creatures)  
Prerequisites: 10<sup>th</sup> level, Psychic Crush, Synaptic Static

Some psionicists can project a wave of deadly mental force that can destroy lesser intellects. The science of Mindflame allows a psionicist to attack all creatures in the area of effect with a mental barrage that can incapacitate or even kill its victims. The area affected by the power is a cone 20 feet long and 5 feet wide, with its apex at the psionicist. Up to six victims in this area can be affected.

Victims who are psionicists can protect themselves against the effects of Mindflame by throwing up a simple mind blank or other defense, but any creature that does not know a psionic defense mode can be affected. The effects vary with the victim's IN and RE stats

<u>IN/RE</u>	<u>Effect</u>
0 - 25	Comatose for 1d10 days, lose 1d6 points of IN and RE
26 - 40	Unconscious for 1d4 days, lose 1 point of IN and RE
41 - 65	Paralyzed for 1d10 turns
66 - 85	Stunned for 2d10 rounds
86 - 90	Stunned for 1d10 rounds
91 and above	Dazed for 1d10 rounds

Regardless of the effect, the victim is entitled to a saving throw to avoid the effects of the Mindflame. Creatures rendered comatose by the Mindflame must make a second saving throw or die at the end of their unconsciousness. Creatures rendered unconscious must make a second saving throw or lapse into a coma (without the risk of death).

Stunned creatures may not move, attack, initiate psionic powers, or cast spells, and suffer all penalties associated with stun. Dazed creatures may move at half normal speed and attack and defend with a -10 penalty. They must make a successful saving throw to initiate a psionic power or cast a spell.

The effects of the Mindflame can be corrected by psychic surgery, a limited wish, or a Heal spell.

Mindflame is exhausting to the psionicist; if invoked more than once in a day, the psionicist suffers a -20 penalty on his power roll. It is also a very dark use of one's inner strength, and psionicists who maim *lesser intelligence* will find their alignments moving toward evil.

**Power Score:** No additional effect

**Open End:** No additional effect



**Mindlink**  
(telepathic science)

Power Score: ME/RE -25  
Initial Cost: contact  
Maintenance Cost: 8/round  
Range: Unlimited  
Preparation Time: 0  
Area Of Effect: individual  
Prerequisites: Contact

This power only can be used on an open mind, allowing the user to communicate wordlessly with any intelligent creature. This is two-way communication. It isn't the same as mind reading, because the user receives only those thoughts the target wants to send. Language isn't a barrier to Mindlink. The PSP cost is determined by the target's level, as shown below.

**Power Score:** The Mindlink allows one probing question  
**Open End:** Psion must save vs. own level or be stunned for 1d6 rounds

**Mindwipe**  
(telepathic science)

Power Score: ME/RE -30  
Initial Cost: contact  
Maintenance Cost: 8/round  
Range: touch  
Preparation Time: 1  
Area Of Effect: individual  
Prerequisites: Mindlink, Contact

Mindwiping is a crude form of psychic surgery which affects the subject's IQ. (It's like a temporary lobotomy.) The telepath systematically seals off portions of the subject's mind, making whatever knowledge was contained there inaccessible.

When a Mindwipe is attempted, the victim saves vs. spells. If he succeeds, the Mindwipe is thwarted for one round, but next round the psionicist can try again.

Each round of Mindwiping has two important, immediate effects. First, it reduces the victim's temp RE, IN and EM scores by 5 points. Second, it reduces his experience level by 1.

These reductions have considerable impact. All characters may lose languages or proficiencies and their magical defense adjustment. Experience level losses affect everything except hit points. The victim keeps all of his hit points regardless of what is wiped from his mind.

RE, IN and EM losses affect wizards and clerics as if those losses were permanent. Both will lose spell points, and their spell's classes will change accordingly as well. They'll also not remember their spell lists and to whatever levels they had them learned to.

When the number of available spells at a spell-level drops, a character must make an ability check before casting a spell of that level. Wizards roll a ME check. Clerics roll a IN check. Both use current scores. If the check succeeds, the character can cast the spell. If it fails, he has forgotten the spell and can't cast any spell that round.

Mindwipe only seals off information; it doesn't erase it. All of a character's lost RE, IN, EM, and experience levels can be restored through psychic surgery.

**Power Score:** The victim doesn't get a saving throw

**Open End:** The power affects the psion instead of his intended victim.

**Probe**  
(telepathic science)

Power Score: ME/RE -25  
Initial Cost: contact  
Maintenance Cost: 9/round  
Range: 2 yards  
Preparation Time: 0  
Area Of Effect: individual  
Prerequisites: ESP, Contact

This power only can be used against an open mind. With it, the user can dig deeply into a target's subconscious. If the target fails a saving throw, then all of his memories and knowledge are accessible to the user—from memories deep below the surface to those still fresh in the target's mind. The information is true (or at least the target believes it to be true).

A probe can be tried during melee if the user is close enough and the target's mind is opened. The user knows when a probed spellcaster is casting a spell and what the general effects of that spell are. The user can learn the answer to one question per round, though DM's can alter this rate. Complex questions and answers may take longer than a round to resolve.

**Power Score:** Two questions per round may be asked

**Open End:** The subject knows about the probe attempt

**Psionic Blast**  
(telepathic science)

Power Score: ME/RE -25  
Initial Cost: 10  
Maintenance Cost: na  
Range: 20/40/60 yards  
Preparation Time: 0  
Area Of Effect: individual  
Prerequisites: Mindlink

Psionic Blast is a wave of brain force which can jolt a subject's mind like a piece of shocking news. This is one of the five telepathic attacks used to establish contact with another person.

If this power is used against a mind that has already been contacted, the subject must make a saving throw. Failure means that he loses 80% of his remaining hit points, *but only in his mind*. The hits are still there; he only thinks they're gone. He will pass out when the remaining 20% of his hits are gone (in his mind), but won't die unless all of them are actually lost. In any case, this effect wears off after six turns. At that time, an unconscious character awakens.

This power has three ranges: short, medium, and long. At medium range the psions power check is reduced by 10, at long range, it is reduced by 25.

**Power Score:** A victim who fails his save passes out for one turn.

**Open End:** No other effect

### **Superior Invisibility** (telepathic science)

Power Score: ME/RE -25  
Initial Cost: contact  
Maintenance Cost: 5/round/creature  
Range: 100 yards  
Preparation Time: 0  
Area Of Effect: personal  
Prerequisites: Mindlink, Contact, Invisibility

Superior invisibility is like invisibility, but it masks the character completely. The psionist makes no sound and has no smell, though he can still be felt if touched. If he attacks someone physically, he automatically breaks contact with that character.

**Power Score:** Opponents affected by this power cannot detect the psionist even if he touches or physically attacks them.

**Open End:** Everyone contacted becomes aware of the psion's presence and his desire to be invisible.

### **Switch Personality** (telepathic science)

Power Score: CO -20  
Initial Cost: contact +30  
Maintenance Cost: na  
Range: touch  
Preparation Time: 3  
Area Of Effect: individual  
Prerequisites: Mindlink, Contact

Some psionics can literally put themselves in another man's (or woman's) shoes. This science allows the psionist to switch his own mind with someone else's. In effect, they exchange bodies. The other person's mind inhabits the psionist's body, while the psionist's mind inhabits his subject's body. The switch is permanent, and lasts until the psionist uses this power to reverse it.

Each character gains the other's physical attributes. However, both minds retain all their own knowledge and knowledge—based abilities. For example, a telepath who switches minds with a 10th-level fighter gains a body with that fighter's hit points and physical attributes (Strength, Constitution, and Dexterity). However, he retains his own OB/DB, proficiencies, and so forth.

The switch takes a turn to complete, and the process is quite traumatic. At the end of the turn, both characters must make a static roll using their new Constitution scores bonus. A character who fails this roll lapses into a coma for 1-100 hours.

Bodies that have undergone a personality switch tend to degenerate. Both characters must make a Constitution ability check every day. If a check fails, the character loses 1d10 of temp Constitution. If his Constitution drops to zero, he dies.

This Constitution loss is temporary, but it does not reverse itself until the personalities are restored to their proper bodies. At that point, both bodies recover one point of Constitution per day.

The psionist does not lose his psionic powers if his Constitution drops below 11.

**Power Score:** System Shock rolls automatically succeed, Con checks are made only once a week.

**Open End:** the Psionist lapses into a coma for 1 – 100 hours

### **Tower Of Iron Will** **(telepathic science)**

Power Score:	IN/RE -10
Initial Cost:	6
Maintenance Cost:	na
Range:	0
Preparation Time:	0
Area Of Effect:	1 yard
Prerequisites:	Mindlink

Tower Of Iron Will is one of the five telepathic defense modes. It relies only upon the superego to build an unassailable haven for the brain.

Like Intellect Fortress, Tower Of Iron Will has an area of effect beyond the Psionist's mind. At 3 feet, it's very limited.

As always, a psion can initiate one other power during the round in which he uses this power.

**Power Score:** The area of effect increases to 10 feet

**Open End:** The psion is 'lost inside himself' and can't use any psionic power for 1d4 rnd

## TELEPATHIC DEVOTIONS

### **Acceptance**

#### **(telepathic devotion)**

Power Score:	SD -20
Initial Cost:	8
Maintenance Cost:	2/Turn
Range:	30 yards
Preparation Time:	0
Area Of Effect:	one or more creatures
Prerequisites:	Mindlink, Contact

This power lets the psionicist make one or more creatures docile and passive in captivity. The psionicist gains no special control over the creatures, but their strong emotions associated with captivity are nullified.

The power affects the psionicist's level in creatures, provided they are in range. If more levels than that are in range, the smaller creatures are affected first (excess levels are lost). Creatures under this power do not escape, attack, starve, themselves, or disobey basic commands (to move, sleep, work, etc.) They are not charmed and have no love of their captors.

The creatures remain under the power as long as they stay in range and the psionicist continues to pay the PSP cost. Especially harsh treatment may cancel out the power's effectiveness. Allow mistreated creatures a saving throw vs. paralyzation in such circumstances.

**Power Score:** The amount of creatures affected is doubled

**Open End:** The effect backfires and the creatures will become hostile to the psionicist

### **Alignment Stabilization**

#### **(telepathic devotion)**

Power Score:	SD -10
Initial Cost:	11
Maintenance Cost:	4/day
Range:	10 yards
Preparation Time:	0
Area Of Effect:	individual
Prerequisites:	Mindlink, Contact

This power lets the psionicist keep one half-giant on the same alignment. While stabilized, the half-giant does not change his alignment. The psionicist cannot change the half-giant's alignment, only keep it from changing. A half-giant willingly submits to this

power if informed about it—at any given instant, a half-giant is convinced that his current alignment is the best possible, and has no argument about keeping it that way.

**Power Score:** maintenance cost is 1/day

**Open End:** the effect is such that it tries to change the targets alignment, to the annoyance of the target

### **Amnesia**

**(telepathic devotion)**

Power Score: SD -15  
Initial Cost: 9  
Maintenance Cost: na  
Range: 200 yards  
Preparation Time: 1  
Area Of Effect: individual  
Prerequisites: Mindlink, Contact

This devotion allows the psionicist to interfere with the memory of a contacted creature. As long as amnesia is maintained, the subject is unable to remember anything that occurred prior to the psionicist's contact with his mind. The victim does remember events that occur in his amnesiac state, so he can recall conversations or events that have occurred since the amnesia began.

The exact effects of amnesia are left to the DM, hut generally the victims remember how to talk, how to walk, how to eat, and other physical skills. Knowledge-based skills such as spellcasting, psionics use, or lock picking would be temporarily forgotten, but talents such as proficiency with the bow or tumbling would not be.

Making a monster forget everything does not necessarily make it a nice person. General personality traits remain despite the loss of memory.

**Power Score:** No additional effect

**Open End:** No additional effect

### **Attraction**

**(telepathic devotion)**

Power Score: ME/RE -20  
Initial Cost: contact  
Maintenance Cost: na  
Range: 0  
Preparation Time: 0  
Area Of Effect: personal  
Prerequisites: Mindlink, Contact

This power creates an overwhelming attraction to a particular person or thing—be it an item, creature, action, or event. A victim of this power will do whatever seems reasonable

to get close to the object of his attraction. The key word is "reasonable." The victim is completely fascinated, but he doesn't suffer from blind obsession. He won't leap into a fire or over a cliff, for example, or climb into the arms of a Tarrasque (a bipedal killing machine). He can still recognize danger, but he will not flee unless the threat is strong and immediate. And if the danger is not apparent, (such as poison in a goblet of wine), the character could easily destroy himself in pursuit of the attraction.

**Power Score:** The effect borders on obsession, the victim takes serious risks

**Open End:** No additional effect

### **Aversion**

**(telepathic devotion)**

Power Score: ME/RE -20  
Initial Cost: 8  
Maintenance Cost: 3/round  
Range: 200 yards  
Preparation Time: 0  
Area Of Effect: individual  
Prerequisites: Mindlink

The victim of this power gains an aversion to a particular person, place, action, or event. He will do everything he can to avoid the object of his aversion. He will not approach within 20 yards, and if he is already within 20 yards, he will back away at the first opportunity. The aversion is "planted" in the victim's brain for one turn. It cannot be maintained for another turn unless the psionicist maintains contact throughout that turn.

**Power Score:** The object of aversion affects the victim like a *fear* spell

**Open End:** No additional effect

### **Awe**

**(telepathic devotion)**

Power Score: SD/PR -10  
Initial Cost: contact  
Maintenance Cost: 4/round  
Range: 0  
Preparation Time: 0  
Area Of Effect: 20 yards  
Prerequisites: Mindlink, Contact

This power only works on an open mind. With it, the user can cause another character to hold him in awe. Characters affected by this power are mentally cowed—they sense the user's "awesome might." They have no desire to serve or befriend the user, but they won't attack him unless forced to do so. If possible, they'll avoid the user completely and

take the first opportunity to escape his presence. The PSP cost for this power is based on the target's level, as shown below.

**Power Score:** The save automatically fails

**Open End:** All contacted will view the psionicist as pathetic and ridiculous

**Beast Mastery**  
(telepathic devotion)

Power Score: ME/RE/SD -10  
Initial Cost: contact +20  
Maintenance Cost: na  
Range: 0  
Preparation Time: 0  
Area Of Effect: personal  
Prerequisites: Mindlink, Contact

A psionicist uses this power to gain control over psionic beasts of animal, semi-, or low intelligence (1-7). It does not affect humanoids or undead. Of the creatures already presented for Dark Sun campaigns, these can be controlled with this power:

Silk Wurm  
Animal, Household—Critic  
Antloid, Desert—Dynamis  
Beetle, Agony  
Cat, Psionic—Tagster and Tigone  
Cistern Fiend  
Cloud Ray  
Drake—Air, Earth, Fire, and Water  
Erdland  
Floater  
Kirre  
Megapede  
Pterrax  
Razorwing  
Silt Runner  
Spider, Crystal  
Zhackal  
Behir  
Wybern  
Goblin Spider  
Any other creature the DM allows

On a successful power roll, the psionicist gains control over the creature for the rest of that day. While controlled the creature uses all abilities as the psionicist wishes. The creature must still eat, and if taken out of its natural environment, it may perish if not



properly cared for. Creature and psionicist share an empathic link (free of cost). If creature and psionicist become separated by more than 300 yards, the power fails. If a controlled creature is slain, the psionicist suffers its loss severely. He immediately takes hit points of damage equal to the dead creature's original Hit Dice. The psionicist must save vs. paralyzation or be knocked unconscious for 1d20 rounds.

**Power Score:** No additional effect

**Open End:** No additional effect

### **Conceal Thoughts** (telepathic devotion)

Power Score: ME/RE -20  
Initial Cost: contact  
Maintenance Cost: na  
Range: 0  
Preparation Time: 0  
Area Of Effect: personal  
Prerequisites: Mindlink, Contact

This defensive devotion protects the psionicist against psionic or magical ESP, probes, Mindlink, life detection, and other powers or spells which read or detect thoughts. To overcome thought concealment, an attacker must wage and win a psychic contest.

**Power Score:** All related psychic contests will automatically be won by the defender

**Open End:** No additional effect

### **Contact** (Telepathic devotion)

Power Score: ME/RE  
Initial Cost: varies  
Maintenance Cost: 1/round  
Range: special  
Preparation Time: 0  
Area Of Effect: individual  
Prerequisites: None

Contact must be established before virtually any telepathic power can be used on another character or creature. It is just what its name implies – contact between the minds of the telepath and another character or creature. Contact does not allow communication by itself; it is merely the conduit for other telepathic exchanges.

Many telepathic powers list 'contact' as their initial cost. That means contact must be established in a previous round before those powers can be used. As long as contact is maintained, the psion can use other powers which require it, and can even switch from power to power.

A psion can maintain contact with more than one subject at a time, but he must contact each one individually, and pay a maintenance cost for each use of the power. For example, if a psion wishes to inspire awe in two subjects, he must establish and maintain contact with each one separately.

Once contact is established, it costs 1 PSP per round to maintain. The psion can perform any other action while maintaining contact. *If he uses another telepathic power on the same subject while maintaining contact, the contact power is free.* (The cost of maintaining contact is covered by the other power's cost.)

**Establishing Contact:** The initial cost of contact is based on the target's level as shown below.

<u>LEVELS</u>	<u>PSP COST</u>
1-5	3 PSP's
6-10	8 PSP's
11-15	13 PSP's
16-21	18 PSP's
21-26	23 PSP's
26-31	28 PSP's
30-41	35 PSP's
41-51	45 PSP's
50 +	50 PSP's

A psionicist cannot contact a subject that he knows nothing about. In other words, he can't use this power to scan around and 'see what's out there.' He must either have his subject in sight or know specifically who or what he is looking for. He cannot, for example, try to contact any random orc which may or may not be standing behind a closed door. However, he can try to contact a *particular* orc which he has seen before.

If a psionicist fails to establish contact, he can try again the next round. Failure doesn't necessarily mean that a target's mind cannot be contacted. Rather, it means the target has not been found yet. The psion can continue searching.

Several factors can make telepathic contact difficult to establish:

- How far the target is (distance)
- Resistance by the target – especially if the target is a psionicist
- Whether or not the target is an intelligent mammal

Each factor is described below.

**Distance:** the greater the distance between the two minds, the more difficult it usually becomes to make contact. If the psion can see the target – either with normal vision or by using psionic or magical powers – distance is not a factor. If the psion cannot see his target, normal range modifiers apply. Simply knowing where to look does not constitute seeing the target. Modifiers for distance are detailed on the table below:

<u>Separation Distance</u>	<u>Power Score Modifier</u>
Line of sight	0
1 mile	-5
10 miles	-15
100 miles	-25
1,000 miles	-35
10,000 miles	-45

The maximum range for establishing contact is 10,000 miles when a psion cannot view his subject. Contact can be maintained across any distance, however; it is not broken if a contacted subject moves out of range.

**Resistance:** An untrained character – i.e., a non-psionist – can actively resist intrusion, resulting in a –10 modifier to the psion’s power score. To resist, the character fills his mind with a barrage of thoughts and emotions – much as a child avoids a lecture by plugging his ears and yelling. For example, a character might repeat a poem ad nauseum, or scream battle cries. However, even these efforts won’t work unless 1) the character is specifically resisting psychic intrusion, and 2) resisting intrusion is his sole activity. If the character tries to fight or cast a spell, for example, his psychic defense has too many ‘holes’ to be useful. Unless a wild talent knows a telepathic defense mode, he is as vulnerable to contact as any non-psionist.

Psionists (and psionic creatures) are much better at resisting contact. In fact, this power won’t work against them unless they intentionally drop their natural defenses. They must *allow* another psion to use contact on them, and can exclude some contacts while remaining open to others. If a psion resists, contact can only be established through mental attacks: psychic crush, ego whip, id insinuation, mind thrust or psionic blast. See psionic combat for more information.

**Unusual subjects:** Contact can also be established with non-human minds, even plants. The further the subject is removed from mammals, the more difficult it is to establish contact. Modifiers that affect power scores are listed below:

<u>Life Order</u>	<u>Contact Score Modifier</u>
Mammal (except marsupial)	-5
Marsupial	-10
Bird	-15
Reptile, amphibian	-20
Fish	-25
Arachnid, insect	-30
Monster	-35
Plant	-40

These modifiers are in addition to any distance modifiers that may apply. That means contacting a distant plant or monster is an uncertain proposition at best.

**Breaking Contact:** Contact is not severed until the psion breaks it off (fails to maintain it). If the person contacted is a psionist, he may also do something to sever it. A psion often can eject an unwanted intruder (see “ejection”).

**Power Score:** The contact is maintained for four rounds for free

**Open End:** Further contact with this mind is impossible at this exp level

### **Daydream**

**(telepathic devotion)**

Power Score: ME/RE  
Initial Cost: contact  
Maintenance Cost: 3/round  
Range: unlimited  
Preparation Time: 0  
Area Of Effect: individual  
Prerequisites: Mindlink, Contact

By using this power, the telepath causes someone's mind to wander. This is only effective against characters with IN/RE stats of 75 or less who are not concentrating hard on the task before them, but are just going about their business in a casual, relaxed manner.

Once affected, the daydreamer pays little attention to his surroundings, making it much easier for someone to pick his pocket, slip past him unobserved, or otherwise escape his notice. Thieves gain a 20% bonus on their pick pockets and stalk and hide scores. Other characters can perform these tasks as if they had the following skills: pick pockets - 45%; Stalk - 33%; hide - 33%). The DM can assign chances for success to other types of skulking and skullduggery.

**Power Score:** Increase bonuses by 15%

**Open End:** No additional effect

### **Ego Whip**

**(telepathic devotion)**

Power Score: ME/RE -15  
Initial Cost: 4  
Maintenance Cost: na  
Range: 40/80/120 yards  
Preparation Time: 0  
Area Of Effect: individual  
Prerequisites: Mindlink

Ego Whip is one of the five telepathic attacks used to establish contact with another mind. The power assaults the victim's ego, leaving him with feelings of inferiority and worthlessness. If used against a contacted mind, the target is dazed for 1-4 rounds during which all die rolls are at -25 and he cannot cast spells above 6<sup>th</sup> level.

This power has three ranges: short, medium and long. At medium range, the power score is at -10, and at long range at -25.

**Power Score:** No additional effect

**Open End:** No additional effect

### **Empathy**

**(telepathic devotion)**

Power Score: ME/RE  
Initial Cost: contact (or 1\*)  
Maintenance Cost: 1/round  
Range: unlimited  
Preparation Time: 0  
Area Of Effect: 20'x20'  
Prerequisites: Mindlink, Contact

By using empathy, a psionist can sense the basic needs, drives, and/or emotions generated by any mind. Thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, hostility, friendliness, love—all these and more can be sensed.

\* when used against non-psionic targets, contact is not required.

**Power Score:** No additional effect

**Open End:** The effect on the psion is such that he takes on the sensed emotion(s) for 1d10 rounds

### **ESP**

**(telepathic devotion)**

Power Score: ME/RE -20  
Initial Cost: contact  
Maintenance Cost: 6/round  
Range: unlimited  
Preparation Time: 0  
Area Of Effect: individual  
Prerequisites: Mindlink, Contact

This power only works on an open mind. Extrasensory perception (ESP) allows the user to read someone else's mind. The user can perceive surface or active thoughts. He can't use ESP to explore a target's memories or to delve into his subconscious. Most intelligent creatures tend to think in words, so language can be a barrier to understanding.

Unintelligent creatures think in pictures. Magical thought, such as when a wizard casts a spell, is unintelligible to this power. However, the user can recognize such thoughts as part of the spellcasting process.

**Power Score:** The first round of maintenance is free

**Open End:** The psion develops a splitting headache and suffers a -5 on all telepathic power scores for 1 hour

### **False Sensory Input (telepathic devotion)**

Power Score:	ME/RE -15
Initial Cost:	contact
Maintenance Cost:	4/round
Range:	unlimited
Preparation Time:	0
Area Of Effect:	individual
Prerequisites:	Mindlink, Contact

This devotion allows the psionicist to falsify someone's sensory input—making the victim think that he sees, hears, smells, tastes, or feels something other than he really does. The falsehoods are somewhat limited. Nothing can be completely hidden or made to disappear, and everything must retain its general size and intensity.

For example, a human could be made to look like a dwarf, but not like a parrot. A slamming door could be made to sound like a thunderclap or a cough, but not like rustling paper. Oil could be made to taste like garlic, but not like water.

**Power Score:** Almost any false perception can be achieved (GM's discretion)

**Open End:** The psion cannot see, hear, or otherwise sense the intended victim for 1d4 rounds except psionically

### **Id Insinuation (telepathic devotion)**

Power Score:	ME/RE -20
Initial Cost:	5
Maintenance Cost:	na
Range:	60/120/180 yards
Preparation Time:	0
Area Of Effect:	individual
Prerequisites:	Mindlink, Contact

Id insinuation is one of the five telepathic attack modes. It seeks to unleash the uncontrolled subconscious of the defender, pitting it against his superego. The attack leaves the victim in a state of moral uproar.

Technically speaking, this power drives him nuts, at least temporarily. His id – the seat of primitive needs, animal desires, cruelty, and ferocity – seeks to launch him into a rage of violence and desire. His superego – the seat of moral conscience and the “civilized” part of his brain – struggles to maintain the upper hand. If this power is used against a contacted mind, the target can do nothing for 1d6 rounds.

This power has three ranges: short, medium and long. At medium range, the power score is at –10, and at long range at –25.

**Power Score:** The victims id overpowers his superego and he turns against his allies or 1d6 rounds.

**Open End:** The psion's id is unleashed; the resulting rage imposes a -10 penalty on his OB and power checks for one turn.

### **Identity Penetration (telepathic devotion)**

Power Score: ME/RE -15  
Initial Cost: contact  
Maintenance Cost: 6/round  
Range: unlimited  
Preparation Time: 0  
Area Of Effect: individual  
Prerequisites: Mindlink, Contact

Identity penetration allows the user to determine the target's true identity in spite of polymorphs, illusions, disguises, etc.

**Power Score:** No additional effect

**Open End:** Penetration is impossible for this target until the psion gains another exp level

### **Impossible Task (telepathic devotion)**

Power Score: ME/RE -10  
Initial Cost: contact  
Maintenance Cost: 6/day  
Range: 10 yards  
Preparation Time: 0  
Area Of Effect: individual  
Prerequisites: Mindlink, Contact

This power forces the victim to think that a given goal is unachievable, regardless of the reality of the situation. The psionist must be familiar with the victim and what he is trying to accomplish. The power must be directed at one particular task, something easily described. The task can be simple, like "travel from Tyr to Altaruk is impossible," or more complicated, such as "further study in magic will be fruitless." The victim acts accordingly—other characters cannot convince him that his task is possible. If the psionist cannot narrow down the task effectively, describing it in just a few words, the DM can nullify the effects.

**Power Score:** No additional effect

**Open End:** No additional effect

### **Incarnation Awareness** (telepathic devotion)

Power Score: ME/RE -20  
Initial Cost: contact  
Maintenance Cost: 13/round  
Range: unlimited  
Preparation Time: 0  
Area Of Effect: individual  
Prerequisites: Mindlink, Contact

By applying this power to another character, the psionist can gain knowledge about past lives. One past life can be explored per round, starting with the most powerful personalities (usually these are also the most famous, but not always). The psionist also knows immediately how many times this particular personality has been killed and raised from the dead. It is up to the players to put this information to use.

**Power Score:** All past life information is gained in one quick mental blast  
**Open End:** Overwhelmed, the psion lapses into a trance until jolted or slapped – or for 1d4 hours, whichever comes first

### **Inflict Pain** (telepathic devotion)

Power Score: SD -20  
Initial Cost: contact  
Maintenance Cost: 2/round  
Range: touch  
Preparation Time: 1  
Area Of Effect: individual  
Prerequisites: Mindlink, Contact

This power only can be used on an open mind. It is a particularly nasty form of torture, although no actual harm is inflicted on the target, and the power leaves no physical scars or marks. *Only evil characters can learn this power freely; others find their alignments twisting toward evil if they learn and use inflict pain.*

If the target is an NPC who is being questioned, he is allowed a saving throw to withstand the agony. If he fails, he begs for mercy and answers questions as the DM sees fit. If the user finds a way to employ this power in combat, the target is still entitled to a saving throw. Success means he grits his teeth and keeps on fighting. Failure means the pain imposes a –20 penalty to his OB that round or disrupts and ruins spellcasting.

**Power Score:** The pain is so excruciating that the victim passes out for 1d10 hours  
**Open End:** this particular contact is broken



**Insect Mind**  
(telepathic devotion)

Power Score: ME/RE  
Initial Cost: 3  
Maintenance Cost: 1/round  
Range: 0  
Preparation Time: 0  
Area Of Effect: personal  
Prerequisites: none

With this power the user attunes his mind to be like that of an insect. This makes dealing with insects easier both psionically and personally.

The user does not suffer the –30 penalty for contact with an insect or arachnid mind while this power is used. He instead receives a –30 penalty for contact with non-insect minds, and they suffer that same penalty when contacting him.

Also, with a greater understanding of insect thinking, the psionist gains a +10 bonus to his PR score when dealing with insects. Conversely, he suffers a –10 penalty to his PR score when dealing with non-insects.

This power is commonly used when dealing with Thri-kreen. Ambassadors to Thri-kreen nations usually bring along a psionist with the power. The power does not confer the ability to communicate—other power must be employed.

**Power Score:** No additional effect  
**Open End:** No additional effect

**Intellect Fortress**  
(telepathic devotion)

Power Score: IN/RE -15  
Initial Cost: 4  
Maintenance Cost: na  
Range: 0  
Preparation Time: 0  
Area Of Effect: 3 yard radius  
Prerequisites: Mindlink

Intellect Fortress is one of the five telepathic defense modes. It calls forth the powers of the ego and superego to stop attacks.

Unlike most other defenses, Intellect Fortress has a range beyond the psionist's mind, offering protection to other minds within that radius. Every mind within that area defends against telepathic attack with the psion's intellect Fortress power score.

A psionicist can initiate one other psionic power in the same round that he uses this defense.

**Power Score:** No additional effect

**Open End:** The defense falters and is not usable again for 1d4 rounds

### **Invincible Foes** (telepathic devotion)

Power Score: IN -15  
Initial Cost: contact  
Maintenance Cost: 5/round  
Range: unlimited  
Preparation Time: 0  
Area Of Effect: individual  
Prerequisites: Mindlink, Contact

The victim of this devotion believes that any blow struck against him will cripple or kill him. Even if the blow actually causes just one point of damage, the victim thinks he's dying, and that he can no longer fight. He falls to the ground in horrible pain.

A character who is struck while under the effect of this power won't recover until a turn later, even if the psionicist stops concentrating on him and turns his attention elsewhere. As long as the character was under this effect when the blow was struck, he's out for 10 rounds.

Even if the victim of this power is never actually struck, his behavior is likely to change. Fully expecting the next blow to kill him, he may stop attacking and simply parry, or try to flee, or even surrender and beg for quarter. If the character has not been struck, however, the psionicist must keep renewing the power every round; otherwise future blows will affect him normally.

Invincible foes can also work in reverse. In other words, an attacker can be made to believe that every blow he strikes is fatal. The belief is strong enough to create an illusion: even if the attacker barely scratches his foe, he sees the "victim" lying down, mortally wounded. He will continue to imagine that opponent lying on the ground until the opponent attacks again (it doesn't matter whom he attacks; any attack breaks the illusion).

This reversal has several consequences. Characters who have been "killed"—i.e., struck—can simply walk away from the fight, leaving their "corpses" behind. Or they can move into position and attack again, gaining a +10 bonus to their OB. After this happens three times, the affected character must make a saving throw. If it fails, he becomes convinced that his foes are un-killable and reacts accordingly. (PCs, of course, are free to react as they see fit.)

**Power Score:** No additional effect

**Open End:** No additional effect

### **Invisibility** (telepathic devotion)

Power Score: ME/RE -25  
Initial Cost: contact  
Maintenance Cost: 2/round/creature  
Range: 100 yards  
Preparation Time: 0  
Area Of Effect: individual  
Prerequisites: Mindlink, Contact

This power only can be used on open minds. It differs significantly from the spell invisibility. This is a delusion that affects specific minds, not an illusion that affects everyone; the only real change occurs in those whose minds were opened. Thus, the user must open each mind he wants to deceive, for only to these minds will he appear invisible. He can see himself, and so can anyone whose mind wasn't opened. Only beings within 100 yards can be affected by this power.

The user must make a separate power check for each delusion and pay a separate PSP cost for each. A delusion is defined as one invisible character as perceived by one other being. The user can make anyone who is human size or smaller invisible with this power, not just himself. Note that this power affects vision only; observers may still be able to hear or smell "invisible" characters.

**Power Score:** The power works like 'Superior Invisibility', a telepathic science

**Open End:** All contacts are broken

### **Life Detection** (telepathic devotion)

Power Score: ME/RE -10  
Initial Cost: 3  
Maintenance Cost: 3/round  
Range: 100 yards  
Preparation Time: 0  
Area Of Effect: varies  
Prerequisites: none

This power allows the user to scan for the presence of living, thinking creatures within a limited area. If he is scanning at short range, he can cover a large angle. At long range, the angle is significantly reduced. He can scan 180 degrees to a range of 40 yards, 90 degrees to 60 yards, or 30 degrees to 100 yards. One round of scanning detects humans, demihumans, humanoids, mammals, and monsters with 8 or more levels. A second round detects all creatures with less than 8 levels. In either case, the user receives an accurate count.

The DM should make the power check and keep it secret from the player. If the user doesn't detect anything, he won't know whether nothing's there or the power failed.

**Power Score:** The psion can instantly detect everything within 100 yards, in every direction

**Open End:** The psion detects 1d6 creatures that aren't there

### **Mental Barrier** (telepathic devotion)

Power Score: IN/RE -10  
Initial Cost: 3  
Maintenance Cost: na  
Range: 0  
Preparation Time: 0  
Area Of Effect: personal  
Prerequisites: Mindlink

Mental Barrier is one of the five telepathic defenses. It is a carefully built wall of thought repetition, which exposes one small area of the mind at a time. The psion can initiate one other psionic power in the same round that he uses this defense.

**Power Score:** Contact during this round and the next is impossible

**Open End:** The barrier fails and the mental attempt disrupts any currently active powers.

### **Mind Bar** (telepathic devotion)

Power Score: ME/RE -10  
Initial Cost: 6  
Maintenance Cost: 4/round  
Range: unlimited  
Preparation Time: 0  
Area Of Effect: personal  
Prerequisites: none

Mind bar is a magician's bane and the telepath's boon. It gives the psionist 75% magic resistance against charm, confusion, ESP, fear, feeblemind, magic jar, sleep, and suggestion spells. It also offers complete protection against possession of any sort. In addition, mind bar protects a psionist against all telepathic powers, except the five contact-establishing attacks. No telepathic power can affect a barred mind unless the telepathic attack prevails in a psychic contest. (The defender uses mind bar.)

**Power Score:** The psion gains a +25 bonus to his power score when defending in a psychic contest

**Open End:** The psion's saving throws vs. the above spells listed are at a -20 for 1 hr

### **Mind Blank** (telepathic devotion)

Power Score: IN/RE -35  
Initial Cost: 0  
Maintenance Cost: 0  
Range: 0  
Preparation Time: 0  
Area Of Effect: personal  
Prerequisites: Mindlink

Mind Blank is one of the five telepathic defenses. It attempts to hide the mind from attack, making its parts unidentifiable. This defense is particularly effective against a Psionic Blast and Id Insinuation.

Mind Blank is unique. Unlike the other four defense modes, it costs nothing to maintain. *In fact, a character can still recover PSP's while using this power.* That's because Mind Blank is almost instinctual; if a character knows it, it's nearly always active, even when he's sleeping or meditating. The power is inactive only if 1) the player announces it, or 2) the character uses another defense mode.

Even though Mind Blank has no PSP cost, *it still constitutes psionic activity.* If the power is active, a character is still vulnerable to detection. He still may attract psionic feeders or suffer some other unpleasant effect.

As usual, a psion may use one other psionic power (but not another defense mode) in the same round he uses this defense.

**Power Score:** No additional effect

**Open End:** The psion cannot use this defense for 1d4 hours

### **Mind Thrust** (telepathic devotion)

Power Score: IN/RE -10  
Initial Cost: 2  
Maintenance Cost: na  
Range: 30/60/90 yards  
Preparation Time: 0  
Area Of Effect: individual  
Prerequisites: Mindlink

Mind Thrust is one of the five telepathic attacks. It is a stabbing attack which seeks to 'short' the senses of the defender.

If the subject's mind has already been contacted, and he has psionic powers, then this power can do some damage. The victim loses the use of one power, chosen randomly, for 2d6 days. Beyond establishing contact, Mind Thrust has no effect on creatures or characters without psionic powers.

This power has three ranges: short, medium and long. At medium range, the power score is at -10, and at long range at -25.

**Power Score:** No additional effect

**Open End:** The psion loses all tangents, but not contacts

### **Passive Contact** (telepathic devotion)

Power Score: IN/RE -10  
Initial Cost: contact  
Maintenance Cost: 1/hour  
Range: touch (unlimited)  
Preparation Time: 1  
Area of Effect: individual  
Prerequisites: Contact, Send Thoughts

With this power, the psionist can establish a constant yet passive mental link with another character. The subject must be willing, and the psionist must successfully initiate passive contact while the subject is in his presence. After the power has been established, the subject can go anywhere he likes while still maintaining a tenuous link with the psionist.

This link allows the subject to get the psionist's attention by sending out a mental call. The psionist gets a tingle in his mind that lets him know that his passive contact wants his attention. Presumably, the psionist will then respond by trying normal contact and Mindlink with the subject to find out what's going on.

Passive contact is useful because it gives the psionist's nonpsionic friends a way to get in touch with the psionist when they need his help.

**Power Score:** The psionist knows if the subject is in trouble, even if the subject hasn't tried to get his attention yet.

**Open End:** The psionist believes he has successfully initiated the power, but the subject will not be able to get his attention.

### **Phobia Amplification** (telepathic devotion)

Power Score: IN/RE -10  
Initial Cost: contact  
Maintenance Cost: 4/round  
Range: unlimited  
Preparation Time: 0  
Area Of Effect: individual  
Prerequisites: Mindlink, Contact

This power allows the psionist to reach into someone's mind and discover his greatest fear, then amplify it to the point of irrationality. A victim who fails a saving throw vs.

spells believes he is imminently threatened by the object of this fear, even if it is completely absurd. A character with a fear of falling, for example, is convinced he could pitch over a cliff at any moment—even while on an endless prairie—unless he stands absolutely still.

The reaction of the frightened character depends on the fear. He will defend himself if attacked (unless defending himself is somehow tied in to his phobia). A wizard may teleport away or use other spells to guarantee his safety. Other characters might freeze in place or flee for their lives. But all of their actions will be geared toward protecting against the fearsome object or situation.

This fear lasts as long as the psionist maintains the effect. Once he stops, the fear fades back to its normal proportions, probably leaving the character slightly shaken and more than slightly chagrined.

**Power Score:** The subjects save automatically fails

**Open End:** the subject has no detectable phobias

### **Plant Mind**

**(telepathic devotion)**

Power Score: ME/RE -10

Initial Cost: contact

Maintenance Cost: 2/round

Range: 0

Preparation Time: 0

Area Of Effect: personal

Prerequisites: Mindlink, Contact

With this power the psionist attunes her mind to plant life. She gains a better understanding of the plant's existence and can better deal with any intelligent or psionic plants she encounters. Normally, there is a -8 penalty for contact with a plant, but while plant mind is in effect, the psionist does not suffer this penalty. Instead, she has a -8 penalty for contact with nonplant minds. Plant mind does not allow the psionist to communicate with plants, but it does give her a +10 bonus to her PR stat bonus when dealing with plants.

**Power Score:** No additional effect

**Open End:** No additional effect

## **Post-Hypnotic Suggestion** (telepathic devotion)

Power Score:	ME/RE -15
Initial Cost:	contact
Maintenance Cost:	1/level of creature
Range:	unlimited
Preparation Time:	0
Area Of Effect:	1 creature
Prerequisites:	Mindlink, Contact

Any creature with ME/RE between 35 and 95 can receive a post-hypnotic suggestion. (Very dim or very brilliant creatures are not susceptible.) The psionicist plants a suggestion of some reasonable course of action in the creature's subconscious, along with the situation that will trigger this action. When that situation arises, the DM makes a power roll against the psionicist's post-hypnotic suggestion score, with a -5 penalty for each day that has passed since the suggestion was planted.

A "reasonable course of action" is one that does not violate the creature's alignment or class restrictions. It can be something that he would not normally do, but if it is too strange, he just won't do it.

The maintenance cost for this power is a one-time-only payment, made when the suggestion is implanted.

**Power Score:** The psion's power score is not reduced with the passage of time

**Open End:** The attempt utterly fails and the intended victim is aware of it

## **Psychic Crush** (telepathic devotion)

Power Score:	IN/RE -20
Initial Cost:	7
Maintenance Cost:	na
Range:	50 yards
Preparation Time:	0
Area Of Effect:	individual
Prerequisites:	Mindlink

Psychic Crush is one of the five telepathic attacks used to establish contact with another psionicist's mind. It is a massive assault upon all neurons in the brain, attempting to destroy all by a massive overload of signals. If this attack is used against any mind that the psionicist has contacted, the victim must make a saving throw. Failure means the target takes a +25 'A' Stun critical.

**Power Score:** The save automatically fails

**Open End:** The victim is immune to any further crushes by the psionicist for 24 hours.



### **Psychic Impersonation** (telepathic devotion)

Power Score: IN/RE  
Initial Cost: 10  
Maintenance Cost: 3/hour  
Range: 0  
Preparation Time: 1 turn  
Area Of Effect: personal  
Prerequisites: Mindlink, Probe

This power enables a psionicist to mask his own aura and thought patterns, and make them match someone else's perfectly. To accomplish this, the psionicist must first probe the subject he wishes to impersonate.

Psychic impersonation does not alter any of the psionicist's other features. It only changes his identity to other creatures with psionic powers. Even then, a psychic contest with identity penetration or probe can penetrate the disguise.

While psychic impersonation is in effect, all of the user's psionic power rolls are reduced by -5.

**Power Score:** The disguise cannot be detected psionically, and power scores are not decreased

**Open End:** The psion cannot impersonate that particular subject again until he reaches the next exp level

### **Psychic Messenger** (telepathic devotion)

Power Score: SD -20  
Initial Cost: 4  
Maintenance Cost: 3/round  
Range: 200 miles  
Preparation Time: 2  
Area Of Effect: 1 sq. yard  
Prerequisites: none

This power allows a character to create an insubstantial, 3-D image of himself, which can appear anywhere within 200 miles and deliver a message. Everyone present can see and hear the messenger. Communication is one-way. The telepath has no idea what is happening around his messenger unless he's using some other power.

**Power Score:** The psion can make the messengers appearance differ from his own.

**Open End:** No additional effect

**Reptile Mind**  
(telepathic devotion)

Power Score: SD -20  
Initial Cost: contact  
Maintenance Cost: 1/round  
Range: 0  
Preparation Time: 0  
Area Of Effect: personal  
Prerequisites: Mindlink, Contact

This power lets the user suppress his higher thinking processes, allowing his primitive, reptilian brain to take over. While the power is used, the psionicist does not suffer the -20 penalty for contacting a reptile mind. He does suffer a -20 penalty when trying to contact non-reptile minds, as they do when trying to contact the user.

The user's outward intelligence is severely reduced while the power is used. He cannot converse normally, and only responds to stimuli such as hunger, danger, territoriality, and reproduction. Among his reptilian peers, however, he is a genius. The power does not let the user communicate with reptiles; this requires other powers.

**Power Score:** No additional effect

**Open End:** No additional effect

**Repugnance**  
(telepathic devotion)

Power Score: IN/RE -25  
Initial Cost: contact  
Maintenance Cost: 8/round  
Range: 200 yards  
Preparation Time: 0  
Area Of Effect: individual  
Prerequisites: Mindlink, Contact

With this power, a psionicist makes something—a particular person, place, or object—completely repugnant to another character. That character is overwhelmed with loathing for the "thing," and he will seek to destroy it as completely and quickly as possible. If this destruction is strongly against the character's alignment (such as making a temple repugnant to its cleric), the character gets to make a saving throw vs. psion level to shake off the effect.

**Power Score:** No save is allowed

**Open End:** The victim is aware of the attempt

### **Send Thoughts** (telepathic devotion)

Power Score: ME/RE -5  
Initial Cost: contact  
Maintenance Cost: 2/round  
Range: unlimited  
Preparation Time: 0  
Area Of Effect: individual  
Prerequisites: Mindlink, Contact

This power only works on an open mind, allowing the user to send his thoughts to another mind via one-way communication. He can send information or simply use the power to distract the target. If the target is a wizard casting a spell, he gets a save vs. level, with a bonus/penalty that is equal to the difference in ME/RE between himself and the psion. (if the mage's ME/RE is higher it's a bonus, if it's lower, a penalty). If the wizard fails his save, his concentration is broken and the spell fails. If the target is distracted while in melee combat, he receives a -10 penalty to all attack rolls.

**Power Score:** Mages cannot make the save  
**Open End:** No additional effect

### **Sensory Suppression** (telepathic devotion)

Power Score: IN/RE -10  
Initial Cost: contact  
Maintenance Cost: 4/round/creature  
Range: 100 yards  
Preparation Time: 0  
Area of Effect: individual  
Prerequisites: Mindlink, contact, invisibility

This devotion allows the psionicist to temporarily blind or deafen an opponent by interfering with the brain's reception of sensory information. The victim's eyes or ears still work fine, but the mind cannot process the information. The psionicist must individually contact each creature he wants to affect and make a separate power check for each subject.

The victims remain blinded or deafened for as long as the psionicist pays the maintenance cost to keep the power going. Blinded characters suffer a penalty of -100 to all attacks maneuvers and DB. Deafened characters suffer a -20 penalty, but the penalty could be increased depending on the circumstances. (For example, a character trying to use his blind fighting proficiency to engage a foe in total darkness is very susceptible to being deafened.)

**Power Score:** The victim loses all sensory information for as long as the psionicist maintains the power and is essentially 'deaf, dumb and blind'. The penalty is -150  
**Open End:** The psionicist blinds and deafens himself for 2d8 rounds.

**Sight Link**  
(telepathic devotion)

Power Score: SD -15  
Initial Cost: contact  
Maintenance Cost: 2/round  
Range: unlimited  
Preparation Time: 1  
Area Of Effect: individual  
Prerequisites: Mindlink, Contact

Only usable against open minds, this power lets the user tap into another's visual senses, allowing him to see whatever that being sees. The user's own vision is unaffected. If the linked character is subjected to a gaze attack, the user must make an appropriate saving throw or also be affected by the gaze.

**Power Score:** Sound Link is also gained

**Open End:** The psion is blinded for 1d4 rounds and is at -100 to OB/DB and maneuvers

**Sound Link**  
(telepathic devotion)

Power Score: SD -10  
Initial Cost: contact  
Maintenance Cost: 4/turn  
Range: unlimited  
Preparation Time: 1  
Area Of Effect: individual  
Prerequisites: Mindlink, Contact

By means of a sound link, the telepath taps into the auditory system of another person or creature. He hears whatever his link hears. If the linked creature is subjected to an auditory attack (by sirens, shriekers, etc.), the telepath must make the appropriate saving throw or also be affected.

**Power Score:** Sight Link is also gained

**Open End:** The psion is deafened for 1d4 hours and is at -100 to OB/DB and maneuvers

**Suppress Fear**  
(telepathic devotion)

Power Score: IN/RE +5  
Initial Cost: 5  
Maintenance Cost: NA  
Range: 10 yards  
Preparation Time: 0  
Area of Effect: individual  
Prerequisites: none

A psionicist can use this power to bolster a character's courage. The psionicist can remove any fear effect that is currently affecting a character, automatically dispelling it. This use of suppress fear ends the terror created by all fear inducing spells, as well as the psionic powers of invincible foes and phobia amplification.

If the psionicist uses this power on a character who has not been frightened yet, the subject gains a temporary bonus of +20 to any morale checks or saving throws against magical or psionic *fear* effects. If the spell or power would not normally allow a saving throw, the psionicist may attempt a second power check to see if his fear suppression defeats the effect anyway. This protection lasts one turn, plus a number of rounds equal to the psionicist's level.

**Power Score:** The psionicist so emboldens the subject to the point of foolhardiness that he gains a +10 to OB while the power is in effect.

**Open End:** Fear can be a contagious thing. The psionicist is entirely overwhelmed by the victim's panic and flees as if affected by a fear spell himself.

### **Synaptic Static** **(telepathic devotion)**

Power Score:	ME/RE -20
Initial Cost:	contact
Maintenance Cost:	6/round
Range:	unlimited
Preparation Time:	0
Area Of Effect:	individual
Prerequisites:	Mindlink, Contact

Synaptic static interferes with all psionic activity within a given area. Even the psionicist is affected; when he creates static, he cannot use any other power simultaneously.

However, he may also prevent others from using their powers. Anyone who tries to use a psionic power within the area of effect must fight the static's creator in a psychic contest. If an opponent succeeds, his power functions normally. If not, his power fails.

Exposure to synaptic static for more than five rounds will give anyone a splitting headache. This has no game effect, but it will make NPCs and animals irritable.

This power has three ranges: short, medium, and long. At medium range, the character's power roll is reduced by 10. At long range, it is reduced by 25.

**Power Score:** The psion receives a +5 bonus in all psychic contests prompted by the current use of static

**Open End:** The psion has injured himself trying to create static. He immediately loses 1d20 PSP's and 1d12 HP

### **Telepathic Projection** (telepathic devotion)

Power Score: IN/RE -10  
Initial Cost: contact  
Maintenance Cost: 4/round  
Range: unlimited  
Preparation Time: 1  
Area Of Effect: 10 yard diameter  
Prerequisites: Mindlink, Contact

Telepathic projection allows the user to send emotions to everyone who has been contacted within a common 10-yard diameter. This power cannot radically change a character's emotional state, however. A character that is very angry could be made only slightly angry, for example, but not happy. Empathic changes are a matter of degrees, no more.

**Power Score:** Emotions can be drastically altered (love to hatred, etc.) while this power is maintained

**Open End:** All affected characters experience strong *negative* emotions toward the psionist for 1d10 turns

### **Taste Link** (telepathic devotion)

Power Score: SD -10  
Initial Cost: contact  
Maintenance Cost: 4/turn  
Range: unlimited  
Preparation Time: 1  
Area Of Effect: Individual  
Prerequisites: Mindlink, Contact

Could this be a dieter's dream? Taste link allows the telepath to tap into the flavor senses of another person or creature. The psion tastes whatever his link tastes. If the linked creature takes poison orally, the telepath must save as if he swallowed it himself. Failure means he passes out and loses the link.

Power Score: Scent link is also gained

Open End: The psion has a bitter taste in his mouth, but no other effect occurs.

**Thought Shield**  
(telepathic devotion)

Power Score: IN/RE -15  
Initial Cost: 1  
Maintenance Cost: na  
Range: 0  
Preparation Time: 0  
Area Of Effect: Personal  
Prerequisites: Mindlink

Thought shield is one of the five Telepathic defense modes. It clouds the mind so as to hide first one part, then another.  
As usual, a psionist can initiate one other power during the round Thought shield is used.

**Power Score:** No other effect  
**Open End:** No other effect

**Truthear**  
(telepathic devotion)

Power Score: IN/RE  
Initial Cost: 4  
Maintenance Cost: 2/round  
Range: 0  
Preparation Time: 0  
Area Of Effect: hearing  
Prerequisites: Mindlink

When a psionist uses truthear, he can tell whether other people intentionally lie. He does not hear their words translated into truth; he merely knows whether or not speakers believe they are lying.

**Power Score:** The psion recognizes a falsehood even when the speaker does not.  
**Open End:** The psion can't use this power effectively against this subject for 1d6 days.

## METAPSIONICS

### SCIENCES

#### **Appraise**

(metapsionic science)

Power Score:	In -25
Initial Cost:	20
Maintenance Cost:	N/A
Range:	0
Preparation Time:	0
Area Of Effect:	Personal
Prerequisites:	none

With this power, a psionicist can determine the likelihood that a specific course of action will succeed. He focuses on a course of action and examines the possibilities. He assigns probabilities. Then he mentally processes enormous calculations to arrive at an overall probability of success.

In game play, the character must first pass a power check. If he does, the DM must reveal the percentage chance for the plan or action's success. Exact odds may be difficult or impossible to determine, but the DM should provide his most accurate, honest appraisal.

No one, not even a psionicist, can foresee the future with assured accuracy. Like precognition, the success of this power depends on how closely the characters adhere to their plans. Do they act as they intended? React as they intended? What factors did they fail to foresee? Every deviation steers events away from the predicted path. If this power is used, the DM should give the best answer he can, based on information the characters have. Factors they don't know about, and therefore can't take into account while forming a plan, can change things dramatically.

**Power Score:** No Additional Effect

**Open End:** Cannot use this power for another 24 hours



## **Aura Alteration** (telepathic science)

Power Score:	IN/RE -20
Initial Cost:	10
Maintenance Cost:	na
Range:	touch
Preparation Time:	5
Area Of Effect:	individual
Prerequisites:	10 <sup>th</sup> level, Psychic Surgery

With aura alteration, a psionist can temporarily disguise a person's alignment, disguise his level, or remove aura afflictions like curses, geases, and quests.

Disguising a character's alignment or level is the easiest to do. The disguise is temporary, lasting only 1-6 hours. It has no effect on the character's real alignment or class, but a psionist with aura sight will be fooled by the fake aura. Because curses, geases, and quests are imprinted on the character's aura, they can be removed with this power. A psionist who tries this suffers a -6 penalty to his power roll and must expend 20 PSP's instead of 10. If the die roll is 1, the psionist's patient must make a saving throw vs. spells to avoid losing one experience level. (A slip of the psychic scalpel can close off vital parts of the brain.)

**Power Score:** No additional effect

**Open End:** The full PSP cost of the power must be paid despite the lack success, and this psionist cannot alter this aura until he achieves a higher exp level

## **Empower** (telepathic science)

Power Score:	IN/RE -60
Initial Cost:	varies
Maintenance Cost:	na
Range:	touch
Preparation Time:	0
Area Of Effect:	1 item
Prerequisites:	20 <sup>th</sup> level

This is not a tool for weak or inexperienced characters. Empower allows a psionist to imbue an item with rudimentary intelligence and psionic ability. The process, which requires extraordinary time and effort, is described below.

**Item Requirements:** An item must meet two requirements before it can be empowered. First, it must be of exceptional quality—worth 250% to 500% of the normal cost for an item of its type. Second, it must be new. The process of empowering must begin within 48 hours after the item is manufactured. If it is delayed longer, the item cannot be

empowered. (If the psionist still tries, he automatically fails Step One below, expending 50 PSP's.) If the item meets these two requirements, the psionist can begin the empowerment.

**Step One:** At the start of each day, the psionist must first prepare the item to receive psionic power. This costs 50 PSP's and requires a power check. If this check fails, the day is wasted; no further progress can be made until the next day.

**Step Two:** If the item has been prepared, the psionist can give it access to a discipline. It can have access to only one discipline, never more, and the psionist himself must have access to it. This step costs 100 PSP's and requires a power check.

**Step Three:** The psionist can attempt to empower the item with any single power he knows within the chosen discipline. (The item must have been properly prepared on the same day.) The psionist must make two successful power rolls: first, a check for the chosen power (using the appropriate Power Score), and second, another empower power roll, against *Empower's* Power Score. If both rolls succeed, the item has that psionic power, with a score two points below the psionist's. If Step Three is successful, the psionist expends another 100 PSP's. (Failure means he expends half that amount, as usual.)

**Step Four:** The psionist can imbue the item with other powers by repeating Step Three. The item can acquire one power per day, provided it has been properly prepared (see Step One).

**Step Five:** When the item has acquired all the powers which the psionist intends to give it, the psionist can seal those powers within the item. To do this, he must prepare the item one more time (expending 50 PSP's), and make an endowment power check one last time. If the item is sealed successfully, it can never gain any additional powers—but it can't lose them, either. An item that has not been sealed will lose one power per month until it is just a normal object again.

An empowered object has 8 PSP's per devotion and 12 per science. It has Intelligence equal to its maker's IN/RE stats minus 10 points each, with a minimum of 60. Its Willpower is 10 points per devotion and 15 points per science. Unless it was empowered with another telepathic power, it communicates with *limited telepathy*. Its alignment matches its creator's. The weapon has its own personality, however, and like all intelligent weapons, it will try to assert its independence at every opportunity. The empowering process must be unbroken. If a day passes in which the psionist does not at least try to prepare the object, it is finished as is. He cannot even try to seal the powers; they will wear off over the course of time.

**Power Score:** No additional effect

**Open End:** If three open ends are rolled during the empowering process, the item is a complete and utter failure. The rolls do not have to be in a row.

## **Psychic Clone** (metapsionic science)

Power Score:	IN/RE -40
Initial Cost:	50
Maintenance Cost:	5/round
Range:	60 feet
Preparation Time:	10 rounds
Area Of Effect:	special
Prerequisites:	10 <sup>th</sup> level, Clairaudience, Clairvoyance, Psychic Messenger

When this power is initiated, a clone of the psionicist steps out of his body. It is in every way identical to the original form, except that it has no substance. The psionicist can see and hear what the clone sees and hears. The clone will do anything the psionicist wants it to (as if it were actually him). Furthermore, the psionicist's psyche goes with the clone, thus enabling it to perform all of his psionic powers.

This power has a serious drawback. As long as the clone exists, the psionicist himself is practically a turnip. He retains only three senses: smell, taste, and touch. He cannot move, see, or hear. All his psionic powers are transferred to the clone. In effect, the immobile character is no longer a psionicist; not even psionic sense will reveal his true nature. He can be slain without any combat rolls if an opponent wishes to do so.

The clone can travel up to 60 feet from the psionicist. It can go anywhere the psionicist himself could go. For example, it can walk down a corridor, walk across acid (the clone has no substance and cannot be hurt), and swim (provided the psionicist can). Because the psionicist could walk through an unlocked door, so can the clone—although the clone passes through like a ghost. However, a clone cannot travel through walls or walk on water, because the psionicist could not either.

The clone is impervious to all forms of attack and damage except psionic or mental attack (which will affect the psionicist)

**Power Score:** The clone can travel through walls and other solid objects.

**Open End:** No Additional Effect

## Psychic Surgery (metapsionic science)

Power Score:	IN/RE -25
Initial Cost:	Contact
Maintenance Cost:	10/turn
Range:	touch
Preparation Time:	10
Area Of Effect:	individual
Prerequisites:	Telepathy, Contact

Psychic surgery allows a telepath to repair psychic damage. He can even operate on himself if need be, though his Power Score is reduced by 25 in this case. Phobias, aversions, idiocy, comas, seizures – all these psychic ailments can be treated and cured, as well as several others. Curses or magical conditions – such as geases or charms – cannot be cured.

This power cannot cure possession, either. However, psychic surgery *can* confirm that the problem really is possession, and *can force the possessing entity into psychic combat* if the surgeon desires. This may be risky, since creatures capable of possession are often quite powerful and the psionist cannot ascertain their power beforehand. On the other hand, psychic surgery could cure the possession indirectly by forcing a weak entity to flee rather than face combat.

Most psychic ailments can be cured in one turn or less. However, if the psionist's power check results in a 1-5, the problem is particularly tricky and requires another turn to repair. If the power check fails, the problem is too great for the psionist to fix, and he cannot try again until he gains another exp level.

**Special Operations:** Psychic surgery has two special uses. First, the psion can use this power to help non-psions unleash their wild powers. If the psionist performs this kind of operation successfully, the patient gains a -10 bonus to their wild talent roll.

The second operation can make the effect of any power in the Telepathy discipline permanent with no maintenance cost. The patient is rarely grateful, because the power is not bestowed on the subject, only its effect. In this way, a person can be permanently dominated or fate-linked, for example. The following restrictions apply:

1. The power must be maintainable (i.e., it must have a maintenance cost)
2. The power must have a range of other than zero
3. The surgeon must know the power and use it successfully on the patient
4. A psionist cannot use this type of surgery on himself or on another psionist. If he tries, nothing happens.
5. At most, only one power can be made permanent per turn. If the result of the power check is a 1-5, the procedure takes two turns instead of one

The procedure can also be reversed; i.e., psychic surgery can be used to remove a permanently implanted Telepathic effect.

**Power Score:** the surgery takes only 5 rounds per implanted power

**Open End:** the surgeon cannot use this power successfully again for 1d4 days

## **Split Personality** (metapsionic science)

Power Score:	SD/CO -25
Initial Cost:	40
Maintenance Cost:	6/round
Range:	0
Preparation Time:	24 hours
Area Of Effect:	personal
Prerequisites:	20 <sup>th</sup> level, Psychic Surgery

This is not a psychosis; it's the power to divide one's mind into two independent parts. Each part functions in complete autonomy, like two characters in one body. Both parts communicate fully. Both can use psionic powers, even at the same time. That means a split personality can use twice as many psionic powers per round. (The character's total number of PSP's remains the same, however, with both personalities drawing from it.) Alternately, one personality can use psionic powers while the other does something else—e.g., converse, ponder a puzzle, or control the body in melee. Thus, split personality allows a character to fight physically and psionically at the same time.

Mental attacks directed against the psionicist affect only half of the mind. Contact must be established separately with each half. If one half is destroyed, controlled, or subdued somehow, the other half can continue fighting independently and retains control of the body.

Before he attempts to make his personality whole again, the psionicist must make a saving throw vs. his own level if any of the following is true: 1) he does not control both portions of his mind, 2) he has unrepaired psychic damage, or 3) is suffering unwanted contact. A successful save means that his mind returns to complete health and throws off all undesired influences. Failure means that the afflicted portion of his mind becomes dominant and he passes out for 1d6 turns, but regains consciousness free of undesired influences.

**Power Score:** The mind splits into three parts instead of two.

**Open End:** The character passes out for 10 turns.

## Subjective Reality (metapsionic science)

Power Score:	IN/RE -25
Initial Cost:	35
Maintenance Cost:	7/round
Range:	0
Preparation Time:	0
Area of Effect:	personal
Prerequisites:	16th level

Belief is a powerful thing. With this power, the psionicist can ignore the reality of an object or category of objects and make them have no existence for him. He could convince himself that an enemy's sword could not harm him—and the sword would simply pass through his body without effect.

The psionicist can only disbelieve inanimate objects or effects with this power, since he finds it impossible to ignore living creatures. Some possible uses of the power include:

- Disbelieving a type of weapon, such as hand-held weapons, bows and crossbows, or hurled weapons. No weapon of that type can harm the psionicist while he maintains the power.
- Disbelieving an entire type of magic, such as priestly or wizardly magic.
- Disbelieving a manifestation of an element, such as a bonfire or a rockslide.
- Disbelieving any one object, regardless of size (large or small), such as a boulder, an enemy's armor, or a magical item in an enemy's possession.

The DM will have to decide what the exact effects of subjective reality are, but in general the disbelieved objects simply do not exist for the psionicist. He cannot be harmed by them, nor can he have any effect on them himself. The psionicist's enemies may be quite baffled by their inability to cut him to pieces or blast him to cinders.

**Power Score:** The psionicist can alter what he is disbelieving from round to round.

**Open End:** The psionicist accidentally creates a whole new reality for himself and must save versus spells or be *plane shifted* to a randomly selected Outer Plane.

## Suppress Magic (metapsionic science)

Power Score:	Con -20
Initial Cost:	30
Maintenance Cost:	1+/round
Range:	0
Preparation Time:	0
Area of Effect:	20 yard radius
Prerequisites:	16 <sup>th</sup> level

Very powerful psionicists can draw upon their command of psychic energy to create a field that dampens magic of all types. Within the field, no spells function, weapons lose their enchantments, creatures with magical attacks or powers (such as a basilisk's gaze) cannot use them, magically animated monsters (animated dead, golems, etc.) stop in their tracks, and magical items do not function.

The field persists only as long as the psionicist maintains it. The base maintenance cost is 1 PSP per round, but each spell level or magical power usage within the field adds 1 PSP to the maintenance cost. For example, a wizard who throws a *fireball* at a psionicist who is suppressing magic forces the psionicist to pay an extra 3 PSP's for that round's maintenance. Effects without a spell level should be equated to a similar spell. If there is no similar spell, the psionicist pays maintenance PSP's equal to 1 per Hit Die or level of the initiating creature.

This effect will temporarily disrupt enchantments in effect, so a *charmed* person is temporarily freed, *polymorphed* creatures return to their original form, and so on. Things that were changed by magic but are no longer magical, such as a stone bench that was created by a *stone shape*, do not change in form. A person stoned by a medusa's gaze remains that way. Once the psionicist ceases to maintain the power, all enchantments resume uninterrupted.

**Power Score:** The psionicist may choose to *dispel* any enchantment in the area as a wizard of the same level casting *dispel magic*.

**Open End:** A random magical item on the psionicist's person is permanently drained of all enchantments.

**Ultrablast**  
(metapsionic science)

Power Score:	IN/RE -50
Initial Cost:	75
Maintenance Cost:	0
Range:	0
Preparation Time:	3
Area Of Effect:	50' radius
Prerequisites:	20 <sup>th</sup> Level, Psionic Blast

A character using psionic Ultrablast can overwhelm and damage nearby psyches. To do this, he casts thought waves in all directions. In laymen's terms, the psionist "grumbles" psychically for three rounds. Then his consciousness bursts forth and a horrid, psychic scream penetrates all minds within 50 feet. Victims may never be the same again. All characters within 50 feet of the psionic Ultrablast must save vs. psion's level at -30. Failure means they pass out for 2d6 turns. Those who pass out must immediately save vs. paralyzation again. If they fail a second time, they lose all psionic power. Only psychic surgery can help them recover this loss.

Although the blast does not affect the initiator, the risks are great. If the power check fails, he becomes comatose for 1d10 days. Some characters may think he's dead.

**Power Score:** Creatures of 6 levels or less die if they fail their save

**Open End:** The psion must save vs. his own level, at a -30 or die. If he k\lives, he loses use of all his psionic powers for 2d6 days.



## **DEVOTIONS**

### **Cannibalize**

#### **(metapsionic devotion)**

Power Score:	CO
Initial Cost:	0
Maintenance Cost:	na
Range:	0
Preparation Time:	0
Area of Effect:	personal
Prerequisites:	10th level

This power allows the character to cannibalize his own body for extra PSP's. When it is used, the character can take any number of Constitution points and convert them directly to PSP's at a ratio of 1:2. (One Constitution point becomes two psionic strength points.) The psionicist can use these points anytime, as if they were part of his total. He can cannibalize to a minimum CO score of 25. If he goes below this amount, the psion will fall into an immediate state of unconsciousness, and remain so until his CO stat is at least 25 again.

The Constitution reduction is not permanent, but it *is* debilitating and long-lasting. The character immediately loses bonus hit points. All CO based die rolls are affected accordingly. More importantly, all of his psionic power scores which are based on Constitution are reduced by the appropriate amount.

A psionicist can recover 5 cannibalized points of Constitution per week of rest. Rest means staying quietly at home (safely indoors). Adventuring is not allowed.

**Power Score:** The psionicist gains 20 PSP's without reducing his Constitution.

**Open End:** The character loses 1d10 Constitution points, but can regain them by resting.

### **Cognitive Trance**

#### **(metapsionic devotion)**

Power Score:	SD/ME -20
Initial Cost:	10
Maintenance Cost:	3/round
Range:	0
Preparation Time:	0
Area Of Effect:	personal
Prerequisites:	none

A psionicist with this power can place himself in a trance that clears his mind for calm and contemplative thought. Anything the psionicist sees, hears, or reads while under the mind-sharpening influence of the cognitive trance can be committed to his memory verbatim, for precise recall at a later time.

The player running the psionicist character can use this ability to remember detailed instructions or conversations to the word, even if he himself does not remember the exact content. This can come in really handy when trying to remember detailed instructions to a certain location or the exact wording of a complicated series of intricate passwords. The psionicist can also enter the trance to consider any problem, puzzle, or riddle, gaining a +2 bonus on any Intelligence checks to find a solution.

If used for photographic memory, the trance lasts as long as it takes to completely take in all the information to be remembered. If used to solve a puzzle, the trance lasts as long as it takes the psionicist to make a single attempt to arrive at a solution for the situation at hand. An extended trance may last for several hours. Entire books may be memorized in this way.

While in cognitive trance, the psionicist suffers a –1 penalty to surprise checks. Combat or even conversation of the slightest sort will break the trance.

**Power Score:** The psionicist gains a +20 bonus on any IN/RE checks that are required (for solving puzzles or riddles, for example) for the duration of cognitive trance.

**Open End:** The psionicist gets a mild headache that lasts for 1d6 turns, ruining any chance of entering such a trance.

### **Convergence (metapsionic devotion)**

Power Score:	IN/RE
Initial Cost:	8
Maintenance Cost:	0
Range:	10 yards
Preparation Time:	1
Area Of Effect:	10 yards
Prerequisites:	16 <sup>th</sup> level, Contact

When psionicists put their heads together, the results can be impressive. Convergence allows psionicists to link their minds into one synergetic being—an entity more powerful than the sum of the individual parts. There is no limit to the number of psionicists who join minds. Each participating psionicist must know the convergence power, however, and each must make a successful power check in the same round. Then they are linked. All their PSP's flow into a single pool, from which each draws his strength. If one participant knows a power, now anyone in the group can use it.

Each participant can use psionic powers at the normal rate per turn: one defense and one other power per round. If the group is attacked psionically, the attack must overcome every working defense. If it does, the attack affects every character in the convergence, or as many as possible.

When the convergence is discontinued, PSP's that remain in the pool are evenly divided among all the participants. Fractions are rounded down, and no individual can exceed his usual maximum (extra points are lost).

**Power Score:** No other effect.

**Open End:** The participant loses 1d20 PSP's.

**Enhancement**  
**(metapsionic devotion)**

Power Score: SD -15  
Initial Cost: 20  
Maintenance Cost: 5/round  
Range: 0  
Preparation Time: 1 turn  
Area Of Effect: personal  
Prerequisites: Meditative Focus skill, 12<sup>th</sup> level

This power yields the same results as the Meditative Focus proficiency, in less time. When a psionicist learns this power, he selects one discipline to enhance. As long as he maintains the enhancement power, all of his Power Scores within the chosen discipline are increased by 10. At the same time, all other Power Scores are reduced by 5.

**Power Score:** Maintenance cost is only 2/round

**Open End:** No additional effect

**Fighting Trance**  
**(metapsionic devotion)**

Power Score: SD/CO -15  
Initial Cost: 9  
Maintenance Cost: 4/round  
Range: 0  
Preparation Time: 24 hours  
Area Of Effect: personal  
Prerequisites: none

With this power, the psionicist learns how to focus his attention into a razor-sharp weapon for maximum awareness and effectiveness in combat. His reflexes and agility are increased to their absolute sharpest level, and he is able to unconsciously track all combatants in the immediate area. While fighting trance is in effect, the psionicist reduces any rear attacks to flank attacks, and any flank attacks are treated as if they were frontal attacks instead. The psionicist in fighting trance gains a +5 bonus to all initiative rolls, his DB, all *avoidable* saving throws (GM discretion), and all attack rolls.

The psionicist's focus on his physical actions makes it difficult for him to concentrate on initiating any psionic powers. He suffers a -5 penalty to activate any other power while fighting trance is being maintained.

**Power Score:** Bonus is +10 to all rolls

**Open End:** Overload! Psionicist suffers a penalty of -10 to all rolls for 1d4 hours.

**Gird**  
(metapsionic devotion)

Power Score:	SD/CO -15
Initial Cost:	9
Maintenance Cost:	4/round
Range:	0
Preparation Time:	24 hours
Area Of Effect:	personal
Prerequisites:	none

Each time a psionicist girds another power, he can maintain that power automatically—i.e., without mental concentration. Thus, a psionicist who is maintaining only girded powers can sleep without disrupting those powers.

To use gird, the psionicist must first initiate and maintain the power he intends to affect. Then he must make a girding power roll. If he succeeds, he automatically pays twice the normal maintenance cost for the girded power—or a minimum of 1 PSP per hour. To remove the girding, he must consciously decide to do so (no power roll is required). Otherwise, the girding remains in place until the psionicist runs out of PSP's. That means a psionicist who's unconscious or sleeping could awaken to find all his psionic strength girded away. If the psionicist wishes to reestablish a gird that he discontinued, he must make a new power roll.

**Power Score:** No additional effect  
**Open End:** The gird attempt disrupts the power

**Intensify**  
(metapsionic devotion)

Power Score:	SD/CO -15
Initial Cost:	9
Maintenance Cost:	4/round
Range:	0
Preparation Time:	24 hours
Area Of Effect:	personal
Prerequisites:	none

Intensify allows the psionicist to improve either his Constitution, Self Discipline, Intuition, or his Memory for psionic applications. To improve one—for psionic purposes only—he must weaken the other three—for all purposes. Each point of increase in the targeted ability decreases the other three abilities by the same amount. In addition, each point of increase costs 2 PSP's.  
For example, Zenita is a psionicist with SD 78, CO 55, ME 76, and IN 87. She wants to intensify her SD by 20 points. To do so, she must spend 20 PSP's (1 PSP for each bonus point of SD). Her SD is raised 20 points to 98. Meanwhile, her Constitution and Memory,

and Intuition scores drop 20 points (to 35, 56 and 67, respectively). The increase in SD affects psionic powers only. The drop in CO, ME and IN affects everything applicable *except PSP's, psionic power rolls, hit points, system shock rolls, saving throws, spell bonuses, spell failure, etc.*

A psionist can raise an ability score to a maximum of 110, provided they have enough PSP's and no other score is reduced below 10.

**Power Score:** The characters ability is raised as he intended, but the cost of this power is only 1 PSP per increased point

**Open End:** The psion must make a save at -20 or the intended ability is lowered 1d10 points for 1 day

### **Iron Will (metapsionic devotion)**

Power Score:	SD/CO -15
Initial Cost:	9
Maintenance Cost:	4/round
Range:	0
Preparation Time:	24 hours
Area Of Effect:	personal
Prerequisites:	none

A psionist with this power has the ability to focus his willpower to extraordinary levels, persevering through conditions that would overcome lesser characters. While maintaining this power, the psionist can temporarily ignore accumulated wounds that would reduce him to 0 hit points or less. Due solely to his mental strength, he can force himself to remain conscious and fully active until reduced to negative hit points = to his CO bonus, at which point he dies, just as anyone else would. Up until that point, though, he can fight and use his powers normally with absolutely no interruption at all except for initiating and maintaining the iron will devotion.

The psionist can also use his iron will to resist losing consciousness or control of himself through other means. If the effect the psionist is struggling against normally allows a saving throw (a vampire's charm person ability or a psionic domination, for example) the psionist gains a +20 on his saving throw while iron will is in effect. If the effect does not usually allow the victim a saving throw (a command or sleep spell, for instance), the psionist gains the chance to attempt a saving throw versus spells with a -20 penalty.

Iron will acts as a reflexive power. It does not have to be maintained at all times in order to be effective. If a situation arises in which the psionist needs the iron will power, he can drop what he is doing to initiate it. If he has not yet acted in the round, he has the choice of initiating iron will and aborting his intended action or of forgoing iron will to carry out whatever he had originally planned to do. Otherwise, he is forced to wait until the following round to initiate it.

**Power Score:** The psionicist can survive to his CO bonus in negative hit points plus 20, or automatically make any saving throws to avoid unconsciousness or control. Once the power is dropped though, if the character still has less than his CO bonus in hit points remaining, he will instantly fall over dead. Clever psionicists will make sure to heal their wounds (or have them healed by someone else) beforehand.

**Open End:** The power fails to activate.

### **Magnify**

**(metapsionic devotion)**

Power Score: SD -35  
Initial Cost: Varies  
Maintenance Cost: Varies  
Range: 0  
Preparation Time: 0  
Area Of Effect: personal  
Prerequisites: SD of 90+, 15<sup>th</sup> level

Magnify allows the psionicist to magnify the effects of another power in all conceivable ways—e.g., double damage, double range, double modifiers, and so on. However, the affected power's initial cost is proportionately magnified, as is its maintenance cost. The psionicist initiates the magnify power first. At the same time, he must designate which power he intends to improve. Unless he maintains the magnification, he must immediately use the power he wishes to improve (in the same round). Otherwise he can maintain the magnification until he uses the affected power (a costly endeavor). Once the power has been performed, magnify must be reinitiated to perform again.

The amount of magnification depends upon the psionicist's level, as follows:

Levels 10-25 x2  
Levels 26-35 x3  
Levels 36-49 x4  
Levels 50+ x5

**Power Score:** the magnification factor is one greater, with no additional cost

**Open End:** The affected power becomes inoperative for one day.

### **Martial Trance**

**(metapsionic devotion)**

Power Score: SD -25  
Initial Cost: 7  
Maintenance Cost: 1/round  
Range: 0  
Preparation Time: 0  
Area Of Effect: personal  
Prerequisites: 5<sup>th</sup> Level

This power helps the user in psionic combat. By entering a trance before combat begins, the user focuses his complete attention on the psionic activity, tuning out other distractions. While in the trance, the user gains a +5 bonus to all mental attack rolls, in addition to any other modifiers that may apply.

The trance ends when the user chooses to end it, by any moderate physical contact (a blow, shake, or slap), or when his PSP's are reduced to 0. As his attention is completely focused on the psionic battlefield, any melee attacks against him hit automatically and cause maximum damage.

**Power Score:** He manages to maintain enough awareness to use his DB against melee attacks

**Open End:** No additional effect

### **Probability Manipulation** (metapsionic devotion)

Power Score: SD/Luck -25  
Initial Cost: 15  
Maintenance Cost: 5/round  
Range: 0  
Preparation Time: 0  
Area Of Effect: personal  
Prerequisites: 8<sup>th</sup> level

By initiating this power, the psionicist attempts to tamper with the laws of chance to affect a specific action. If the psionicist succeeds, he gains a bonus of +20 to saving throws, attack rolls, ability checks, thief skills, or spell failure checks. It cannot be used to affect the initiation of a psionic power. If the psionicist makes no rolls within one turn of initiating the power, he loses his chance.

Luck can be fickle. If a psionicist manipulates probabilities more than once in a day, there is a 50% chance that he suffers a penalty equal to the bonus he was trying to achieve.

**Power Score:** The bonus is doubled with no additional cost

**Open End:** The affected power becomes inoperative for 1 day

### **Prolong** (metapsionic devotion)

Power Score: SD/CO -25  
Initial Cost: 5  
Maintenance Cost: 1/round  
Range: 0  
Preparation Time: 0  
Area Of Effect: personal  
Prerequisites: 8<sup>th</sup> level

When this power is in effect, the range of all powers is increased by 50%, as is the radius of their areas of effect. This has no effect on powers with a range of zero or individual, nor does it alter personal, or single-item areas of effect. It does alter powers that affect a quantity of stuff; prolonged disintegration, for example, destroys up to 12 cubic feet of material instead of 8.

**Power Score:** The increase is 100%

**Open End:** All ranges/areas of effect are halved for 1 day

### **Psionic Inflation** (metapsionic devotion)

Power Score: SD/CO -25  
Initial Cost: 20  
Maintenance Cost: 3/round  
Range: 0  
Preparation Time: 1  
Area Of Effect: 100' radius  
Prerequisites: 8<sup>th</sup> level

When a psionicist invokes this power, he sends out a powerful ring of psionic noise (extending to 100 feet). All psionic activity within this area requires twice the normal initial cost and maintenance. The initiating psionicist is not affected; the noise actually begins about an inch beyond his aura, creating a bubble of relative quiet around him. Other psionicists in the area of effect will not realize anything is wrong until they have actually used a power. If they are maintaining a power, they discover the inflated rate after paying twice the normal maintenance cost. If two psionicists initiate psionic inflation in the same area, the psionicists must conduct a psychic contest. The loser's psionic inflation ceases. If both characters fail, then both cease their power maintenance. Reroll ties.

**Power Score:** All psionic activity within the area requires three times the normal initial cost and maintenance.

**Open End:** The psionicist cannot recover **PSP's** for two hours.

### **Psionic Residue** (metapsionic devotion)

Power Score: IN/RE -15  
Initial Cost: 15  
Maintenance Cost: 0  
Range: 0  
Preparation Time: 0  
Area Of Effect: 30 yards  
Prerequisites: none



This power lets a psionist collect PSP's after expenditure of PSP's from other character or creatures. Whenever PSP's are spent, a residue of psionic energy remains in the area, permeating the prime, astral, and ethereal planes in the vicinity. The residue fades after five rounds. When the power is used, the psionist immediately adds PSP's to his total equal to 1/10 of all PSP's expended by other characters for the past five rounds within the area of effect (round fractions down). PSP's expended by the psionist himself do not count.

**Power Score:** The psion gains a bonus of 10 PSP's

**Open End:** The psion instead gives 1/10 of the PSP's spent to the characters who spent them

### **Psionic Sense (metapsionic devotion)**

Power Score: IN/RE -15  
Initial Cost: 4  
Maintenance Cost: 1/round  
Range: 0  
Preparation Time: 0  
Area Of Effect: 200 yard radius  
Prerequisites: Telepathy

With psionic sense, a character can detect psionic activity anywhere within 200 yards. Any expenditure of PSP's constitutes psionic activity, even if it is only to maintain a power. Use of the mind blank power is psionic activity, too, even though it expends no PSP's. When the character makes his first successful power check, he learns whether or not someone—or something—is psionically active within range. If the psionist makes another successful power check in the following round, he also learns 1) how many PSP's are being spent, and 2) where the psionic activity is occurring (direction and distance). If psionic activity is occurring in more than one place, the psionist gets a fix on all of it within 200 yards.

**Power Score:** Second-round information is gained in the first round.

**Open End:** This power cannot be used effectively for one turn.

## Psionic Vampirism (metapsionic devotion)

Power Score:	SD -15
Initial Cost:	5+
Maintenance Cost:	1/round
Range:	10 yards
Preparation Time:	0
Area Of Effect:	individual
Prerequisites:	5 <sup>th</sup> level, Contact, Psychic Drain

Psionic vampirism is the much-feared ability to steal another's psionic strength in order to replenish the psionicist's own. Although it resembles *psychic drain*, psionic vampirism is different in three important ways: first, PSP's are directly drained; secondly, the victim need not be asleep; and third, the victim need not be humanoid, it only has to have a PSP score. Psionic vampirism is a very painful process, but is not debilitating as psychic drain can be.

To begin draining PSP's from the victim, the psionicist must establish contact. Once she has access to the victim's mind, she can begin draining PSP's. The amount of PSP's drained by psionic vampirism is determined by the amount of initial PSP's expended.

<u>Initial PSP's expended</u>	<u>Rate of Drain</u>
5	3 PSP's/round
10	5 PSP's/round
15	7 PSP's/round
20	9 PSP's/round
25	11 PSP's/round
30	15 PSP's/round
35	20 PSP's/round

Although no permanent damage is caused by this power, it is unpleasant in the extreme and the victim will almost certainly want to fight back. Since the power only works against creatures with a PSP score (psionicists, wild talents, or psionic monsters), the victim is probably not helpless and may know a psionic defense to prevent the necessary contact.

Psionic strength drained by this power returns normally, just as if the victim had expended those points himself. If a victim is drained to 0 PSP's by psionic vampirism, he must make a saving throw versus death or fall unconscious for 2d6 turns.

Draining a victim of mental energy is usually an evil act, and psionicists who make extensive use of this power will find their alignments gradually twisting toward evil.

**Power Score:** PSP's drained is doubled

**Open End:** Psion is knocked unconscious for 1d10 rounds

## **Psychic Blade** (metapsionic devotion)

Power Score:	SD -10
Initial Cost:	7+
Maintenance Cost:	2+/round
Range:	0
Preparation Time:	0
Area of Effect:	personal
Prerequisites:	10th level, Mind Thrust

With this power, the psionicist creates a semi-tangible manifestation of his psychic attack that is shaped like a sword and can be wielded as a weapon in physical combat with a +5 OB for every level of the psion, with an additional +5 for every 2 PSP's he wishes to spend. Any creature struck by the psychic blade suffers a normal broadsword attack. The victim must also make a saving throw vs. the psion's level or be stunned and unable to act for 1d6 rounds. Creatures that are immune to stun are not affected. Psychic blade damage is treated as punching damage; 25% is real, and 75% is temporary damage that is recovered within one turn of the end of the encounter.

The psychic blade is an extension of the psionicist's own life energy, and it is treated as a +10 weapon for purposes of striking monsters immune to normal weapons. Because the blade is the psionicist's very life, it conveys special touch attacks back to his own body. Creatures that drain energy levels automatically drain a level from the psionicist each time he strikes them with a psychic blade. Monsters without minds (oozes, slimes, jellies, elementals, and golems) cannot be harmed by the psychic blade.

If the victim has a psionic defense mode operating when struck by the psychic blade, the psionicist must win a psychic contest against the victim for this power to cause any harm.

**Power Score:** The damage increases to x2 with the critical increasing by one factor ('A' to 'B'), and the victim receives a -10 penalty on his saving throw.

**Open End:** The psionicist weakens himself in the attempt to create the blade, suffering an 'A' Stun crit.

**Psychic Drain**  
(metapsionic devotion)

Power Score: IN/RE -30  
Initial Cost: Contact +10/creature  
Maintenance Cost: none  
Range: 30 yards  
Preparation Time: 0  
Area of Effect: up to 6 minds  
Prerequisites: 10th level, Telepathy, Contact

Psychic drain enables the psionicist to tap into the personal, psychic energy of other people to augment his own psionic strength. Up to six people can be tapped at one time. Each subject, who is often called a *host*, must first be asleep. Next, the psionicist must make contact with the person's mind. Then he expends another 10 PSP's and makes a psychic drain power check. If he succeeds, the host falls into a trance which lasts 4-9 (1d6+3) hours. The character can be awakened with some difficulty before then, but he'll be groggy and disoriented for another hour.

While the host is in the trance, the psionicist can siphon psychic energy. Just as a vampire draws blood to grow strong, the psionicist drains Intuition, Reasoning/Memory, Self Discipline and Constitution points. He can drain as much as he desires. For every ability point the psionicist drains, he gains 2 PSP's. Any PSP's gained cannot be banked (added to the psionicist's total). They cannot be siphoned any faster than they are used. In other words, when the psionicist expends PSP's, he automatically draws these points from his host(s)—unless he specifies otherwise. The psionicist must remain within range of the entranced characters in order to draw strength points from them. If he exercises moderation, the psionicist does not harm his hosts. A host only begins to suffer ill effects when he loses more than 50% of his psionic potential. (Potential equals Intuition, Reasoning/Memory Self Discipline and Constitution combined, minus 60 points.) The table below shows the effects of excessive depletion. Psychic surgery can correct these problems.

<u>Potential Lost</u>	<u>Effect on host</u>
51-60%	Temporary amnesia (2-12 weeks)
61-70%	Permanent amnesia
71-80%	IN/RE temp/pot reduced to 20
81-90%	IN/RE temp/pot reduced to 20; put in coma for 1-12 days, must make save vs. psions level at -50 every day or die
91-100%	Save vs. psions level at -50 or die; if subject lives, SD, IN, RE/ME and CO temps and pots are reduced to 15 Permanently

**Power Score:** The psionicist does not harm the subject(s) this time, regardless of how much he drains

**Open End:** Contact broken

## Receptacle (metapsionic devotion)

Power Score:	IN/RE -25
Initial Cost:	0
Maintenance Cost:	na
Range:	touch
Preparation Time:	1 round/point
Area of Effect:	one item
Prerequisites:	Empower or a valuable gem (min 1,000 gp value)

This power allows a psionist to store psionic energy in a special receptacle. The psionist can draw upon the energy later to fuel his other psionic powers. He cannot use these points when his total pool of psionic strength is at its maximum. However, he can keep the stored PSP's on hand until he's running low on psionic energy, and then use them immediately. (It's like storing a pint of your own blood at a hospital. With a little time, your body replaces the pint. Later, if you should lose blood in an accident or operation, you can use the stored blood to recover the loss quickly.) Before powers can be stored, a receptacle must be prepared. Two types of containers are appropriate: a vessel prepared with empower (a metapsionic science), or a valuable gem that has been specially prepared using the receptacle power.

**Empowered Vessel.** Any vessel can serve as a receptacle for psionic energy if it is empowered first. The psionist must perform the initial preparation and final sealing described earlier under "empower." He does not do anything further; the vessel needs no additional powers. It can hold PSP's equal to his psionic potential, multiplied by his experience level.

**Valuable Gem.** A gem can hold 1 PSP for every 100 gold pieces of its worth, rounded down. For example, a gem worth 650 gold pieces can hold 6 PSP's, and a gem worth 1,000 gold pieces can hold 10 PSP's. The gem still requires preparation, however. To do this, the psionist must slowly fill the gem with PSP's—1 per turn—until the gem reaches maximum capacity (100% of its value). The psionist can do nothing else while filling the gem. When the task is complete, the psionist must make a power check. If he fails, only one-half of the gem's capacity is useable.

**Storing Points.** Using his receptacle power, he can automatically place 1 PSP into a properly prepared container per round. When he is finished, the psionist must make a receptacle power check. If it succeeds, all is well; if it fails, only half the points he expended are stored in the receptacle, while the rest are merely spent.

Using **Stored Points.** The psionist can retrieve stored points automatically. The receptacle must be in contact with his flesh. He can never retrieve more points than the receptacle currently holds, *nor can he retrieve so many that it raises his current psionic point total above his maximum.* No matter how many receptacles he has, a psionist can never store more PSP's than his maximum total. (For example, if his usual maximum is 100 PSP's, he can store no more than 100.) Only the psionist who placed the points in the item can use them. The danger of this power is receptacle loss. If the receptacle is damaged or destroyed, its contents (PSP's) are instantly subtracted from the psionist's

total possible points. This loss is temporary, but until the psionicist is once again back up to his full PSP score he recovers PSP's only half as fast as normal.

**Power Score:** No other effect.

**Open End:** No other effect.

### **Retrospection (metapsionic devotion)**

Power Score: IN/RE -20  
Initial Cost: 120  
Maintenance Cost: na  
Range: 0  
Preparation Time: 10  
Area of Effect: personal  
Prerequisites: 10th level, Convergence

Retrospection is a kind of psionic séance. It allows psionicists to delve into the past and locate memories that have been loosed from other minds. A psionicist must join at least two other psionicists in a convergence before he can use this power. He—or one of the other participants in the convergence—then poses a question regarding a specific event in the past. To find the answer, the psionicist must make a successful power check.

When retrospection succeeds, the characters tap into a universal, pervasive memory. They have access to any information that ever existed in anyone's memory regarding the incident they are investigating. The amount of detail that comes to mind depends on power check results that are below the power score:

1-20	extremely vague and fragmentary
21-30	vague or incomplete
31-50	complete but not very specific
51 +	reasonably complete and specific

Memories bear the mark of the personalities who created them. The DM should role-play the memories accordingly, not just recite information. If the psionicists' alignments differ significantly from the memories' alignments reaction rolls are in order. Memories can be polite and helpful, or they can be cantankerous and downright rude. Memories which have lain undisturbed for centuries may be angered by the intrusion, or they may be delighted for the chance to air themselves out and bring the truth to light.

**Power Score:** No other effect.

**Open End:** No other effect.

## Splice (metapsionic devotion)

Power Score:	ME/RE $-(2 \times \# \text{ spliced})$
Initial Cost:	5 x # spliced
Maintenance Cost:	# spliced/round
Range:	0
Preparation Time:	# spliced
Area of Effect:	personal
Prerequisites:	2 <sup>nd</sup> level or above

Splicing psionic powers is tremendously useful. In effect, the psionicist is splicing together two or more separate powers into one psionic release. This is very difficult, however, and it requires great precision. The more powers the psionicist attempts to splice, the more likely he is to fail.

First, the character must make a successful splice check. His power score is decreased 10 points for each power being spliced. For example, if he is splicing two powers, his score equals IN/RE -20. The initial cost of this endeavor is 5 PSP's for every power being spliced. If the character passes this first power check, he must then initiate each spliced power in succession—without interruption. He does not have to make a separate splicing check for each of these powers, but he still pays their initial costs. Furthermore, each spliced power has absolutely no effect at this time.

Once all the powers have been initiated, the psionicist must make a second splice check. (His power score is still reduced two points for each power being spliced.) If he fails this check, all his efforts are lost; the PSP's he spent are gone, and none of the powers works. If the power check succeeds, the psionicist can maintain the splice by expending 1 PSP per spliced power per round.

At any later time (during which the splice has been maintained), the psionicist can unleash the spliced series of powers. In effect, he performs all of the spliced powers simultaneously—or with split second separations if desired. Success is not automatic. The psionicist must perform the individual power checks for these spliced powers when he releases them. He does not have to pay their initial costs again, however.

The maximum number of powers that a psionicist can splice equals his experience level. For example, a 2nd level psionicist can splice up to two powers, and a 3rd level psionicist can splice up to three. A complex splice is a long shot at best, however. As noted above, a psionicist's power score decreases two points for every power he attempts to splice. That means a character who attempts a five-power splice has a IN/RE score of -50.

Many psionicists use splice to combine just two powers: contact, and another power that requires contact. This is the most common combination.

**Power Score:** The character receives a +10 bonus on power checks when unleashing the spliced powers.

**Open End:** No other effect.

## **Stasis Field** **(metapsionic devotion)**

Power Score:	SD/CO -15
Initial Cost:	20
Maintenance Cost:	20/round or 1/round
Range:	0
Preparation Time:	3
Area of Effect:	max. 1 yard/level
Prerequisites:	16 <sup>th</sup> level

A stasis field is a region in which time slows to a crawl and energy is reduced to a meaningless fizzle. When created, the stasis field surrounds the psion like a bubble. It can have any radius he desires, up to a maximum of 1 yard per level of experience.

From the outside, the stasis field looks like a slightly shimmering, completely smooth silver globe. When something presses against the edge, it gives a slight resistance, but the object passes through.

Inside the field, all is murky and dim. Light filters through from the outside, but it turns gray. A light source inside is only about 1/4<sup>th</sup> as bright as usual.

Time is 60 times slower than usual in a stasis field. That is for every round (or minute) that passes inside, an hour passes outside. (This dilation is not apparent to those inside the field, however) Each round he stays inside, the psion must pay 20 PSP's to maintain the stasis field.

Energy attacks also change inside a stasis field. Energy magics – e.g., fireball, lightning bolt, Ice bolt, Wall of Fire, etc - have no effect; the spells appear and then fizzle in midair. Movement is slowed down visibly, and swift objects are affected more than slow objects. Character and creature movement rates are halved. A dagger can easily be pushed through someone, but a lightning like slash with a sword is slowed to a graceful arc, almost in slow motion. Missile weapons are useless; the missile drifts lazily through the air, only to bounce off an unwary target or be dodged by a target who's looking.

If the psion keeps the stasis field centered on himself, it moves with him. He can transfer the focal point of the field to anything he touches, however. Then he can move freely within the field, or even leave it. If he does leave the field, the cost to maintain it is only 1 PSP/round. While outside the field, the psion can roam up to 100 yards from it and still maintain the field. However, he cannot move the field from the outside. He must re-enter it to move it again.

**Power Score:** No other effect

**Open End:** the psion pays the full initial PSP cost, but nothing happens.



**Wrench**  
(metapsionic devotion)

Power Score:	SD -25
Initial Cost:	15
Maintenance Cost:	8/round
Range:	30 yards
Preparation Time:	0
Area of Effect:	1 undead
Prerequisites:	none

This power affects only creatures which exist simultaneously on the Prime Material and another plane of existence. This includes most undead, and others as noted in the *Monstrous Compendium*. It specifically excludes gods, demigods, and avatars. When such a creature is wrenched, it is forced entirely into one plane or the other, at the psionist's option.

If the creature is forced out of the Prime Material plane, it is trapped in the other plane for 2d6 turns. It can return to the Prime Material when that time has elapsed.

If the creature is wrenched entirely into the Prime Material plane, it is trapped only as long as the psionist continues paying the maintenance cost. As soon as he stops, the creature's dual existence is immediately reestablished.

Except where contradicted by the *Monstrous Compendium*, a creature wrenched onto the Prime Material plane suffers any or all of the following effects, at the DM's option:

- Its DB is penalized 3d10 points.
- Undead lose the ability to drain life energy.
- Magical pluses required to hit the creature are reduced by 5.
- The creature is killed permanently if it loses all of its hit points.

The DM should impose any other penalties which seem appropriate, considering the creature and the other plane involved.

**Power Score:** The creature is momentarily dazed. It has a -2 initiative penalty in the first subsequent round.

**Open End:** No other effect.

## **PROFICIENCIES**

### **Armor Optimization** – *Agility/Quickness*

This proficiency allows a character to use his armor to best advantage against a *particular* opponent. A successful proficiency check in the first round of any combat situation gives a +20 bonus to the character's DB in that situation. A situation is a series of rounds in which a particular character engages in combat. Once the character goes two full rounds without combat, the situation ends. *The character must be wearing some type of armor or employing a shield with armor in order to use the armor optimization proficiency.*

### **Bargain** – *Intuition/Empathy*

A character with the bargain proficiency can haggle over cash, service, and barter transactions to capture a better deal. In a cash transaction, a successful check allows the character to purchase an item for 10% less or sell one for 10% more than the going rate. In a simple barter transaction, a successful check improves the perceived value of the bargainer's goods by 10%. In protracted barter, a successful check allows the bargainer to roll 3d6 instead of 2d6 for that round of barter; a separate check initiates every round. In a service transaction, a successful check provides the bargainer 10% more than the going rate for his services. The DM should require players to roleplay the bargaining session to gain the benefits of this proficiency.

### **Bureaucracy** - *Presence/Empathy*

The bureaucracy proficiency helps characters in a number of situations. A successful check shortens the time a character spends in a city dungeon awaiting judgment. It can also speed up the process of gaining an audience with an important templar or other official. The bureaucracy proficiency helps a character understand political hierarchies and who to consult to get a job done. A successful check also allows the character to pay 10% less on a tax levied against him; two successful checks in a row allow him to avoid the tax altogether.

In addition to these example uses, the bureaucracy proficiency functions in countless other ways to let a character understand and use (or abuse) bureaucratic systems.

### **Crystal Focus** – *Intuition/Self Discipline*

Many psionics find that they can achieve a deeper and more productive psionic trance by focusing their meditations on an inanimate object. Crystals and gemstones are the most frequently used foci, because of their clarity and durability. A crystal focus gives the psionics a +5 bonus on power checks for one particular science or devotion.

To use this proficiency, the psionics must first attune a crystal to one of his psionic powers. This requires a proficiency check and two hours of meditation. After that, he can use the +5 bonus any time he initiates the power if he has the crystal in contact with his body. A psionics may only attune one crystal at a time. If he opens on his power check, the crystal burns out and is destroyed.

The crystal doesn't have to be very valuable—a plain quartz crystal is usually enough to establish focus.

### **Heat Protection** – *Self Discipline/Constitution*

A character with the heat protection proficiency has learned to use clothing and personal pacing to optimize endurance against the rigors of heat. With a successful check, the character need only consume half the normal amount of water per day to avoid dehydration. In combat, the heat protection proficiency allows a character wearing metal armor to battle better and longer. A successful check each round allows the character to avoid the penalties for that round. In addition, when the character reaches his Constitution score limit to rounds of combat, a successful check will allow him to fight for five more rounds. This check can be made at the end of every subsequent five round period, but once failed, the character collapses from exhaustion.

### **Power Manipulation** – *Self Discipline*

Power manipulation is the skill of amplifying a psionic power or devotion. This proficiency can only be used to manipulate powers in the psionist's primary discipline. When the psionist initiates or maintains a psionic power, he may use power manipulation to boost its effects. First he initiates the power with a normal power check. Then he may attempt power manipulation by making a proficiency check. The attempt incurs an additional cost of 5 PSP's, whether he succeeds or fails. If the character makes a successful proficiency check, he achieves the result listed for that devotion's power score.

If the psionist open ends on the proficiency check, he botches the manipulation attempt and suffers the ill effects of open ending for that devotion's power check.

### **Psionic Detection** – *Intuition/Empathy*

The psionic detection proficiency works much as the meta-psionic devotion psionic sense, but is much less powerful. With this proficiency, a character uses latent psionic ability to detect the expenditure of psionic strength points (PSP's) around him. When employing this proficiency, a character must clear his mind and concentrate, taking at least one full round to prepare. A successful check allows the character to detect the expenditure of any PSP's within 50 yards of his location, regardless of intervening material objects. A character can maintain use of the proficiency for successive rounds, but during that time he cannot move or perform any other action. The proficiency check, however, must succeed on the round that PSP's are expended or the character detects nothing.

Psionic detection proficiency can only inform a character that PSP's were expended within 50 yards, telling nothing more. The detector cannot determine the number of PSP's, their source, the powers or devotions drawn upon, or the purpose of the expenditure (e.g., to initialize a power or to maintain one). This proficiency is not cumulative with other detection techniques.

A player whose character has psionic detection proficiency should ensure that the DM knows. Often the DM will secretly roll the proficiency and inform the player of results.

### **Rejuvenation** – *Self Discipline/Constitution*

This proficiency allows a psionicist to recover PSP's more quickly than is usual by entering a rejuvenating trance. This state of deep concentration requires a successful proficiency check. For every hour a hero maintains this trance (and makes the check), he regains PSP's at twice the usual rate (one-quarter of his total instead of one-eighth). He can't expend PSP's while in this trance, and his state is much like deep sleep.

### **Sign Language** – *Agility/Memory*

Those who have mastered the use of sign language can communicate among themselves without words, providing they can see each other's hands. Signing is a language unto itself: it conveys ideas that any other character with the sign language proficiency can understand, regardless of their native language.

To use sign language for an entire round, all parties involved must make a successful check. Characters who succeed can converse together for an entire minute; those who fail cannot listen. When a PC sign successfully with a NPC, the DM should speak freely with the player for one minute per round. Every round of conversation requires no other check. A failed check means that either the speaker didn't perform his finger movements properly, the listener wasn't watching the speaker close enough, or something else blocked communication.

On Athas, many groups employ sign language for covert conversations. In some city stated, using sign language can be grounds for imprisonment. Though sign language throughout Athas is generally consistent, secret societies often employ special codes so that unwanted eyes cannot decipher specific conversations.

### **Somatic Concealment** – *Agility/Quickness*

Though spell casters can mumble verbal components and hide material components in their hands or robes, somatic components are harder to hide. The somatic component of any spell, magical or clerical, is apparent to any character watching the spell caster.

Where spell casting is sometimes illegal, the ability to hide the necessary gestures becomes important. If movements can be concealed, a spell can be unleashed without calling attention to the caster.

A character using the somatic concealment proficiency must announce to the DM his intention to do so at the beginning of the round. Then, when the character casts his spell, the DM makes his roll in secret. A successful check indicates that anyone who could normally view the wizard doesn't recognize his gestures as magical in nature. A failed check means that all who can view the casting wizard see his movements for what they really are.

### **Water Find** – *Intuition/Reasoning*

Even the most barren desert yields water to those who know how to find it. Small animals burrow in the ground and store water there; some rare plants store water in cistern roots beneath the soil; seemingly lifeless trees sometimes have moist heartwood. The find water proficiency can only be used once per day and takes an hour to perform. During this time the character can only move half as far as normal. A successful check indicates he has found sufficient water to sustain himself for one day. It does not mean that he has found enough water to re-hydrate, but he will not further dehydrate that day. The

character can only find enough water for himself-if he shares his find with others, none of them gains any benefit.

### **Meditative Focus** – *Self Discipline/Constitution*

This proficiency allows a psionist to focus his mental energy into one discipline, causing all powers within that discipline to receive Power Score roll bonuses; powers related to other disciplines receive Power Score roll penalties.

The psionist must meditate for 12 consecutive hours. He recovers PSP's normally during this meditative state. When the period ends, the character makes a proficiency check. Success means he has focused his energy into the chosen discipline. All Power Score rolls for powers within that discipline receive a +10 bonus for the next 24 hours or until his PSP total is reduced to 0, whichever comes first. All other disciplines get a –5 penalty for the same period.

### **Psionic Lore** – *Memory/Reasoning*

This proficiency represents the study of famous masters of the Way and the methodology of developing mental powers. The character is versed in the standard powers and effects. With a successful proficiency check, the character can identify the general effects of any psionic devotion or science. For example, the character encounters a dwarf walking across a silt basin without sinking. With a successful check, he can determine that the dwarf is using the Body Equilibrium devotion.

The second benefit of this proficiency is the ability to recognize attack patterns in mental combat. If the character makes a proficiency check with a –20 penalty, he is able to guess which attack and defense modes his opponent will be using that round and select his own modes accordingly. The DM should make this check in secret; if the PC fails the check, randomly decide which powers he thinks his opponent is using.

If two characters with psionic lore engage in mental combat, the character with the highest successful proficiency check is able to read his opponent's intentions. If the proficiency checks are the same, neither character gains any information.

### **Psychic Defense** – *Self Discipline*

Some people are able to develop a rudimentary psionic defense, although they are not psionists. They may be born with exceptionally strong Wills, or they may have met a teacher who instructed them in the basics of psionic self-defense.

When a character with this proficiency is attacked by contact or one of the five telepathic attack modes, he may attempt to defend himself mentally. This must be declared after the attacker has announced his attack, but before he resolves it—the defending character can't wait to see if the attack succeeds.

If the defender makes a successful proficiency check, he manages to prevent contact for that one attack. Each subsequent mental attack provides a cumulative –20 penalty to the proficiency check, so a character that has been attacked three times in one encounter makes his check with a –60 penalty. Unlike a psionist, whose attackers need three tangents to force contact, the general defender is bested the first time his attacker succeeds and he fails his psychic defense roll.

While a character is defending himself psionically, he may move and defend himself normally. However, he may not cast spells or initiate any wild talents. The psychic

defender can make melee or missile attacks, but he suffers a –4 penalty to any attack rolls he makes since his attention is divided between his physical surroundings and the mental assault.

### **Psionic Adepts**

A Psionic Adept is a character who has powerful innate psionic ability. This is rolled on the 'Psionic gains' table like the gains for all the other professions when they are first created. The Psion uses his background points to roll on the specific table.

As a Psionic Adept, the character starts his career with not one, but TWO primary disciplines. The character can choose which ones he wants them to be. In addition, he starts of with double the sciences and devotions of a normal Psioicist. He also gains disciplines, sciences and devotions much quicker then a normal psionicist. The level development table shows how an Adept would progress from level to level.